

Very dangerous over short distances! - Ian Rodger Dwarfs

1150 / 1150 VALID

1st Battalion

Berserker Lord on Giant Brock	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	8	3+	-	4+	2	9	18	4	[220]
Special Rules: <i>Crushing Strength(2), Fearless, Inspiring, Vicious(Combat), Thunderous Charge(1), Wild Charge(D3)</i>									

Stone Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	5+	-	5+	1	1	13	2	[160]
Blizzard(3)									[35]
Celestial Restoration(3)									[35]
Special Rules: <i>Headstrong, Individual, Inspiring, Yielding, Quake</i> Traits: <i>Spellcaster</i>									

Bulwarkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	4	4+	-	5+	4	30	25	2	[220]
Special Rules: <i>Headstrong, Phalanx</i> Traits: <i>Holdfast</i>									

Berserker Brock Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	4+	2	26	18	3	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Fearless, Thunderous Charge(3), Vicious(Combat)</i> Traits: <i>Berserker</i>									

Stoneclaw Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Troop	10	3+	-	4+	1	8	13		[140]
Special Rules: <i>Feint, Fly, Pathfinder, Thunderous Charge(2)</i> Traits: <i>Berserker</i>									
Specialist Troop	10	3+	-	4+	1	8	13		[175]
Crystal Pendant of Retribution									[35]
Special Rules: <i>Feint, Fly, Pathfinder, Thunderous Charge(2)</i> Traits: <i>Berserker</i>									

Total Units: 6 **Total Unit Strength:** 11
Total Points: 1150

Command Order	Target	Description
Throwing Mastiff	4	Units with the Holdfast Trait only. The unit may make a ranged attack with the following profile (12", Att: 6, Piercing (1)) and this hits on a 4+ regardless of modifiers.
Fury of the Ancients	5	Units with the Holdfast or Berserker Trait only. The unit gains the Retaliate! special rule.

Special Rule	Description
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.

Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Quake	Units with the Elemental Trait hit by this unit's Surge spell have TC(1) until the end of the Turn.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Blizzard Range: 30" Magical Missile	Blast (D3), Frostbite, Piercing (1).
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Crystal Pendant of Retribution	May not be taken by units with the Individual special rule. When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits with Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units.