

STONETHROWER

Dwarf, Engineer, Construct, Vehicle

71
POINTS



EXPLOIT: While adjacent to you, enemy units reduce their Melee and Ballistic DEF dice pools by one, to a minimum of one die.

BLAST (2+): In place of making a regular Ballistic assault you may choose a single target and make a Ballistic OFF test, forcing the target and all units within two increments to either succeed at a Ballistic DEF test made against your OFF result or be defeated.



WAR HERO

Living, Dwarf, Infantry

53
POINTS



DUELIST: During Melee assaults with enemy units that have no adjacent allies you may choose a single enemy OFF or DEF result and re-roll it at the end of the roll phase.

CROWD FIGHTER: Enemy units may not benefit from support re-rolls during Melee assaults with you.



HOLD GUARDIAN

Living, Dwarf, Infantry

39
POINTS



CHALLENGE: After moving you may choose an enemy unit for whom you are within charging range, make an opposed Arcane DEF test with that unit and, if you win, force the unit to charge you.

IMPALE: When an enemy unit without this ability charges you you may make a free Melee assault against them before their assault occurs, reducing their OFF dice pool to zero for the duration of this assault.



FORGEMASTER

Living, Dwarf, Infantry, Mage

51
POINTS



ANTI-ARMOR: Vehicle units that you defeat in an assault count their save values as being 1 lower.

BREATH OF THE FORGE GOD: In place of moving the Forge Master, you may roll a die and, on a 5+, send a captured Construct back to reserves.



DWARFCLAN TINKERER

Living, Dwarf, Infantry

29
POINTS



SABOTAGE (2): Enemy Tech, Vehicle, or Construct units that are activated while adjacent to you must first roll a d6 and if the result is equal to or below 2 they are defeated.

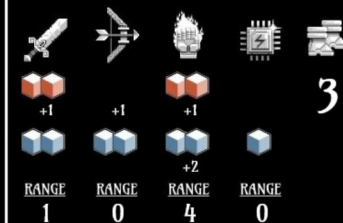
REPAIR (2): Whenever an adjacent Tech or Vehicle unit would be defeated and sent to enemy captures, you may roll a single die and if the result is equal to or lower than 2 they are returned to reserves instead.



DWARFCLAN NOBLE

Living, Dwarf, Infantry

45
POINTS



AURORA: In place of making a regular Arcane assault you may double your Arcane range, reduce your OFF dice pool by 1 and make a Light type assault that treats each OFF die result as two identical results against enemies with the Dark, Troll, or Undead types.

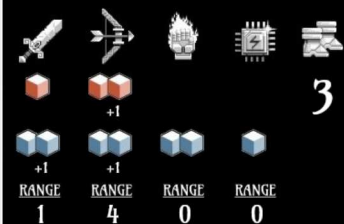
BLINDING LIGHT: Units within your Arcane range that assault you or an allied unit between you and them reduce their OFF dice pool by 1.



DWARFCLAN GUNNER

Living, Dwarf, Infantry

42
POINTS



GUERRILLA: You gain a bonus +1 bump to Melee and Ballistic DEF when benefiting from cover.

ANTI-ARMOR: Vehicle units that you defeat in an assault count their save values as being 1 lower.

AIM: When activated to make a Ballistic assault you may discard an additional activation counter and double your effective range.



DWARFCLAN BONDI

Living, Dwarf, Infantry

25
POINTS



WARDANCER: You may adjust your position by one increment either before or after making an assault.

