

RAM RIDERS OF KHAZAD-D'REN



FREE DWARFS

GOOD

Free Dwarf Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	3	-	4	2	4	25	21/23	[215]
Custom name: The Emerald Order Crushing Strength (1), Pathfinder, Wild Charge (1) Keywords: Dwarf, Tracker									

Free Dwarf Berserkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	20	-/17	165
Custom name: Ruby's Rabble Gain Pathfinder									
									15
Slayer (Melee - D6), Thunderous Charge (1), Vengeance, Vicious (Melee), Wild Charge (D3), Pathfinder Keywords: Berserker, Dwarf									
Regiment(20)	5	4	-	4	2	3	20	-/17	165
Custom name: Sorin's Sapphire Guard Gain Pathfinder									
									15
Slayer (Melee - D6), Thunderous Charge (1), Vengeance, Vicious (Melee), Wild Charge (D3), Pathfinder Keywords: Berserker, Dwarf									
Regiment(20)	5	4	-	4	2	3	20	-/17	165
Custom name: Amethyst Order Gain Pathfinder									
									15
Slayer (Melee - D6), Thunderous Charge (1), Vengeance, Vicious (Melee), Wild Charge (D3), Pathfinder Keywords: Berserker, Dwarf									
Regiment(20)	5	4	-	4	2	3	20	-/17	165
Custom name: Turquoise Terrors Gain Pathfinder									
									15
Slayer (Melee - D6), Thunderous Charge (1), Vengeance, Vicious (Melee), Wild Charge (D3), Pathfinder Keywords: Berserker, Dwarf									
Regiment(20)	5	4	-	4	2	3	20	-/17	165
Custom name: The Jade Jackals Gain Pathfinder									
									15
Slayer (Melee - D6), Thunderous Charge (1), Vengeance, Vicious (Melee), Wild Charge (D3), Pathfinder Keywords: Berserker, Dwarf									

Free Dwarf Brock Riders									Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Custom name: D'Ren's Diamonds Gain Pathfinder									15
Thunderous Charge (1), Vicious (Melee), Pathfinder Keywords: Berserker, Dwarf									[210]
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Custom name: D'Ren's Golden Guard Gain Pathfinder									15
Thunderous Charge (1), Vicious (Melee), Pathfinder Keywords: Berserker, Dwarf									[210]
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Custom name: D'Ren's Iron Anvils Gain Pathfinder									15
Thunderous Charge (1), Vicious (Melee), Pathfinder Keywords: Berserker, Dwarf									[210]
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]
Custom name: D'Ren's Deamon Dogs Crushing Strength (1 - vs Cavalry only) Keywords: Beast									
Regiment(3)	6	4	-	3	1	1	9	11/13	[65]
Custom name: D'Ren's Deamon Dogs Crushing Strength (1 - vs Cavalry only) Keywords: Beast									
Regiment(3)	6	4	-	3	1	1	9	11/13	[65]
Custom name: D'Ren's Deamon Dogs Crushing Strength (1 - vs Cavalry only) Keywords: Beast									
Greater Earth Elemental									Titan
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	4	-	6	6	1	12	-/19	[230]
Custom name: Rock Biter Brutal, Crushing Strength (3), Shambling, Strider Keywords: Earthbound									
Free Dwarf Stone Priest									Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	5	-	5	2	0	1	11/13	90
Custom name: Rory Boulder Seer Bane Chant (2)									20
Individual, Inspiring, Stoneshapers Spells: Surge (8), Bane Chant (2) Keywords: Dwarf, Earthbound									[110]
1	4	5	-	5	2	0	1	11/13	90
Custom name: Kern Gravel Spinner Bane Chant (2)									20
Individual, Inspiring, Stoneshapers Spells: Surge (8), Bane Chant (2) Keywords: Dwarf, Earthbound									[110]

Sveri Egilax on Hellbrock [1]

Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	4	4	1	10	-/18	[210]

Custom name: D'RendeR Lord of Khazad-D'Ren
Aura (Wild Charge (+1) - Berserker only), Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1), Vicious (Melee)
Keywords: Berserker, Dwarf

Total Unit Strength: 33

Total Core: 2600 (100%)

Total Units: 16



SPECIAL RULES AND SPELLS:

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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brutal	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Individual	See page 34 (page 30 in gamers edition)
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 <i>Inspiring</i> 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
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.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.
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 <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).
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)
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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (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.