# DWARFS: I KNOW NOTHING

**2750 / 2750 (Valid)**

1st BATTALION

**Berserker Lord on Giant Brock**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Warlord Hero (Lrg Cav)** | 8 | 3+ | - | 4+ | 2 | 9 | 18+ | 4 | **[240]** |
| Zephyr Crown | | | | | | | | | 20 |
| Wind Blast (5) | | | | | | | | | |

★ **Special Rules:** Crushing Strength (2), Fearless, Inspiring, Vicious (Combat), Thunderous Charge (1), Wild Charge (D3), *Berserker Brock Riders (Regiments) in this Battalion are Core choices, Berserkers (Regiments) in this Battalion are Core choices, Stoneclaw Riders (Troops, Regiments) in this Battalion are Specialist choices.*

**Stone Priest [2]** — **Spellcaster**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Champion Hero (Inf)** | 4 | 5+ | - | 5+ | 1 | 1 | 13+ | 2 | **[160]** |
| Surge (8) | | | | | | | | | 35 |
| Celestial Restoration(3) | | | | | | | | | 35 |

★ **Special Rules:** Headstrong, Individual, Inspiring, Yielding, Quake **Traits: Spellcaster**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Champion Hero (Inf)** | 4 | 5+ | - | 5+ | 1 | 1 | 13+ | 2 | **[150]** |
| Surge (8) | | | | | | | | | 35 |
| Martyr's Prayer(5) | | | | | | | | | 25 |

★ **Special Rules:** Headstrong, Individual, Inspiring, Yielding, Quake **Traits: Spellcaster**

**Warsmith [2]**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Champion Hero (Inf)** | 4 | 5+ | 4+ | 5+ | 1 | 4 | 13+ | 2 | **[125]** |
| Pistol (12", Piercing(1)) | | | | | | | | | |

★ **Special Rules:** Aura (Elite (Ranged) - Ironcraft Trait only), Individual, Inspiring, Radiance of Life (Ironcraft Trait only), Yielding

**Bulwarkers**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Core Inf Regiment** | 4 | 4+ | - | 5+ | 2 | 15 | 16+ | 2 | **[135]** |

★ **Special Rules:** Headstrong, Phalanx **Traits: Holdfast**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Core Inf Regiment** | 4 | 4+ | - | 5+ | 2 | 15 | 16+ | 2 | **[135]** |

★ **Special Rules:** Headstrong, Phalanx **Traits: Holdfast**

**Ironwatch Crossbows**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Core Inf Regiment** | 4 | 4+ | 6+ | 4+ | 2 | 10 | 16+ | 2 | **[125]** |
| Crossbows (24", Piercing(1)) | | | | | | | | | |

★ **Special Rules:** Headstrong **Traits: Ironcraft**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Core Inf Regiment** | 4 | 4+ | 6+ | 4+ | 2 | 10 | 16+ | 2 | **[125]** |
| Rifles | | | | | | | | | 0 |
| Rifles (24", Piercing(2), Reload) | | | | | | | | | |

★ **Special Rules:** Headstrong **Traits: Ironcraft**

**Earth Elementals**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Specialist Lrg Inf Regiment** | 5 | 4+ | - | 6+ | 2 | 14 | 17+ | 3 | **[180]** |

★ **Special Rules:** Brutal (1), Crushing Strength (2), Fearless, Shambling **Traits: Elemental**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Specialist Lrg Inf Regiment** | 5 | 4+ | - | 6+ | 2 | 14 | 17+ | 3 | **[180]** |

★ **Special Rules:** Brutal (1), Crushing Strength (2), Fearless, Shambling **Traits: Elemental**

**Berserker Brock Riders [2]**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Core Cav Regiment** | 8 | 4+ | - | 4+ | 2 | 26 | 18+ | 3 | **[235]** |
| Sir Jesse's Boots of Striding | | | | | | | | | 15 |

★ **Special Rules:** Fearless, Thunderous Charge (3), Vicious (Combat) **Traits: Berserker**

| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| **Core Cav Regiment** | 8 | **3+** | - | 4+ | 2 | 26 | 18+ | 3 | **[265]** |
| Brew of Sharpness | | | | | | | | | 45 |

★ **Special Rules:** Fearless, Thunderous Charge (3), Vicious (Combat) **Traits: Berserker**

| Steel Behemoth | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
| **Support Mon (Cht)** | 5 | 4+ | 5+ | 6+ | 2 | D6+12 | 19+ | 5 | **[285]** |
| ◎ Flame Belcher (12", Att: 10, Piercing(1), Shattering(1)) | | | | | | | | | |
| ★ **Special Rules:** Crushing Strength (3), Headstrong, Inspiring, Strider, Wild Charge (D3) **Traits: Ironcraft** | | | | | | | | | |

| Greater Earth Elemental | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
| **Support Ti** | 5 | 4+ | - | 6+ | 2 | 10 | 18+ | 5 | **[190]** |
| ★ **Special Rules:** Brutal (1), Crushing Strength (3), Fearless, Shambling, Strider **Traits: Elemental** | | | | | | | | | |

| Iron Belcher Cannon [2] | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
| **Support War Eng** | 4 | - | 5+ | 5+ | 1 | 2 | 12+ | 2 | **[110]** |
| ◎ Cannon (48", Blast(D3+1), Piercing(3), Reload, Shattering(D3)) | | | | | | | | | |
| ◎ Grapeshot (12", Att: 12, Piercing(1)) | | | | | | | | | |
| ★ **Special Rules:** Grapeshot **Traits: Ironcraft** | | | | | | | | | |
| **Support War Eng** | 4 | - | 5+ | 5+ | 1 | 2 | 12+ | 2 | **[110]** |
| ◎ Cannon (48", Blast(D3+1), Piercing(3), Reload, Shattering(D3)) | | | | | | | | | |
| ◎ Grapeshot (12", Att: 12, Piercing(1)) | | | | | | | | | |
| ★ **Special Rules:** Grapeshot **Traits: Ironcraft** | | | | | | | | | |

Slots: Aux 0/6 | Specialist 2/6 | Support 4/4 | Commanders 4/4

| | | | |
|---|---|---|---|
| **Total Units:** | 16 | **Total Unit Strength:** | 27 |
| **Total Points:** | [2750] | | |
| **Artefacts Points:** | [80] | **Inspiring Units:** | 5 |
| **Average Defense:** | 5.07 | **Ranged Shots** | 62 |

## Command Orders

| Rule | Target | Description |
|---|---|---|
| Tenacity! | 3+ | The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule. |
| Tactical Retreat! | 4+ | If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter. |
| Throwing Mastiff | 4+ | Units with the Holdfast Trait only. The unit may make a ranged attack with the following profile (12", Att: 6, Piercing (1)) and this hits on a 4+ regardless of modifiers. |
| Fury of the Ancients | 5+ | Units with the Holdfast or Berserker Trait only. If the unit started its Turn Engaged, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one enemy unit. |

## Special & Custom Rules

| Rule | Description |
|---|---|
| Aura (n) | (n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). 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. |
| Blast (n) | For each of the unit’s attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused |
| Brutal (n) | When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time. |
| Crushing Strength (n) | All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1), a roll of 4 would become a roll of 5. |
| Elite | Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase. |
| Fearless | When taking Nerve tests, this unit treats Wavering as Steady. |
| Grapeshot | This attack always hits on a 5+ regardless of modifiers. |
| 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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit. |
| Individual | This rule is explained on page 42. |
| Inspiring | If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!), that Nerve test must be rerolled. 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. |

| | |
|---|---|
| Phalanx | Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered. |
| Piercing (n) | All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1), a roll of 4 would become a roll of 5. |
| Quake | Units with the Elemental Trait hit by this unit's Surge spell have TC(1) until the end of the Turn. |
| Radiance of Life | In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn. |
| Reload | The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase. |
| Shambling | The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two. |
| Shattering (n) | If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit. |
| Strider | This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles. |
| Thunderous Charge (n) | If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered. |
| Vicious | Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase. |
| Wild Charge (n) | Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge! |
| Yielding | Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal. |

## Spells

| Spell | Range | Targets | Description |
|---|---|---|---|
| Celestial Restoration | 36" | Friendly, CC, Indirect | Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason. |
| Martyr's Prayer | 12" | Friendly, CC | For each hit scored, instead of causing damage, remove one point of damage from the target and transfer it to the spellcaster. The spellcaster will not take a Nerve test for damage taken in this way. |
| Surge | 12" | Friendly, Shambling only | For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw! |
| Wind Blast | 18" | Target | For each hit scored, instead of causing damage, the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways (on the side opposite the spellcaster) if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops just out of contact with enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on Speed 0 units. |

## Artefacts

| Artefact | Description |
|---|---|
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn. |
| Brew of Sharpness | The unit has a +1 to hit modifier with Combat attacks. |
| Zephyr Crown | The unit gains the Wind Blast (5) spell, or if the unit already has a Wind Blast spell, its value is increased by 3. |