

# LGT FREE DWARFS



## FREE DWARFS

**GOOD**

### Free Dwarf Shieldbreakers

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	3	-	4	2	4	25	21/23	230
									5
									15
									[250]
									Crushing Strength (1), Pathfinder, Scout
									Keywords: Dwarf, Tracker
Horde(40)	4	3	-	4	2	4	25	21/23	230
									15
									15
									[260]
									Crushing Strength (1), Pathfinder, Scout
									Keywords: Dwarf, Tracker
Horde(40)	4	3	-	4	2	4	25	21/23	230
									15
									15
									[260]
									Crushing Strength (1), Pathfinder, Scout
									Keywords: Dwarf, Tracker

### Ironclad

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	4	4	-	5	2	1	10	10/12	70
									15
									[85]
									Headstrong
									Keywords: Dwarf
Troop(10)	4	4	-	5	2	1	10	10/12	70
									15
									[85]
									Headstrong
									Keywords: Dwarf
Regiment(20)	4	4	-	5	2	3	12	14/16	110
									15
									[125]
									Headstrong
									Keywords: Dwarf

### 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

<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]	
Crushing Strength (1 - vs Cavalry only)										
Keywords: Beast										
<b>Greater Earth Elemental</b>										<b>Titan Spellcaster: 0</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	6	6	1	12	-/19	230	
Upgrade to Craggoth & Kholearm [1] - gaining Spellcaster: 0, the Flamesmith keyword, the Inspiring (Self) and Scout special rules, and Fireball (10) spell										25
Brutal, Crushing Strength (3), Shambling, Strider, Inspiring (Self only), Scout										[255]
Spells: Fireball (10)										
Keywords: Earthbound, Flamesmith										
<b>Dwarf Lord on Large Beast</b>										<b>Hero (LrgCav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	6	4	1	7	15/17	[200]	
Crushing Strength (1), Headstrong, Inspiring, Nimble, Thunderous Charge (2)										
Keywords: Beast, Dwarf										
<b>Berserker Lord</b>										<b>Hero (Cav)</b>
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										
<b>Berserker Lord</b>										<b>Hero (Inf)</b>
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										
<b>Dwarf Army Standard Bearer</b>										<b>Hero (Inf)</b>
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: 23

Total Core: 2300 (100%)

Total Units: 15



## SPECIAL RULES AND SPELLS:

**Blade of the Beast Slayer** The unit gains the *Crushing Strength* (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) 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>Chalice of Wrath</b>	The unit gains the <i>Fury</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Dwarven Ale</b>	The unit gains the <i>Headstrong</i> special rule.
<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>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>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>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<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).
<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.