

Free Dwarfs [2300]

Free Dwarf Ironwatch Rifles	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [270]	4	4+	5+	4+	4	20	21/23	2	[265]
Fire-Oil									[5]
Rifles (24", Piercing(2),Pot Shot)									
Special Rules: Pathfinder, Wild Charge(1),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)									
Keywords: Dwarf, Tracker									

Ironclad	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [200]	4	4+	-	5+	4	25	21/23	2	[180]
Hammer of Measured Force									[20]
Special Rules: Headstrong Keywords: Dwarf									

Free Dwarf Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [165]	5	4+	-	4+	3	20	-/17	2	[165]
Special Rules: Slayer(Melee D6),Thunderous Charge(1),Vicious(Melee),Wild Charge(D3),Vengeance Keywords: Berserker, Dwarf									
Inf Regiment (20) [165]	5	4+	-	4+	3	20	-/17	2	[165]
Special Rules: Slayer(Melee D6),Thunderous Charge(1),Vicious(Melee),Wild Charge(D3),Vengeance Keywords: Berserker, Dwarf									
Inf Regiment (20) [165]	5	4+	-	4+	3	20	-/17	2	[165]
Special Rules: Slayer(Melee D6),Thunderous Charge(1),Vicious(Melee),Wild Charge(D3),Vengeance Keywords: Berserker, Dwarf									
Inf Regiment (20) [165]	5	4+	-	4+	3	20	-/17	2	[165]
Special Rules: Slayer(Melee D6),Thunderous Charge(1),Vicious(Melee),Wild Charge(D3),Vengeance Keywords: Berserker, Dwarf									

Free Dwarf Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [195]	8	4+	-	4+	3	26	-/18	3	[195]
Special Rules: Thunderous Charge(1),Vicious(Melee) Keywords: Berserker, Dwarf									
Cav Regiment (10) [195]	8	4+	-	4+	3	26	-/18	3	[195]
Special Rules: Thunderous Charge(1),Vicious(Melee) Keywords: Berserker, Dwarf									

Free Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [115]	4	5+	-	5+	0	1	11/13	3	[90]
Ej Periscope									[5]
Alchemist's Curse (3)									[0]
Bane Chant (2)									[20]
Special Rules: Individual, Inspiring, Stoneshapers Keywords: Dwarf, Earthbound									

Free Dwarf Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [135]	4	3+	-	6+	0	5	13/15	2	[105]
Lord's Jewel									[15]
Sacred Horn									[15]
Special Rules: Crushing Strength(1),Individual, Inspiring, Mighty, Pathfinder, Wild Charge(1),Aura(Iron Resolve - Dwarf only) Keywords: Dwarf									
Hero (Inf) 1 [105]	4	3+	-	6+	0	5	13/15	2	[105]
Special Rules: Crushing Strength(1),Individual, Inspiring, Mighty, Pathfinder, Wild Charge(1) Keywords: Dwarf									

Berserker Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [140]	8	3+	-	4+	0	7	-/16	3	[110]
Brock Mount									[30]
Special Rules: Crushing Strength(1),Individual, Inspiring, Vicious(Melee) Keywords: Berserker, Dwarf									

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

Sveri Egilax on Hellbrock [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [210]	8	3+	-	4+	1	10	-/18	4	[210]
Special Rules: Aura(Wild Charge (+1) - Berserker only),Crushing Strength(1),Inspiring, Nimble, Thunderous Charge(1),Vicious(Melee)									
Keywords: Berserker, Dwarf									

Total Units:
Total Primary Core Points:

14
2300 (100.0%)

Total Unit Strength:

27

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.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
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.
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, 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.	
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.