



GOOD

Shieldbreakers**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	3	-	4	2	4	25	21/23	205
									10
									15
									[230]
									Crushing Strength (1), Headstrong
									Keywords: Dwarf

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
									15
									[210]
									Thunderous Charge (1), Vicious (Melee)
									Keywords: Berserker, Dwarf
Regiment(10)	8	4	-	4	3	3	26	-/18	195
									20
									[215]
									Maccwar's Potion of the Caterpillar
									Thunderous Charge (1), Vicious (Melee)
									Keywords: Berserker, Dwarf

Mastiff Hunting Pack***Swarm**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	3	1	1	9	11/13	65
									15
									[80]
									Crushing Strength (1 - vs Cavalry only)
									Keywords: Beast
Regiment(3)	6	4	-	3	1	1	9	11/13	65
									15
									[80]
									Crushing Strength (1 - vs Cavalry only)
									Keywords: Beast
Regiment(3)	6	4	-	3	1	1	9	11/13	65
									15
									[80]
									Crushing Strength (1 - vs Cavalry only)
									Keywords: Beast
Regiment(3)	6	4	-	3	1	1	9	11/13	65
									15
									[80]
									Crushing Strength (1 - vs Cavalry only)
									Keywords: Beast

Battle Driller**Monster (Cav)**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	-	5	2	0	D6+6	10/12	[75]
									Brutal (2), Crushing Strength (1), Headstrong, Individual
									Keywords: Dwarf, Warsmith
1	4	4	-	5	2	0	D6+6	10/12	[75]
									Brutal (2), Crushing Strength (1), Headstrong, Individual
									Keywords: Dwarf, Warsmith

Steel Behemoth									Monster (Cht)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	4	6	5	1	D6+12	17/19	245	
Upgrade to Golloch's Fury [1] - Gain Very Inspiring and Aura (Iron Resolve - Dwarf only) and exchanging its Flame Belcher for Golloch's Gun: (18", Att: 12, Piercing (2))									50	
Crushing Strength (3), Headstrong, Strider, Wild Charge (D3), Very Inspiring, Aura (Iron Resolve - Dwarf only)									[295]	
Golloch's Gun (18", Att: 12, Piercing (2))										
Keywords: Warsmith										
Dwarf Army Standard Bearer									Hero (Inf)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	10/12	50	
Lute of Insatiable Darkness									25	
Headstrong, Individual, Inspiring									[75]	
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										
The Royal Guard [1]									Formation	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Bulwarkers (F)									Infantry	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	5	2	3	15	15/17	150	
Throwing Mastiff									15	
Headstrong, Phalanx									[165]	
Keywords: Dwarf										
Regiment(20)	4	3	-	5	2	3	15	15/17	150	
Throwing Mastiff									15	
Headstrong, Phalanx									[165]	
Keywords: Dwarf										
Ironclad (F)									Infantry	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	4	3	-	5	2	4	25	22/24	200	
Throwing Mastiff									15	
Headstrong									[215]	
Keywords: Dwarf										
Dwarf Army Standard Bearer [1] (F)									Hero (Inf)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	3	-	5	2	0	1	11/13	[80]	
Aura (Elite (Melee) - Infantry only), Headstrong, Individual, Very Inspiring										
Keywords: Dwarf										

Total Unit Strength: 26
Total Core: 2295 (99.8%)

Total Units: 16



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Brutal	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.
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 page 34 (page 30 in gamers edition)
Inspiring	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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 <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).
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: 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.
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 <i>Wild Charge</i> (2) can Charge units up to 10" away. 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.