



## DWARVES

GOOD

### Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	3	-	4	2	4	25	21/23	[205]
Crushing Strength (1), Headstrong Keywords: Dwarf									
Horde(40)	4	3	-	4	2	4	25	21/23	[205]
Crushing Strength (1), Headstrong Keywords: Dwarf									
Horde(40)	4	3	-	4	2	4	25	21/23	[205]
Crushing Strength (1), Headstrong Keywords: Dwarf									
Horde(40)	4	3	-	4	2	4	25	21/23	[205]
Crushing Strength (1), Headstrong Keywords: Dwarf									

### Sharpshooters

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	4	5	4	5	2	1	5	9/11	[100]
Headstrong Long Rifles (36", Piercing (2), Reload) Keywords: Dwarf, Warsmith									

### Mastiff Hunting Pack\*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	3	1	1	9	11/13	[65]
Crushing Strength (1 - vs Cavalry only) Keywords: Beast									
Regiment(3)	6	4	-	3	1	1	9	11/13	[65]
Crushing Strength (1 - vs Cavalry only) Keywords: Beast									

### Flame Belcher

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	4	5	2	0	15	10/12	[90]
Flame Belcher (14", Steady Aim, Shattering) Keywords: Dwarf, Flamesmith, Warsmith									
1	4	-	4	5	2	0	15	10/12	[90]
Flame Belcher (14", Steady Aim, Shattering) Keywords: Dwarf, Flamesmith, Warsmith									
1	4	-	4	5	2	0	15	10/12	[90]
Flame Belcher (14", Steady Aim, Shattering) Keywords: Dwarf, Flamesmith, Warsmith									

### Battle Driller

Monster (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	-	5	2	0	D6+6	10/12	[75]
Brutal (2), Crushing Strength (1), Headstrong, Individual Keywords: Dwarf, Warsmith									

### Steel Behemoth

Monster (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	4	6	5	1	D6+12	17/19	245
Upgrade to Golloch's Fury [1] - Gain Very Inspiring and Aura (Iron Resolve - Dwarf only) and exchanging its Flame Belcher for Golloch's Gun: (18", Att: 12, Piercing (2))									
Crushing Strength (3), Headstrong, Strider, Wild Charge (D3), Very Inspiring, Aura (Iron Resolve - Dwarf only) Golloch's Gun (18", Att: 12, Piercing (2)) Keywords: Warsmith									
1	5	4	4	6	5	1	D6+12	17/19	[295]
Crushing Strength (3), Headstrong, Strider, Wild Charge (D3) Flame Belcher (12", Att: 10, Piercing (1), Steady Aim) Keywords: Warsmith									

Dwarf Lord on Large Beast									Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	6	4	1	7	15/17	200
Banner of Abbetshire									20
Crushing Strength (1), Headstrong, Inspiring, Nimble, Thunderous Charge (2)									[220]
Keywords: Beast, Dwarf									
Berserker Lord									Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	4	3	0	7	-/16	110
Blade of the Beast Slayer									20
Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3)									30
Crushing Strength (1), Individual, Inspiring, Vicious (Melee)									[160]
Keywords: Berserker, Dwarf									
Warsmith									Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	5	4	5	2	0	4	11/13	95
Sacred Horn									15
Aura (Elite (Ranged) - Warsmith & Ironwatch Only), Individual, Inspiring									[110]
Pistol (12", Piercing (1))									
Keywords: Dwarf, Warsmith									
Faber Ironheart [1]									Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	5	6	3	1	7	-/15	[175]
Crushing Strength (2), Inspiring, Nimble, Wild Charge (D3)									
Hand Cannon (24", Piercing(2), Steady Aim)									
Keywords: Dwarf, Warsmith									

Total Unit Strength: 23  
Total Core: 2600 (100%)

Total Units: 17



## SPECIAL RULES AND SPELLS:

<b>Aura</b>	(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.
<b>Banner of Abbetshire</b>	The unit gains Aura (Spellward) special rule.
<b>Blade of the Beast Slayer</b>	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Headstrong</b>	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.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
<b>Nimble</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Sacred Horn</b>	The unit gains as additional 3" range to all of its Auras.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (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*.

*Inspiring*: If this unit, or any Friendly Core unit within 6" 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.

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**Vicious**

Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

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**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.