

# ROBERT HUTSON - FRANTICON SINGLES



## FREE DWARFS

**GOOD**

### Free Dwarf Shieldbreakers

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	4	3	-	4	2	1	10	10/12	[90]
Crushing Strength (1), Pathfinder, Scout Keywords: Dwarf									
Troop(10)	4	3	-	4	2	1	10	10/12	[90]
Crushing Strength (1), Pathfinder, Scout Keywords: Dwarf									
Horde(40)	4	3	-	4	2	4	25	21/23	230 30 [260]
Blessing of the Gods Crushing Strength (1), Pathfinder, Scout Keywords: Dwarf									
Horde(40)	4	3	-	4	2	4	25	21/23	[230]
Crushing Strength (1), Pathfinder, Scout Keywords: Dwarf									
Horde(40)	4	3	-	4	2	4	25	21/23	[230]
Crushing Strength (1), Pathfinder, Scout Keywords: Dwarf									

### 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 15 [200]
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									

### 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									

### Free Dwarf Lord

**Hero (Inf)**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	3	-	6	2	0	5	13/15	105 40 [145]
Wings of Honeymaze Crushing Strength (1), Individual, Inspiring, Mighty, Pathfinder Keywords: Dwarf									

### 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]
Crushing Strength (1), Headstrong, Inspiring, Nimble, Thunderous Charge (2) Keywords: Beast, Dwarf									

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	
Lute of Insatiable Darkness									25	
Headstrong, Individual, Inspiring									[75]	
Keywords: Dwarf										

Total Unit Strength: 20

Total Core: 1650 (100%)

Total Units: 11



## SPECIAL RULES AND SPELLS:

<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Headstrong</b>	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.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Lute of Insatiable Darkness</b>	The unit gains the Bane Change (2) spell.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Pathfinder</b>	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.
<b>Scout</b>	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.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Thunderous Charge</b>	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).
<b>Wings of Honeymaze</b>	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.