

Free Dwarfs clash

2300 / 2300 VALID

Free Dwarfs [2300]

Free Dwarf Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [145] Throwing Mastiff <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Wild Charge(1), Throwing Mastiff Keywords: Dwarf, Tracker	4	3+	-	4+	3	12	14/16	2	[130] [15]
Inf Regiment (20) [145] Throwing Mastiff <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Wild Charge(1), Throwing Mastiff Keywords: Dwarf, Tracker	4	3+	-	4+	3	12	14/16	2	[130] [15]

Free Dwarf Spear Levy	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [135] Throwing Mastiff <i>Special Rules:</i> Pathfinder, Phalanx, Scout, Wild Charge(1), Throwing Mastiff Keywords: Dwarf, Tracker	4	4+	-	4+	2	15	13/15	2	[120] [15]

Free Dwarf Ironwatch Rifles	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [115] Rifles (24", Piercing(2), Pot Shot) <i>Special Rules:</i> Pathfinder, Wild Charge(1) Keywords: Dwarf, Tracker	4	4+	5+	4+	1	8	10/12	2	[115]

Free Dwarf Rangers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [185] Light Crossbows (24") <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Scout Keywords: Dwarf, Tracker	5	4+	4+	4+	3	12	14/16	2	[185]
Inf Regiment (20) [185] Light Crossbows (24") <i>Special Rules:</i> Crushing Strength(1), Pathfinder, Scout Keywords: Dwarf, Tracker	5	4+	4+	4+	3	12	14/16	2	[185]

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

Free Dwarf Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [115] Skirmisher's Boots <i>Special Rules:</i> Slayer(Melee D6), Thunderous Charge(1), Vicious(Melee), Wild Charge(D3), Vengeance, Nimble Keywords: Berserker, Dwarf	5	4+	-	4+	1	15	-/13	2	[105] [10]

Earth Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [130] <i>Special Rules:</i> Brutal, Crushing Strength(1), Pathfinder, Shambling Keywords: Earthbound	5	4+	-	6+	2	9	-/15	3	[130]
Lrg Inf Regiment (3) [130] <i>Special Rules:</i> Brutal, Crushing Strength(1), Pathfinder, Shambling Keywords: Earthbound	5	4+	-	6+	2	9	-/15	3	[130]
Lrg Inf Regiment (3) [130] <i>Special Rules:</i> Brutal, Crushing Strength(1), Pathfinder, Shambling Keywords: Earthbound	5	4+	-	6+	2	9	-/15	3	[130]

Free Dwarf Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [215] Gain Pathfinder Healing Brew <i>Special Rules:</i> Thunderous Charge(1), Vicious(Melee), Pathfinder Keywords: Berserker, Dwarf	8	4+	-	4+	3	26	-/18	3	[195] [15] [5]

Mastiff Hunting Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment (3) [65] <i>Special Rules:</i> Crushing Strength(1 vs Cavalry Only) Keywords: Beast	6	4+	-	3+	1	9	11/13	1	[65]

Free Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [120] Conjurer's Staff Alchemist's Curse (3) Bane Chant (2) <i>Special Rules:</i> Individual, Inspiring, Stoneshapers Keywords: Dwarf, Earthbound	4	5+	-	5+	0	1	11/13	2	[90] [10] [0] [20]

Ranger Captain	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [110]	5	3+	4+	5+	0	3	11/13	2	[100]
Piercing Arrow Light Cross Bow (24") Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Pathfinder, Scout</i> Keywords: <i>Dwarf, Tracker</i>									

Dwarf Lord on Large Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [175]	7	3+	-	6+	1	7	15/17	4	[175]
Special Rules: <i>Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: <i>Beast, Dwarf</i>									

Total Units: 16 **Total Unit Strength:** 31
Total Primary Core Points: 2300 (100.0%)

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
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.
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 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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
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.
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.
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 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
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.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.