

Target
2300
Points



BOB ASPLAND



Target
2300
Points



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
Gain the ranged attack - Throwing Axes: 12", Att: [T:6/R:12], Ra: 5+, Steady Aim									10
Thunderous Charge (1), Vicious (Melee) Throwing Axes (12", Att: [T:6/R:12], Ra: 5+, Steady Aim) Keywords: Berserker, Dwarf									[135]
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Regiment(10)	8	4	-	4	3	3	26	-18	195
Sir Jesse's Boots of Striding									15
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									[210]
Regiment(10)	8	4	-	4	3	3	26	-18	195
Maccwar's Potion of the Caterpillar									20
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									[215]
Regiment(10)	8	4	-	4	3	3	26	-18	195
Brew of Strength									30
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									[225]

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) Keywords: Beast									[80]

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

HALFLINGS (BETA) NEUTRAL

Aeronauts										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder										
Keywords: Halfling, Tinker										
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder										
Keywords: Halfling, Tinker										
Regiment(3)	7	4	-	5	5	2	9	13/15	[170]	
Blast (D3), Bombing Run, Brutal, Crushing Strength (2), Fly, Pathfinder										
Keywords: Halfling, Tinker										

Total Unit Strength: 21

Total Core: 1790 (77.8%)

Total Ally: 510 (22.2%)

Total Units: 14

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.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Bombing Run	In Melee, this unit will always hit the enemy on a 4+ regardless of any other modifiers.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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 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.

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	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.
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.
Maccwar'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.
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 though Difficult Terrain.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
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 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.