

Target  
1000  
Points

# DWARFS 1000

Target  
1000  
Points



## DWARFS

**GOOD**

<b>Ironclad</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	4	-	5	2	3	12	14/16	110	
Throwing Mastiff										15
Headstrong										[125]
Keywords: Dwarf										
Regiment(20)	4	4	-	5	2	3	12	14/16	110	
Throwing Mastiff										15
Headstrong										[125]
Keywords: Dwarf										
<b>Shieldbreakers</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	4	2	3	12	14/16	[125]	
Crushing Strength (1), Headstrong										
Keywords: Dwarf										
<b>Ironwatch Rifles</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	5	5	4	2	2	10	14/16	[150]	
Headstrong										
Rifles (24", Piercing (2), Pot Shot)										
Keywords: Dwarf, Ironwatch										
<b>Berserker Brock Riders</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	8	4	-	4	3	1	13	-/15	[125]	
Thunderous Charge (1), Vicious (Melee)										
Keywords: Berserker, Dwarf										
<b>Ironbelcher Cannon</b>										<b>War Engine</b>
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", At: 10, Piercing (1) - This attack always hits on a 6+)										
Keywords: Dwarf, Warsmith										
<b>Ironbelcher Organ Gun</b>										<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	-	5	5	2	0	12	10/12	[90]	
Organ Gun (24", Piercing (2), Reload)										
Keywords: Dwarf, Warsmith										
<b>Steel Juggernaut</b>										<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	6	3	1	5	-/13	[150]	
Crushing Strength (2), Inspiring, Nimble										
Hand Cannon (24", Piercing(2), Steady Aim)										
Keywords: Dwarf, Warsmith										

Total Unit Strength: 13  
Total Core: 1000 (100%)

Total Units: 8





## SPECIAL RULES AND SPELLS:

<b>Blast</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Headstrong</b>	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.
<b>Ignore Cover</b>	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for enemy targets being in cover. Note that the firing unit does still need to have LoS to its target to fire at it.
<b>Inspiring</b>	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.
<b>Nimble</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Pot Shot</b>	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Shattering</b>	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.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Throwing Mastiff</b>	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.
<b>Thunderous Charge</b>	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).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.