



Dwarfs [2300]

Ironguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170]	4	3+	-	6+	3	12	15/17	2	[150]
Throwing Mastiff									[15]
Blade of Slashing									[5]
Special Rules: Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									
Inf Regiment [170]	4	3+	-	6+	3	12	15/17	2	[150]
Throwing Mastiff									[15]
Mace of Crushing									[5]
Special Rules: Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									
Inf Regiment [170]	4	3+	-	6+	3	12	15/17	2	[150]
Throwing Mastiff									[15]
Fire-Oil									[5]
Special Rules: Headstrong, Ordered March, Throwing Mastiff, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) Keywords: Dwarf									

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155]	4	3+	-	4+	3	12	14/16	2	[140]
Throwing Mastiff									[15]
Special Rules: Crushing Strength(2), Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									
Inf Regiment [155]	4	3+	-	4+	3	12	14/16	2	[140]
Throwing Mastiff									[15]
Special Rules: Crushing Strength(2), Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									
Inf Regiment [155]	4	3+	-	4+	3	12	14/16	2	[140]
Throwing Mastiff									[15]
Special Rules: Crushing Strength(2), Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									
Inf Regiment [155]	4	3+	-	4+	3	12	14/16	2	[140]
Throwing Mastiff									[15]
Special Rules: Crushing Strength(2), Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									

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

Battle Driller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Cavalry) 1 [75]	4	4+	-	5+	0	D6+6	10/12	2	[75]
Special Rules: Brutal(2), Crushing Strength(1), Headstrong, Individual Keywords: Dwarf, Warsmith									
Mon (Cavalry) 1 [75]	4	4+	-	5+	0	D6+6	10/12	2	[75]
Special Rules: Brutal(2), Crushing Strength(1), Headstrong, Individual Keywords: Dwarf, Warsmith									

Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [135]	4	5+	-	5+	0	1	11/13	2	[50]
Radiance of Life (Dwarf only)									[25]
Conjurer's Staff									[10]
Knowledgable[1]									[10]
Bane Chant (2)									[20]
Host Shadowbeast(3)									[20]
Special Rules: Headstrong, Individual, Inspiring, Radiance of Life(Dwarf only) Keywords: Dwarf, Earthbound									
Hero (Inf) 1 Spellcaster 2 [120]	4	5+	-	5+	0	1	11/13	3	[50]
Radiance of Life (Dwarf only)									[25]
Ej Periscope									[5]
Bane Chant (2)									[20]
Hex(3)									[20]
Special Rules: Headstrong, Individual, Inspiring, Radiance of Life(Dwarf only) Keywords: Dwarf, Earthbound									

Dwarf Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [145]	10	3+	-	5+	0	5	13/15	2	[105]
Wings of Honeymaze									[40]
Special Rules: <i>Crushing Strength(1), Headstrong, Individual, Inspiring, Mighty, Fly</i> Keywords: <i>Dwarf</i>									

Dwarf Lord on Large Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [190]	7	3+	-	6+	1	7	15/17	4	[175]
Trickster's Wand									[15]
Hex (2)									
Special Rules: <i>Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: <i>Beast, Dwarf</i>									
Hero (Lrg Cav) 1 [190]	7	3+	-	6+	1	7	15/17	4	[175]
Talisman of Silence									[15]
Mind Fog (2)									
Special Rules: <i>Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: <i>Beast, Dwarf</i>									

Total Units: 17 **Total Unit Strength:** 26
Total Primary Core Points: 2300 (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 regardless of range, arc, or LoS
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.
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. This includes Difficult Terrain the unit started in. 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.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per 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).

Arcane Ability	Description
Knowledgeable [1]	Spellcaster Tier +1

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.	
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
Host Shadowbeast Range: 12" Friendly Individuals or Self (individuals only),CC	If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect.	

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.
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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.
Talisman of Silence	The unit gains the Mindfog (2) spell.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.