



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 Pathfinder									10
Thunderous Charge (1), Vicious (Melee), Pathfinder									[135]
Keywords: Berserker, Dwarf									
Troop(5)	8	4	-	4	3	1	13	-/15	125
Gain Pathfinder									10
Thunderous Charge (1), Vicious (Melee), Pathfinder									[135]
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
Brew of Strength									30
Gain Pathfinder									15
									[240]
Thunderous Charge (1), Vicious (Melee), Pathfinder									
Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Blessing of the Gods									20
Gain Pathfinder									15
									[230]
Thunderous Charge (1), Vicious (Melee), Pathfinder									
Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Brew of Sharpness									35
Gain Pathfinder									15
									[245]
Thunderous Charge (1), Vicious (Melee), Pathfinder									
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
Throwing Mastiff									15
									[80]
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, 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 Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3)									20	
Crushing Strength (1), Individual, Inspiring, Vicious (Melee) Keywords: Berserker, Dwarf									30	
										[160]

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										

Lord on Frostfang										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	9	15/17	190	
Snow Fox Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human									10	
										[200]

Total Unit Strength: 19

Total Core: 1835 (79.8%)

Total Ally: 465 (20.2%)

Total Units: 13

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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
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 (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.
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.
Snow Fox	The unit has +1 Attack. (Already included in stats)

Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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).
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
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.