

John Blakemore Free Dwarves Hoosier Storm

2300 / 2300 VALID

Free Dwarfs [2300]

Free Dwarf Rangers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [205]	5	4+	4+	4+	3	12	14/16	2	[185]
Hearneas' Handpicked Rangers									
Blade of Slashing									
Light Crossbows (24")									
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Elite(Ranged), Stealthy</i> Keywords: Dwarf, Tracker									
Regiment (20) [205]	5	4+	4+	4+	3	12	14/16	2	[185]
Blessing of the Gods									
Light Crossbows (24")									
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Elite</i> Keywords: Dwarf, Tracker									

Earth Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [220]	5	4+	-	6+	3	18	-/18	3	[220]
<i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling</i> Keywords: Earthbound									
Horde (6) [220]	5	4+	-	6+	3	18	-/18	3	[220]
<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) [250]	8	4+	-	4+	3	26	-/18	3	[195]
Throwing Axes									
Gain Pathfinder									
Hammer of Measured Force									
Throwing Axes (12", Att: 12, Steady Aim)									
<i>Special Rules: Thunderous Charge(1), Vicious(Melee), Pathfinder</i> Keywords: Berserker, Dwarf									
Regiment (10) [260]	8	4+	-	4+	3	26	-/18	3	[195]
Throwing Axes									
Gain Pathfinder									
Brew of Strength									
Throwing Axes (12", Att: 12, Steady Aim)									
<i>Special Rules: Thunderous Charge(1), Vicious(Melee), Pathfinder, Crushing Strength(1)</i> Keywords: Berserker, Dwarf									

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									
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 [145]	4	5+	-	5+	0	1	11/13	2	[90]
Crown of the Wizard King									
Surge (8)									
Bane Chant (2)									
Scorched Earth(2)									
<i>Special Rules: Individual, Inspiring, Stoneshapers</i> Keywords: Dwarf, Earthbound									

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)									
Fireball (10)									
<i>Special Rules: Brutal, Crushing Strength(2), Headstrong, Individual, Inspiring, Pathfinder, Scout, Forgeblessed</i> Keywords: Dwarf, Flamesmith									

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

Dwarf Lord on Large Beast Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [195] Blade of the Beast Slayer	7	3+	-	6+	1	7	15/17	4	[175] [20]
<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									

Total Units: 11 **Total Unit Strength:** 21
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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 re-roll all dice that score a natural, unmodified 1.

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.	
Scorched Earth Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Crown of the Wizard King	The unit gains an additional 6 inches range on all of its spells that target Friendly units.
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.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.