

 Free Dwarfs [2300]

Free Dwarf Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [180] Gain Pathfinder Special Rules: Slayer(Melee D6), Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Ordered March, Vengeance, Pathfinder Keywords: Berserker, Dwarf	5	4+	-	4+	3	20	-/17	2	[165] [15]
Inf Regiment [190] Gain Pathfinder Orb of Towering Presence Special Rules: Slayer(Melee D6), Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Ordered March, Vengeance, Pathfinder Keywords: Berserker, Dwarf	5	4+	-	4+	4	20	-/17	2	[165] [15] [10]

Earth Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [230] Hann's Sanguinary Scripture Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling, Lifeleech(1) Keywords: Earthbound	5	4+	-	6+	3	18	-/18	3	[220] [10]
Lrg Inf Horde [235] Aegis of the Elohi Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling, Iron Resolve Keywords: Earthbound	5	4+	-	6+	3	18	-/18	3	[220] [15]

Free Dwarf Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [230] Brew of Sharpness Special Rules: Pathfinder, Thunderous Charge(1), Vicious(Melee) Keywords: Berserker, Dwarf	8	3+	-	4+	3	26	-/18	3	[195] [35]
Cav Regiment [210] Helm of the Drunken Ram Special Rules: Pathfinder, Thunderous Charge(2), Vicious(Melee) Keywords: Berserker, Dwarf	8	4+	-	4+	3	26	-/18	3	[195] [15]

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

Greater Earth Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [230] Special Rules: Brutal, Crushing Strength(3), Shambling, Strider Keywords: Earthbound	6	4+	-	6+	2	12	-/19	6	[230]

Free Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [110] Stoneshapers Surge (8) Bane Chant (2) Special Rules: Individual, Inspiring, Stoneshapers Keywords: Dwarf, Earthbound	4	5+	-	5+	0	1	11/13	2	[50] [10] [30] [20]
Hero (Inf) 1 Spellcaster 2 [85] Martyr's Prayer (7) Special Rules: Individual, Inspiring Keywords: Dwarf, Earthbound	4	5+	-	5+	0	1	11/13	2	[50] [35]

Free Dwarf Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Headstrong, Individual, Rallying(1 - Dwarf only), Very Inspiring Keywords: Dwarf	4	4+	-	5+	0	1	10/12	2	[50] [25]

Dwarf Lord on Large Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [180] Staying Stone	7	3+	-	6+	1	7	16/17	4	[175] [5]
Special Rules: <i>Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: <i>Beast, Dwarf</i>									
Hero (Lrg Cav) 1 [185] Pipes of Terror	7	3+	-	6+	1	7	15/17	4	[175] [10]
Special Rules: <i>Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2), Brutal</i> Keywords: <i>Beast, Dwarf</i>									

Total Units: 14 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (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 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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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).

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.
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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.	
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.	
Martyr's Prayer [1] Range: 12" Friendly, CC	For each hit scored, remove one point of damage that has been previously taken by the target and transfer it to the spellcaster. The spellcaster will not take a Nerve test for damage taken in this way.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+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.
Aegis of the Elohi	The unit gains the Iron Resolve (+1) 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.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.