



## 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									

### 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									

### 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
Throwing Mastiff									15
Crushing Strength (1 - vs Cavalry only)									[80]
Keywords: Beast									

### 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									

<b>Berserker Lord</b>										<b>Hero (Cav)</b>
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)									20	
Crushing Strength (1), Individual, Inspiring, Vicious (Melee) Keywords: Berserker, Dwarf									30	
									[160]	
<b>Berserker Lord</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	4	2	0	7	-16	110	
Wings of Honeymaze									40	
Crushing Strength (1), Individual, Inspiring, Vicious (Melee), Wild Charge (D3)									[150]	
Keywords: Berserker, Dwarf										
<b>Stone Priest</b>										<b>Hero (Inf)</b> Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	5	-	5	2	0	1	11/13	90	
Bane Chant (2)									20	
Headstrong, Individual, Inspiring, Stoneshapers									[110]	
Spells: Surge (8), Bane Chant (2)										
Keywords: Dwarf, Earthbound										
<b>Garrek Heavyhand[1]</b>										<b>Hero (Inf)</b>
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										
<b>Faber Ironheart [1]</b>										<b>Hero (LrgInf)</b>
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										

Total Unit Strength: 21  
 Total Core: 2300 (100%)

Total Units: 15



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	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.
<b>Blade of the Beast Slayer</b>	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Headstrong</b>	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.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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.

<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Pathfinder</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Radiance of Life</b>	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.
<b>Regeneration</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stoneshapers</b>	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.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Surge</b>	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.
<b>Throwing Mastiff</b>	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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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.
<b>Wings of Honey maze</b>	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.