



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
Sir Jesse's Boots of Striding									15
									[210]
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Maccwar's Potion of the Caterpillar									20
									[215]
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Brew of Strength									30
									[225]
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									

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
									[150]
Crushing Strength (1), Individual, Inspiring (Berserkers only), Vicious (Melee), Wild Charge (D3) 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
									[160]
Crushing Strength (1), Individual, Inspiring (Berserkers only), Vicious (Melee) 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



NORTHERN ALLIANCE

GOOD

Frostfang Cavalry

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	4	-	5	4	3	30	15/17	[265]

Crushing Strength (2), Strider, Wild Charge (1)
Keywords: Frostfang, Human

Thegn on Frostfang

Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	5	4	1	5	13/15	[125]

Crushing Strength (2), Inspiring (Frostfang only), Nimble, Strider, Wild Charge (1)
Keywords: Barbarian, Frostfang, Human

Total Unit Strength: 18

Total Core: 1610 (80.5%)

Total Ally: 390 (19.5%)

Total Units: 12



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.
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.
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.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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.