

# HEAVY HANDS & AN IRON HEART



## DWARVES

GOOD

### Ironclad

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	4	-	5	2	4	25	21/23	180
Hammer of Measured Force Throwing Mastiff									20
Headstrong Keywords: Dwarf									15
									[215]

### Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	3	-	4	2	4	25	21/23	205
Throwing Mastiff									15
Crushing Strength (1), Headstrong Keywords: Dwarf									[220]

### Sharpshooters

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	4	5	4	5	2	1	5	9/11	[100]
Headstrong Long Rifles (36", Piercing (2), Reload) Keywords: Dwarf, Warsmith									
Troop(10)	4	5	4	5	2	1	5	9/11	[100]
Headstrong Long Rifles (36", Piercing (2), Reload) Keywords: Dwarf, Warsmith									

### Berserker Brock Riders

Cavalry

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) Keywords: Berserker, Dwarf									[215]
Regiment(10)	8	4	-	4	3	3	26	-/18	[195]
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									

### Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	[220]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound									
Horde(6)	5	4	-	6	3	3	18	-/18	[220]
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound									

### Flame Belcher

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	4	5	2	0	15	10/12	[90]
Flame Belcher (14", Steady Aim, Shattering) Keywords: Dwarf, Flamesmith, Warsmith									
1	4	-	4	5	2	0	15	10/12	[90]
Flame Belcher (14", Steady Aim, Shattering) Keywords: Dwarf, Flamesmith, Warsmith									

Dwarf Lord on Large Beast										Hero (LrgCav)
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										
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 20 [110]	
Bane Chant (2)  Headstrong, Individual, Inspiring, Stoneshapers Spells: Surge (8), Bane Chant (2) Keywords: Dwarf, Earthbound										
Garrek Heavyhand[1]										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	3	-	6	2	0	5	14/16	[150]	
Crushing Strength (3), Headstrong, Individual, Inspiring, Mighty, Radiance of Life, Regeneration (5+) Keywords: Dwarf										
Faber Ironheart [1]										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	6	3	1	7	-/15	[175]	
Crushing Strength (2), Inspiring, Nimble, Wild Charge (D3) Hand Cannon (24", Piercing(2), Steady Aim) Keywords: Dwarf, Warsmith										

Total Unit Strength: 24  
Total Core: 2300 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	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.
<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>Hammer of Measured Force</b>	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
<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>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<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>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.

<b>Regeneration</b>	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stoneshapers</b>	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.
<b>Surge</b>	<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>
<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>	<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>