



FREE DWARFS

GOOD

Free Dwarf Brock Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	4	-	4	3	1	13	-15	125
Gain the ranged attack - Throwing Axes: 12", Att: [T:6/R:12], Ra: 5+, Steady Aim									10
Thunderous Charge (1), Vicious (Melee) Throwing Axes (12", Att: 6, Ra: 5+, Steady Aim) Keywords: Berserker, Dwarf									[135]
Troop(5)	8	4	-	4	3	1	13	-15	125
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Thunderous Charge (1), Vicious (Melee) Throwing Axes (12", Att: 6, Ra: 5+, Steady Aim) Keywords: Berserker, Dwarf									[135]
Regiment(10)	8	4	-	4	3	3	26	-18	195
Brew of Sharpness									35
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									[230]
Regiment(10)	8	4	-	4	3	3	26	-18	195
Brew of Strength									30
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									[225]

Ranger Captain

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	4	5	2	0	3	11/13	100
Wings of Honeymaze									40
Crushing Strength (1), Individual, Inspiring (Tracker only), Pathfinder, Scout Light Cross Bow (24") Keywords: Dwarf, Tracker									[140]

Total Unit Strength: 9
Total Core: 1000 (66.7%)

Total Units: 6



SPECIAL RULES AND SPELLS:

Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Individual	See page 34.
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.
Light Cross Bow	Treat as bow. Range 24".

Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though 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 <i>Scout</i> 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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wings of Honeymaze	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.