

Erik Greiner Adepticon Free Dwarf

2285 / 2300 (15 Remaining) VALID

Free Dwarfs [2285]

Free Dwarf Berserkers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [190]	5	4+	-	4+	3	20	-/17	2	[165]
Gain Pathfinder									[15]
Pipes of Terror									[10]
<i>Special Rules: Slayer(Melee D6), Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Vengeance, Pathfinder, Brutal</i> Keywords: Berserker, Dwarf									
Regiment (20) [190]	5	4+	-	4+	4	20	-/17	2	[165]
Gain Pathfinder									[15]
Orb of Towering Presence									[10]
<i>Special Rules: Slayer(Melee D6), Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Vengeance, Pathfinder</i> Keywords: Berserker, Dwarf									

Earth Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [250]	5	4+	-	6+	3	18	-/18	3	[220]
Diadem of Dragonkind									[30]
Fireball (8)									
<i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling</i> Keywords: Earthbound									

Free Dwarf Brock Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [230]	8	4+	-	4+	3	26	-/18	3	[195]
Gain Pathfinder									[15]
Blessing of the Gods									[20]
<i>Special Rules: Thunderous Charge(1), Vicious(Melee), Pathfinder, Elite</i> Keywords: Berserker, Dwarf									
Regiment (10) [210]	8	4+	-	4+	3	26	-/18	3	[195]
Helm of the Drunken Ram									[15]
<i>Special Rules: Thunderous Charge(2), Vicious(Melee)</i> Keywords: Berserker, Dwarf									

Mastiff Hunting Pack* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[15]
<i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff</i> Keywords: Beast									
Regiment (3) [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[15]
<i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff</i> Keywords: Beast									

Greater Earth Elemental Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [255]	6	4+	-	6+	1	12	-/19	6	[230]
Craggoth & Kholearm									[25]
Fireball (10)									
<i>Special Rules: Brutal, Crushing Strength(3), Shambling, Strider, Inspiring(self), Scout</i> Keywords: Earthbound, Flamesmith									

Free Dwarf Stone Priest Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [130]	4	5+	-	5+	0	1	11/13	2	[90]
Tome of Darkness									[20]
Surge (11)									[0]
Bane Chant (2)									[20]
<i>Special Rules: Individual, Inspiring, Stoneshapers</i> Keywords: Dwarf, Earthbound									

Berserker Lord Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [155]	8	3+	-	4+	0	7	-/16	3	[110]
Brock Mount									[30]
Axe of the Giant Slayer									[15]
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Vicious(Melee), Slayer(D3)</i> Keywords: Berserker, Dwarf									

Banick Kholearm [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [135]	5	4+	-	5+	0	6	12/14	2	[135]
Bane Chant (2)									[0]
Fireball (10)									[0]
<i>Special Rules: Brutal, Crushing Strength(2), Headstrong, Individual, Inspiring, Pathfinder, Scout, Forgeblessed</i> Keywords: Dwarf, Flamesmith									

Dwarf Lord on Large Beast Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [195] Blade of the Beast Slayer <i>Special Rules:</i> Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans), Headstrong, Inspiring, Nimble, Thunderous Charge(2) Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175] [20]
1 [185] Mead of Madness <i>Special Rules:</i> Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2), Wild Charge(1) Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175] [10]

Total Units: 13 **Total Unit Strength:** 21
Total Primary Core Points: 2285 (100.0%)

Custom Rule	Description
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)
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.
Forgeblessed	This unit's Fireball spell always hits on a 4+ regardless of any other modifiers.

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through 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 Scout 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 Scout move.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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 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).
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 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, 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.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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. 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. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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. This spell has no effect on units with Speed 0.	

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Pipes of Terror	This unit gains the Brutal special rule.
Axe of the Giant Slayer	Individuals only. The unit gains the Slayer (D3) special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.