

ANDY SALES - FRANTICON DOUBLES



FREE DWARFS

GOOD

Ironclad

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	4	-	5	2	4	25	21/23	180
Throwing Mastiff Headstrong Keywords: Dwarf									15
									[195]

Free Dwarf Rangers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	4	4	2	3	12	14/16	185
Helm of Confidence Upgrade to Hearneas' Handpicked Rangers [1] (Regiment only) - Gaining Stealthy and Elite (Ranged) with Light Crossbows Crushing Strength (1), Pathfinder, Scout, Stealthy, Elite (Ranged) Light Crossbows (24") Keywords: Dwarf, Tracker									15
									15
									[215]

Free Dwarf Brock Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	-	4	3	3	26	-/18	[195]
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									

Mastiff Hunting Pack*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	3	1	1	9	11/13	[65]
Crushing Strength (1 - vs Cavalry only) Keywords: Beast									
Regiment(3)	6	4	-	3	1	1	9	11/13	[65]
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Dwarf Lord on Large Beast

Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	6	4	1	7	15/17	200
Aegis of the Elohi Crushing Strength (1), Headstrong, Inspiring, Nimble, Thunderous Charge (2) Keywords: Beast, Dwarf									15
									[215]

Dwarf Army Standard Bearer

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	-	5	2	0	1	10/12	[50]
Headstrong, Individual, Inspiring Keywords: Dwarf									

Total Unit Strength: 13
Total Core: 1000 (100%)

Total Units: 7



SPECIAL RULES AND SPELLS:

Aegis of the Elohi	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Helm of Confidence	The unit gains the <i>Inspiring (Self)</i> special rule.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Throwing Mastiff	The unit is equipped with a single use ranged attack with the following profile - Throwing Mastiff: 12", Att: 8, Piercing (1). This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and cannot be used again for the remainder of the game.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.