



FREE DWARFS

GOOD

Free Dwarf Brock Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	4	-	4	3	1	13	-/15	[125]
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									
Troop(5)	8	4	-	4	3	1	13	-/15	[125]
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									
Troop(5)	8	4	-	4	3	1	13	-/15	[125]
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195 5 [200]
Fire-Oil									
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195 20 [215]
Maccwar's Potion of the Caterpillar									
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195 15 [210]
Sir Jesse's Boots of Striding									
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]
Crushing Strength (1 - vs Cavalry only) Keywords: Beast									

Berserker Lord

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	4	3	0	7	-/16	110 20 30 [160]
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									

Berserker Lord

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	4	2	0	7	-/16	110 40 [150]
Wings of Honey maze									
Crushing Strength (1), Individual, Inspiring (Berserkers only), Vicious (Melee), Wild Charge (D3) Keywords: Berserker, Dwarf									

Sveri Egilax on Hellbrock [1]

Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	4	4	1	10	-/18	[210]

Aura (Wild Charge (+1) - Berserker only), Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1), Vicious (Melee)
 Keywords: Berserker, Dwarf

Total Unit Strength: 15

Total Core: 1650 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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>).
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.
Macewar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.
Wings of Honey maze	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.