

SHROUD EK DWARFS



DWARVES

GOOD

Ironclad										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	4	-	5	2	3	12	14/16	110	
Throwing Mastiff									15	
Headstrong									[125]	
Keywords: Dwarf										
Regiment(20)	4	4	-	5	2	3	12	14/16	110	
Throwing Mastiff									15	
Headstrong									[125]	
Keywords: Dwarf										
Regiment(20)	4	4	-	5	2	3	12	14/16	110	
Throwing Mastiff									15	
Headstrong									[125]	
Keywords: Dwarf										
Ironguard										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
Throwing Mastiff									15	
Headstrong									[165]	
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	
Maccwar's Potion of the Caterpillar									20	
Thunderous Charge (1), Vicious (Melee)									[215]	
Keywords: Berserker, Dwarf										
Earth Elementals										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	5	4	-	6	3	3	18	-/18	[220]	
Brutal, Crushing Strength (1), Pathfinder, Shambling										
Keywords: Earthbound										
Horde(6)	5	4	-	6	3	3	18	-/18	[220]	
Brutal, Crushing Strength (1), Pathfinder, Shambling										
Keywords: Earthbound										
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]	
Crushing Strength (1 - vs Cavalry only)										
Keywords: Beast										
Regiment(3)	6	4	-	3	1	1	9	11/13	[65]	
Crushing Strength (1 - vs Cavalry only)										
Keywords: Beast										
Regiment(3)	6	4	-	3	1	1	9	11/13	[65]	
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										
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]	
Crushing Strength (3), Headstrong, Strider, Wild Charge (D3) Flame Belcher (12", Att: 10, Piercing (1), Steady Aim) Keywords: Warsmith										
1	5	4	4	6	5	1	D6+12	17/19	[245]	
Crushing Strength (3), Headstrong, Strider, Wild Charge (D3) Flame Belcher (12", Att: 10, Piercing (1), Steady Aim) Keywords: Warsmith										
Greater Earth Elemental										Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	6	6	1	12	-/19	[230]	
Brutal, Crushing Strength (3), Shambling, Strider Keywords: Earthbound										
Dwarf Lord on Large Beast										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	6	4	1	7	15/17	200	
Healing Brew										
Crushing Strength (1), Headstrong, Inspiring, Nimble, Thunderous Charge (2) Keywords: Beast, Dwarf										
										5
										[205]
Berserker Lord										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	3	0	7	-/16	110	
Blade of the Beast Slayer Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3)										
Crushing Strength (1), Individual, Inspiring, Vicious (Melee) Keywords: Berserker, Dwarf										
										20
										30
										[160]
Stone Priest										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	5	-	5	2	0	1	11/13	90	
Crown of the Wizard King Bane Chant (2)										
Headstrong, Individual, Inspiring, Stoneshapers Spells: Surge (8), Bane Chant (2) Keywords: Dwarf, Earthbound										
										15
										20
										[125]
Garrek Heavyhand[1]										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	3	-	6	2	0	5	14/16	[150]	
Crushing Strength (3), Headstrong, Individual, Inspiring, Mighty, Radiance of Life, Regeneration (5+) 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										



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
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.
Crown of the Wizard King	The unit gains an additional 6" range on all of its spells that target Friendly units.
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.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> 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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.
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).
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, 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.