



## 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
Mead of Madness									10
Thunderous Charge (1), Vicious (Melee)									[135]
Keywords: Berserker, Dwarf									
Troop(5)	8	4	-	4	3	1	13	-/15	125
Mace of Crushing									5
Thunderous Charge (1), Vicious (Melee)									[130]
Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Brew of Sharpness									35
Thunderous Charge (1), Vicious (Melee)									[230]
Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Brew of Haste									20
Thunderous Charge (1), Vicious (Melee)									[215]
Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Maccwar's Potion of the Caterpillar									20
Thunderous Charge (1), Vicious (Melee)									[215]
Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Brew of Strength									30
Thunderous Charge (1), Vicious (Melee)									[225]
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									

### 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
Wings of Honeymaze									40
Crushing Strength (1), Individual, Inspiring, Mighty, Pathfinder									[145]
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									20
Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3)									30
Crushing Strength (1), Individual, Inspiring (Berserkers only), Vicious (Melee)									[160]
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										

Banick Kholearm [1]										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	2	0	6	12/14	[135]	
Brutal (1), Crushing Strength (2), Forgeblessed, Headstrong, Individual, Inspiring, Scout Spells: Bane Chant (2), Fireball (10) Keywords: Dwarf, Flamesmith										

 <b>NORTHERN ALLIANCE</b>										GOOD
Dwarf Clansmen										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	4	-	4	2	3	12	14/16	115	
Exchange shields for two-handed Frost Hammers, lowering Defence to 4+ and gaining Crushing Strength (1) for free  Fury, Wild Charge (1), Crushing Strength (1) Keywords: Dwarf										0
										[115]
Lord on Chimera										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	17/19	[320]	
Crushing Strength (3), Elite (Melee), Fly, Nimble, Very Inspiring Spells: Icy Breath (10) Keywords: Barbarian, Beast, Draconic, Human										

Total Unit Strength: 20

Total Core: 1865 (81.1%)

Total Ally: 435 (18.9%)

Total Units: 13

## **SPECIAL RULES AND SPELLS:**

<b>Aura</b>	(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.
<b>Bane Chant</b>	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.
<b>Blade of the Beast Slayer</b>	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
<b>Brew of Haste</b>	This unit increases its Speed stat by +1.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Brutal</b>	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 no value is specified, the unit has Brutal (1). 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.
<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>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.

<b>Forgeblessed</b>	When Banick Kholearm casts the spell Fireball, the attack gains the Shattering special rule.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<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>Icy Breath</b>	Spell: 10", Enemy - Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the <i>Frozen</i> special rule.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<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>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mace of Crushing</b>	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
<b>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<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>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>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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.
<b>Wings of Honey maze</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.