



## DWARVES

**GOOD**

<b>Ironguard</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
Throwing Mastiff										15
Headstrong										[165]
Keywords: Dwarf										
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
Throwing Mastiff										15
Headstrong										[165]
Keywords: Dwarf										
<b>Shieldbreakers</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	4	3	-	4	2	4	25	21/23	[205]	
Crushing Strength (1), Headstrong										
Keywords: Dwarf										
Horde(40)	4	3	-	4	2	4	25	21/23	[205]	
Crushing Strength (1), Headstrong										
Keywords: Dwarf										
<b>Berserker Brock Riders</b>										<b>Cavalry</b>
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										
<b>Mastiff Hunting Pack*</b>										<b>Swarm</b>
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										
<b>Battle Driller</b>										<b>Monster (Cav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	D6+6	10/12	[90]	
Brutal, Crushing Strength (1), Headstrong, Individual										
Keywords: Dwarf, Warsmith										
1	4	4	-	5	2	0	D6+6	10/12	[90]	
Brutal, Crushing Strength (1), Headstrong, Individual										
Keywords: Dwarf, Warsmith										
1	4	4	-	5	2	0	D6+6	10/12	[90]	
Brutal, Crushing Strength (1), Headstrong, Individual										
Keywords: Dwarf, Warsmith										

Berserker Lord										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	3	0	7	-16	110	
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)									[140]	
Keywords: Berserker, Dwarf										
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										
Steel Juggernaut										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	6	3	1	5	-13	150	
Lute of Insatiable Darkness									25	
Crushing Strength (2), Inspiring, Nimble Hand Cannon (24", Piercing(2), Steady Aim)									[175]	
Keywords: Dwarf, Warsmith										
1	5	3	5	6	3	1	5	-13	[150]	
Crushing Strength (2), Inspiring, Nimble Hand Cannon (24", Piercing(2), Steady Aim)										
Keywords: Dwarf, Warsmith										

Total Unit Strength: 21  
Total Core: 2000 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<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>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 (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>Lute of Insatiable Darkness</b>	The unit gains the Bane Change (2) spell.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<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>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Throwing Mastiff</b>	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.
<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).

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<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 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.

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