

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	
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	
Sir Jesse's Boots of Striding										15
Thunderous Charge (1), Vicious (Melee)										[210]
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	
Throwing Mastiff										15
Crushing Strength (1 - vs Cavalry only)										[80]
Keywords: Beast										
Regiment(3)	6	4	-	3	1	1	9	11/13	65	
Throwing Mastiff										15
Crushing Strength (1 - vs Cavalry only)										[80]
Keywords: Beast										
Regiment(3)	6	4	-	3	1	1	9	11/13	65	
Throwing Mastiff										15
Crushing Strength (1 - vs Cavalry only)										[80]
Keywords: Beast										
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), Headstrong, Individual, Inspiring, Mighty										[145]
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	
Brew of Haste										20
Crushing Strength (1), Headstrong, Inspiring, Nimble, Thunderous Charge (2)										[220]
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: 29
Total Core: 2300 (100%)

Total Units: 16



SPECIAL RULES AND SPELLS:

Brew of Haste	This unit increases its Speed stat by +1.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Individual	See page 34 (page 30 in gamers edition)
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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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.
Wings of Honeymaze	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.