

 Dwarfs [2300]

Ironclad	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [125]</b> Throwing Mastiff <i>Special Rules: Headstrong, Ordered March, Throwing Mastiff</i> <b>Keywords: Dwarf</b>	4	4+	-	5+	3	12	14/16	2	[110] [15]
<b>Inf Regiment [125]</b> Throwing Mastiff <i>Special Rules: Headstrong, Ordered March, Throwing Mastiff</i> <b>Keywords: Dwarf</b>	4	4+	-	5+	3	12	14/16	2	[110] [15]
<b>Inf Regiment [125]</b> Throwing Mastiff <i>Special Rules: Headstrong, Ordered March, Throwing Mastiff</i> <b>Keywords: Dwarf</b>	4	4+	-	5+	3	12	14/16	2	[110] [15]
<b>Inf Regiment [125]</b> Throwing Mastiff <i>Special Rules: Headstrong, Ordered March, Throwing Mastiff</i> <b>Keywords: Dwarf</b>	4	4+	-	5+	3	12	14/16	2	[110] [15]

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [245]</b> Throwing Mastiff <i>Special Rules: Crushing Strength(2), Headstrong, Ordered March, Throwing Mastiff</i> <b>Keywords: Dwarf</b>	4	3+	-	4+	4	25	21/23	2	[230] [15]

Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [210]</b> Sir Jesse's Boots of Striding <i>Special Rules: Thunderous Charge(1), Vicious(Melee), Vengeance</i> <b>Keywords: Berserker, Dwarf</b>	8	4+	-	4+	3	26	-/18	3	[195] [15]
<b>Cav Regiment [230]</b> Brew of Sharpness <i>Special Rules: Thunderous Charge(1), Vicious(Melee), Vengeance</i> <b>Keywords: Berserker, Dwarf</b>	8	3+	-	4+	3	26	-/18	3	[195] [35]

Flame Belcher	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>WE 1 [90]</b> Flame Belcher (14", Shattering, Steady Aim) <b>Keywords: Dwarf, Flamesmith, Warsmith</b>	4	-	4+	5+	0	15	10/12	2	[90]

Battle Driller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon (Cavalry) 1 [75]</b> <i>Special Rules: Brutal(2), Crushing Strength(1), Headstrong, Individual</i> <b>Keywords: Dwarf, Warsmith</b>	4	4+	-	5+	0	D6+6	10/12	2	[75]

Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [125]</b> Radiance of Life (Dwarf only) Scorched Earth(3) Host Shadowbeast(3) <i>Special Rules: Command, Headstrong, Individual, Inspiring, Radiance of Life(Dwarf only)</i> <b>Keywords: Dwarf, Earthbound</b>	4	5+	-	5+	0	1	11/13	2	[50] [25] [30] [20]

Dwarf Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [50]</b> <i>Special Rules: Command, Headstrong, Individual, Very Inspiring, For the King!</i> <b>Keywords: Dwarf</b>	4	4+	-	5+	0	1	10/12	2	[50]

Berserker Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 [150]</b> Brock Mount Gnome-Glass Shield <i>Special Rules: Command, Crushing Strength(1), Individual, Inspiring, Vicious(Melee), Vengeance</i> <b>Keywords: Berserker, Dwarf</b>	8	3+	-	4+	0	7	-/16	3	[110] [30] [10]

Flame Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [115]</b> Increase to Fireball (10) Knowledgable[1] Fireball (10) Barkskin[1](5) <i>Special Rules: Individual</i> <b>Keywords: Dwarf, Flamesmith</b>	4	4+	-	5+	0	1	11/13	2	[65] [15] [10] [0] [25]

Garrek Heavyhand [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [150]	4	3+	-	6+	0	5	14/16	2	[150]
<i>Special Rules: Command, Crushing Strength(3), Headstrong, Individual, Inspiring, Mighty, Radiance of Life, Regeneration(5+) Keywords: Dwarf</i>									

Dwarf Lord on Large Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [180]	7	3+	-	6+	1	7	15/17	4	[175]
Blade of Slashing									[5]
<i>Special Rules: Command, Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2) Keywords: Beast, Dwarf</i>									
Hero (Lrg Cav) 1 [180]	7	3+	-	6+	1	7	15/17	4	[175]
Mace of Crushing									[5]
<i>Special Rules: Command, Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2) Keywords: Beast, Dwarf</i>									

**Total Units:** 16      **Total Unit Strength:** 24  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
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 regardless of range, arc, or LoS
Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
For the King!	Friendly units within 6" may re-roll failed Headstrong rolls.
Headstrong	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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
Radiance of Life	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. Note that Radiance of Life may have a further qualifier, in which case Radiance of Life will only remove damage from units with that name or Keyword in addition to the unit with the Radiance of Life Special Rule itself.
Regeneration	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.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.

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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Barkskin [1]</b> Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	
<b>Scorched Earth</b> Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit cannot use the Strider and Pathfinder special rules for the duration of its next Turn.	
<b>Host Shadowbeast</b> Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.