

Free Dwarves of the Shires

1800 / 1800 VALID

Free Dwarfs [1800]

Free Dwarf Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [245] Chalice of Wrath	4	3+	-	4+	4	25	21/23	2	[230] [15]
Special Rules: <i>Crushing Strength(2), Pathfinder, Wild Charge(1), Ordered March, Fury</i> Keywords: Dwarf, Tracker									
Inf Horde [245] Dwarven Ale	4	3+	-	4+	4	25	21/23	2	[230] [15]
Special Rules: <i>Crushing Strength(2), Pathfinder, Wild Charge(1), Ordered March, Headstrong</i> Keywords: Dwarf, Tracker									
Inf Horde [235] Staying Stone	4	3+	-	4+	4	25	22/23	2	[230] [5]
Special Rules: <i>Crushing Strength(2), Pathfinder, Wild Charge(1), Ordered March</i> Keywords: Dwarf, Tracker									

Free Dwarf Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [215] Blessing of the Gods	8	4+	-	4+	3	26	-/18	3	[195] [20]
Special Rules: <i>Pathfinder, Thunderous Charge(1), Vicious(Melee), Elite</i> Keywords: Berserker, Dwarf									
Cav Regiment [230] Brew of Sharpness	8	3+	-	4+	3	26	-/18	3	[195] [35]
Special Rules: <i>Pathfinder, Thunderous Charge(1), Vicious(Melee)</i> Keywords: Berserker, Dwarf									

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

Berserker Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [140] Brock Mount	8	3+	-	4+	0	7	-/16	3	[110] [30]
Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Vicious(Melee)</i> Keywords: Berserker, Dwarf									

Free Dwarf Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75] Lute of Insatiable Darkness	4	4+	-	5+	0	1	10/12	2	[50] [25]
Special Rules: <i>Headstrong, Individual, Rallying(1 - Dwarf only), Very Inspiring</i> Keywords: Dwarf									

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: Beast, Dwarf									

Total Units: 11 Total Unit Strength: 22
 Total Primary Core Points: 1800 (100.0%)

Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.