

Gerry Brawley Dwarfs (Good)

Ironguard									Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	6	2	3	12	15/17	150
	Throwing Mastiff Headstrong Keywords: Dwarf								15
Regiment(20)	4	3	-	6	2	3	12	15/17	150
	Throwing Mastiff Headstrong Keywords: Dwarf								15
Regiment(20)	4	3	-	6	2	3	12	15/17	150
	Throwing Mastiff Headstrong Keywords: Dwarf								15
Earth Elementals									Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	220
	Fire-Oil Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound								5
Horde(6)	5	4	-	6	3	3	18	-/18	220
	Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound								220
Berserker Brock Riders									Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	-	4	3	3	26	-/18	195
	Brew of Sharpness Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf								35
Regiment(10)	8	4	-	4	3	3	26	-/18	195
	Helm of Confidence Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf								15
Steel Juggernaut									Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	5	6	3	1	5	-/13	150
	Crushing Strength (2), Inspiring, Nimble Hand Cannon: (24", Piercing(2), Steady Aim) Keywords: Dwarf, Warsmith								150
Ironbelcher Organ Gun									War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	5	5	2	0	12	10/12	90
	Organ Gun: (24", Piercing (2), Reload) Keywords: Dwarf, Warsmith								90

Ironbelcher Cannon										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	-	5	5	2	0	2	10/12	110	
Cannon: (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot: (12", Att: 10, Piercing (1) - This attack always hits on a 6+)										
Keywords: Dwarf, Warsmith										
1	4	-	5	5	2	0	2	10/12	110	
Cannon: (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot: (12", Att: 10, Piercing (1) - This attack always hits on a 6+)										
Keywords: Dwarf, Warsmith										
Stone Priest										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	5	-	5	2	0	1	11/13	90	
Conjurer's Staff										
Bane Chant (2)										
Headstrong, Individual, Inspiring (Earthbound only), Stoneshapers										
Spells: Surge (8), Bane Chant (2)										
Keywords: Dwarf, Earthbound										
Flame Priest										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	11/13	65	
Increase to Fireball (10)										
Individual										
Spells: Fireball (10)										
Keywords: Dwarf, Flamesmith										
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										
Berserker Lord										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	3	0	7	-/16	110	
Blade of the Beast Slayer										
Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3)										
Crushing Strength (1), Individual, Inspiring (Berserkers only), Vicious (Melee)										
Keywords: Berserker, Dwarf										

Special Rules and Spells:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
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</i> (Self) 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 through Difficult Terrain.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Stoneshapers	If this unit has taken the Bane Chant option it may, after casting Surge on a Friendly Core Earthbound unit, immediately cast Bane Chant against the same target.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.
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.