

## Main Faction: Free Dwarfs [1525]

Free Dwarf Brock Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [125]	8	4+	-	4+	1	13	-/15	3	[125]
<i>Special Rules: Thunderous Charge(1), Vicious(Melee) Keywords: Berserker, Dwarf</i>									
Troop (5) [125]	8	4+	-	4+	1	13	-/15	3	[125]
<i>Special Rules: Thunderous Charge(1), Vicious(Melee) Keywords: Berserker, Dwarf</i>									
Troop (5) [125]	8	4+	-	4+	1	13	-/15	3	[125]
<i>Special Rules: Thunderous Charge(1), Vicious(Melee) Keywords: Berserker, Dwarf</i>									
Regiment (10) [195]	8	4+	-	4+	3	26	-/18	3	[195]
<i>Special Rules: Thunderous Charge(1), Vicious(Melee) Keywords: Berserker, Dwarf</i>									
Regiment (10) [215]	9	4+	-	4+	3	26	-/18	3	[195]
Brew of Haste									[20]
<i>Special Rules: Thunderous Charge(1), Vicious(Melee) Keywords: Berserker, Dwarf</i>									
Regiment (10) [210]	8	4+	-	4+	3	26	-/18	3	[195]
Gain Pathfinder									[15]
<i>Special Rules: Thunderous Charge(1), Vicious(Melee), Pathfinder Keywords: Berserker, Dwarf</i>									

Mastiff Hunting Pack* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[15]
<i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff Keywords: Beast</i>									
Regiment (3) [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[15]
<i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff Keywords: Beast</i>									

Berserker Lord Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [160]	8	3+	-	4+	0	7	-/16	3	[110]
Brock Mount									[30]
Blade of the Beast Slayer									[20]
<i>Special Rules: Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans), Individual, Inspiring, Vicious(Melee) Keywords: Berserker, Dwarf</i>									

Sveri Egilax on Hellbrock [1] Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [210]	8	3+	-	4+	1	10	-/18	4	[210]
<i>Special Rules: Aura(Wild Charge (+1) - Berserker only), Crushing Strength(1), Inspiring, Nimble, Thunderous Charge(1), Vicious(Melee) Keywords: Berserker, Dwarf</i>									

## Ally: Halflings [475]

Braves Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [80]	5	5+	-	4+	2	12	12/14	2	[80]
<i>Special Rules: Spellward Keywords: Halfling, Ravenous</i>									

Halfling Rifles Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [115]	5	5+	5+	3+	2	10	12/14	2	[115]
Halfling Rifles (18", Piercing(1), Steady Aim)									
<i>Special Rules: Spellward Keywords: Halfling, Ravenous, Tinker</i>									

Volley Gun War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [85]	5	0+	5+	4+	0	12	9/11	2	[85]
Volley Gun (24", Piercing(2), Reload)									
<i>Keywords: Artillery, Halfling, Ravenous, Tinker</i>									

Muster Captain on Winged Aralez Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [195]	10	3+	-	5+	1	7	14/16	5	[195]
<i>Special Rules: Crushing Strength(2), Fly, Inspiring, Iron Resolve, Nimble, Spellward, Thunderous Charge(1) Keywords: Aralez, Halfling, Ravenous</i>									

**Total Units:**  
**Total Primary Core Points:**

14  
1525 (76.3%)

**Total Unit Strength:**  
**Total Ally Core Points:**

20  
475 (23.8%)

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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 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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.

Spell	Description	Special Rules
Artefact	Description	
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.	
Brew of Haste	This unit increases its Speed stat by +1.	