

Free Dwarfs [2000]

Free Dwarf Ironwatch Crossbows Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [135] Crossbows (24", Piercing(1),Pot Shot) <i>Special Rules: Pathfinder, Wild Charge(1) Keywords: Dwarf, Tracker</i>	4	4+	5+	4+	3	10	14/16	2	[135]
Regiment (20) [135] Crossbows (24", Piercing(1),Pot Shot) <i>Special Rules: Pathfinder, Wild Charge(1) Keywords: Dwarf, Tracker</i>	4	4+	5+	4+	3	10	14/16	2	[135]

Ironclad Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [125] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff Keywords: Dwarf</i>	4	4+	-	5+	3	12	14/16	2	[110] [15]
Regiment (20) [125] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff Keywords: Dwarf</i>	4	4+	-	5+	3	12	14/16	2	[110] [15]

Earth Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [250] Diadem of Dragonkind Fireball (8) <i>Special Rules: Brutal, Crushing Strength(1),Pathfinder, Shambling Keywords: Earthbound</i>	5	4+	-	6+	3	18	-/18	3	[220] [30]

Free Dwarf Brock Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [210] Gain Pathfinder <i>Special Rules: Thunderous Charge(1),Vicious(Melee),Pathfinder Keywords: Berserker, Dwarf</i>	8	4+	-	4+	3	26	-/18	3	[195] [15]
Regiment (10) [210] Gain Pathfinder <i>Special Rules: Thunderous Charge(1),Vicious(Melee),Pathfinder Keywords: Berserker, Dwarf</i>	8	4+	-	4+	3	26	-/18	3	[195] [15]
Regiment (10) [210] Gain Pathfinder <i>Special Rules: Thunderous Charge(1),Vicious(Melee),Pathfinder Keywords: Berserker, Dwarf</i>	8	4+	-	4+	3	26	-/18	3	[195] [15]

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

Free Dwarf Stone Priest Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [150] The Scrying Gem Surge (8) Martyr's Prayer (7) <i>Special Rules: Individual, Inspiring, Stoneshapers Keywords: Dwarf, Earthbound</i>	4	5+	-	5+	0	1	11/13	2	[90] [25] [0] [35]

Berserker Lord Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Nikoli SturgeonHammer] 1 [155] Brock Mount Mournful Blade <i>Special Rules: Crushing Strength(1),Individual, Inspiring, Vicious(Melee),Duelist Keywords: Berserker, Dwarf</i>	8	3+	-	4+	0	7	-/16	3	[110] [30] [15]

Dwarf Army Standard Bearer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [50] <i>Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf</i>	4	4+	-	5+	0	1	10/12	2	[50]
1 [50] <i>Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf</i>	4	4+	-	5+	0	1	10/12	2	[50]

Total Units:
Total Primary Core Points:

15
2000 (100.0%)

Total Unit Strength:

27

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.
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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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, 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.

Spell	Description	Special Rules
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.	

Martyr's Prayer[1]

Range: 12"

Friendly, CC

For each hit scored, remove one point of damage that has been previously taken by the target and transfer it to the spellcaster. The spellcaster will not take a Nerve test for damage taken in this way.

Artefact	Description
Mournful Blade	Individuals only. The unit gains the Duelist special rule.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.