



DWARVES

GOOD

Ironguard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	6	2	3	12	15/17	150
Maccwar's Potion of the Caterpillar Throwing Mastiff									20
Headstrong Keywords: Dwarf									15
									[185]
Regiment(20)	4	3	-	6	2	3	12	15/17	150
Sir Jesse's Boots of Striding Throwing Mastiff									15
Headstrong Keywords: Dwarf									15
									[180]
Regiment(20)	4	3	-	6	2	3	12	15/17	150
Pipes of Terror Throwing Mastiff									10
Headstrong Keywords: Dwarf									15
									[175]

Earth Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	220
Diadem of Dragonkind									30
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound									[250]
Horde(6)	5	4	-	6	3	3	18	-/18	220
Brew of Sharpness									45
Brutal, Crushing Strength (1), Pathfinder, Shambling Keywords: Earthbound									[265]

Ironbelcher Cannon

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	5	5	2	0	2	10/12	[110]
Cannon (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+)									
Keywords: Dwarf, Warsmith									
1	4	-	5	5	2	0	2	10/12	[110]
Cannon (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+)									
Keywords: Dwarf, Warsmith									
1	4	-	5	5	2	0	2	10/12	[110]
Cannon (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+)									
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))									50	
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									[295]	
1	5	4	4	6	5	1	D6+12	17/19	[245]	
Crushing Strength (3), Headstrong, Strider, Wild Charge (D3) Flame Belcher (12", Att: 10, Piercing (1), Steady Aim) Keywords: Warsmith										
Steel Juggernaut										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	6	3	1	5	-/13	150	
Blade of the Beast Slayer									20	
Crushing Strength (2), Inspiring, Nimble Hand Cannon (24", Piercing(2), Steady Aim) Keywords: Dwarf, Warsmith									[170]	
1	5	3	5	6	3	1	5	-/13	150	
Blessing of the Gods									20	
Crushing Strength (2), Inspiring, Nimble Hand Cannon (24", Piercing(2), Steady Aim) Keywords: Dwarf, Warsmith									[170]	

Total Unit Strength: 19
 Total Core: 2265 (98.5%)

Total Units: 12



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.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
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.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.
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 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Ignore Cover	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.

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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
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, except when carrying out a <i>Scout</i> move.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Throwing Mastiff	The unit is equipped with a single use ranged attack with the following profile - Throwing Mastiff: 12", Att: 8, Piercing (1). This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and cannot be used again for the remainder of the game.
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
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.