

2022 FREE DWARFS



FREE DWARFS

GOOD

Free Dwarf Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	4	2	3	12	14/16	[130]
Crushing Strength (1), Pathfinder, Wild Charge (1) Keywords: Dwarf, Tracker									
Regiment(20)	4	3	-	4	2	3	12	14/16	[130]
Crushing Strength (1), Pathfinder, Wild Charge (1) Keywords: Dwarf, Tracker									

Free Dwarf Rangers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	4	4	2	3	12	14/16	[185]
Crushing Strength (1), Pathfinder, Scout Light Crossbows (24") Keywords: Dwarf, Tracker									
Regiment(20)	5	4	4	4	2	3	12	14/16	[185]
Crushing Strength (1), Pathfinder, Scout Light Crossbows (24") Keywords: Dwarf, Tracker									
Regiment(20)	5	4	4	4	2	3	12	14/16	[185]
Crushing Strength (1), Pathfinder, Scout Light Crossbows (24") Keywords: Dwarf, Tracker									
Regiment(20)	5	4	4	4	2	3	12	14/16	[185]
Crushing Strength (1), Pathfinder, Scout Light Crossbows (24") Keywords: Dwarf, Tracker									

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									

Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	4	-	6	3	2	9	-/15	[130]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound									
Regiment(3)	5	4	-	6	3	2	9	-/15	[130]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound									
Regiment(3)	5	4	-	6	3	2	9	-/15	[130]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound									
Regiment(3)	5	4	-	6	3	2	9	-/15	[130]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound									

Free Dwarf Stone Priest										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	5	-	5	2	0	1	11/13	90	
Conjurer's Staff Bane Chant (2) Library Mindfog (3)									10	
Individual, Inspiring, Stoneshapers Spells: Surge (8), Bane Chant (2), Mind Fog (3) Keywords: Dwarf, Earthbound									20	
									15	
									[135]	
1	4	5	-	5	2	0	1	11/13	90	
Bane Chant (2)									20	
Individual, Inspiring, Stoneshapers Spells: Surge (8), Bane Chant (2) Keywords: Dwarf, Earthbound									[110]	
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 Slashing Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3)									5	
Crushing Strength (1), Individual, Inspiring, Vicious (Melee) Keywords: Berserker, Dwarf									30	
									[145]	
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, Vicious (Melee) Keywords: Berserker, Dwarf									[140]	

Total Unit Strength: 28
 Total Core: 2300 (100%)

Total Units: 16



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering
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.
Scout	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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.

Stoneshapers	If this unit has taken the Bane Chant option it may, after casting Surge on a Friendly Core Earthbound unit, immediately cast Bane Chant against the same target.
Surge	<p>Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase.</p> <p>If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal.</p> <p>This spell has no effect on units with Speed 0.</p>
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	<p>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.</p> <p>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.</p>