

 Free Dwarfs [1995]

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

| Free Dwarf Rangers Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|---------------|
| Regiment (20) [200] Hearneas' Handpicked Rangers Light Crossbows (24") <i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Elite(Ranged), Stealthy</i> Keywords: Dwarf, Tracker | 5 | 4+ | 4+ | 4+ | 3 | 12 | 14/16 | 2 | [185] [15] |

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

| 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</i> Keywords: Berserker, Dwarf | 8 | 4+ | - | 4+ | 3 | 26 | -/18 | 3 | [195] [15] |

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

| Greater Earth Elemental Titan | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|-------|
| 1 [230] <i>Special Rules: Brutal, Crushing Strength(3), Shambling, Strider</i> Keywords: Earthbound | 6 | 4+ | - | 6+ | 1 | 12 | -/19 | 6 | [230] |

| Free Dwarf Stone Priest Hero (Infantry) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|---------------------|
| 1 Spellcaster 2 [110] Surge (8) Bane Chant (2) <i>Special Rules: Individual, Inspiring, Stoneshapers</i> Keywords: Dwarf, Earthbound | 4 | 5+ | - | 5+ | 0 | 1 | 11/13 | 2 | [90] [0] [20] |

| Free Dwarf Packmaster Hero (Infantry) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|--------------|
| 1 [100] Mastiff Munchberries Homing Mastiff (12", Att: 6, Piercing(1), This attack always hits on a 4+) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Pathfinder, Scout, Aura(Vicious (Ranged) - Throwing Mastiff and Homing Mastiff ranged attacks only)</i> Keywords: Dwarf | 4 | 4+ | 4+ | 4+ | 0 | 3 | 10/12 | 2 | [90] [10] |

| Banick Kholearm [1] Hero (Infantry) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|---------------------|
| 1 Spellcaster 1 [135] Bane Chant (2) Fireball (10) <i>Special Rules: Brutal, Crushing Strength(2), Headstrong, Individual, Inspiring, Pathfinder, Scout, Forgeblessed</i> Keywords: Dwarf, Flamesmith | 5 | 4+ | - | 5+ | 0 | 6 | 12/14 | 2 | [135] [0] [0] |

| Dwarf Lord on Large Beast Hero (Large Cavalry) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|--------------|
| 1 [180] Blade of Slashing <i>Special Rules: Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: Beast, Dwarf | 7 | 3+ | - | 6+ | 1 | 7 | 15/17 | 4 | [175] [5] |

Total Units: 14 **Total Unit Strength:** 21
Total Primary Core Points: 1995 (100.0%)

| 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. |
| Forgeblessed | This unit's Fireball spell always hits on a 4+ regardless of any other modifiers. |

| 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. |
| 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. |
| Elite | Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1. |
| 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 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. |
| 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. |
| Stealthy | Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier. |

| | |
|-------------------|--|
| Strider | This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles. |
| 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 |
|---|---|---|
| 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. | |
| 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. | |

| Artefact | Description |
|-------------------|---|
| Blade of Slashing | Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit. |