Army of the Earthenkind • 1785pts

Unit	Stats	Loadout	Special Rules
Dwarf Champion [1] - 155pts	Qua 3+ Def 4+	1x Spear (A3, AP(1), Phalanx)	Fearless, Hero, Slow, Tough(3), 1x Engineer(Dwarf Artillerist), 1x Shield Carriers(Tough(+3))
Dwarf Champion [1] - 70pts Joined to Bearded Veterans	Qua 3+ Def 4+	1x Spear (A3, AP(1), Phalanx)	Fearless, Hero, Slow, Tough(3), 1x Rune Lord(Wizard(1))
Bearded Veterans [10] - 170pts	Qua 3+ Def 4+	10x Spears (A1, AP(1), Phalanx)	Fearless, Slow
Dwarf Champion [1] - 70pts Joined to Bearded Veterans	Qua 3+ Def 4+	1x Spear (A3, AP(1), Phalanx)	Fearless, Hero, Slow, Tough(3), 1x Rune Lord(Wizard(1))
Bearded Veterans [10] - 170pts	Qua 3+ Def 4+	10x Spears (A1, AP(1), Phalanx)	Fearless, Slow
Miners [10] - 150pts	Qua 4+ Def 5+	10x Explosives (12", A1, AP(1)) 10x Picks (A1, AP(1))	Ambush, Slow
Berserker Lord [1] - 110pts Joined to Hammer Elites	Qua 4+ Def 6+	1x Great Axe (A2, AP(3), Deadly(3))	Fearless, Furious, Hero, Slayer, Slow, Tough(3), 1x Veteran Slayer(Battle Eager)
Hammer Elites [5] - 100pts	Qua 3+ Def 4+	5x Great Weapons (A2, AP(2))	Slow
2x Golems [3] - 125pts	Qua 4+ Def 3+	3x Stone Fists (A3, AP(1))	Slow, Strider, Tough(3)
Giant Construct [1] - 230pts	Qua 3+ Def 2+	1x Great Weapon (A6, AP(2)) 1x Stomp (A4, AP(1))	Fear, Slow, Tough(12)
2x Dwarf Artillery [1] - 155pts	Qua 4+ Def 5+	1x Crew (A3) 1x Stone Thrower (36", A1, Blast(6), AP(2), Indirect)	Artillery, Immobile, Tough(3)

Dwarves Spells

Spite Rune (4+): Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

Smiting Rune (4+): Target enemy unit within 12" takes 5 hits.

Battle Rune (5+): Target 2 friendly units within 6" get +2" next time they Advance, or +4" next time they Charge/Rush.

Breaking Rune (5+): Target enemy model within 12" takes 2 hits with AP(4).

Drill Rune (6+): Target 2 friendly units within 12" get Flying next time they activate.

Cleaving Rune (6+): Target 2 enemy units within 6" take 8 hits each.

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 12" away from enemy units. If both player have Ambush, they roll-off to see who deploys first, and then alternate in placing them.

Artillery: Counts as having Defense 2+ against shooting attacks.

Battle Eager: The hero and its unit may ignore the Slow rule.

Blast: Ignores cover and multiplies hits by X, but can't deal more than one hit per model in the target unit.

Deadly: Assign each wound to one model, and multiply it by X. Note that these wounds don't carry over to other models if the target is killed.

Defense: Gets +X to Defense rolls.

Dwarf Artillerist: Once per activation, pick one friendly Artillery unit within 6", which may either immediately shoot or move by up to 6".

Fear: Always counts as having dealt +D3 wounds when checking who won melee.

Fearless: Gets +1 to morale tests.

Immobile: May only use Hold actions.

Indirect: May target enemies that are not in line of sight, and ignores cover from sight obstructions, but gets -1 to hit rolls when shooting after moving.

Phalanx: Enemies charging the front facing of units where all models have this rule don't count as having charged (for special rules), and they must take a dangerous terrain test before attacking (only roll up to as many dice as models with phalanx in the two front rows).

Slayer: This model gets AP(+2) in melee against units where most models have Tough(3) or higher.

Slow: Moves -2" when using Advance, and -4" when using Rush/Charge.

Strider: This model may ignore the effects of difficult terrain.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Wizard: May cast one spell during its activation, at any point before attacking. Pick a spell and a target in line of sight, and roll D6+X. If the result

Flying: May move through all obstacles, and may ignore terrain effects.

Furious: Gets +1 attack with a weapon of your choice when charging.

Hero: May be deployed as part of one friendly unit, which may use its Quality value for morale tests. When taking hits, you must use the unit's Defense value, until all non-hero models are killed.

attacking. Pick a spell and a target in line of sight, and roll D6+X. If the result is equal or higher than the number in brackets, you may resolve the effects. Enemy wizards within 18" and line of sight of the caster may roll D6+X at the same time, and if their result is higher the spell is blocked. Wizards may only either try to cast or try to block a spell each round.