


Dwarfs [2300]

Ironguard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff</i> Keywords: Dwarf	4	3+	-	6+	3	12	15/17	2	[150] [15]
Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff</i> Keywords: Dwarf	4	3+	-	6+	3	12	15/17	2	[150] [15]
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Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff</i> Keywords: Dwarf	4	3+	-	6+	3	12	15/17	2	[150] [15]

Berserkers* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [165] <i>Special Rules: Slayer(Melee D6), Vicious(Melee), Wild Charge(D3), Vengeance</i> Keywords: Berserker, Dwarf	5	4+	-	4+	3	20	-/18	2	[165]
Regiment (20) [165] <i>Special Rules: Slayer(Melee D6), Vicious(Melee), Wild Charge(D3), Vengeance</i> Keywords: Berserker, Dwarf	5	4+	-	4+	3	20	-/18	2	[165]

Shieldbreakers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [235] Blessing of the Gods <i>Special Rules: Crushing Strength(1), Headstrong, Elite</i> Keywords: Dwarf	4	3+	-	4+	4	25	21/23	2	[205] [30]

Berserker Brock Riders Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [125] <i>Special Rules: Thunderous Charge(1), Vicious(Melee)</i> Keywords: Berserker, Dwarf	8	4+	-	4+	1	13	-/15	3	[125]
Troop (5) [125] <i>Special Rules: Thunderous Charge(1), Vicious(Melee)</i> Keywords: Berserker, Dwarf	8	4+	-	4+	1	13	-/15	3	[125]

Flame Belcher War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [90] Flame Belcher (14", Shattering, Steady Aim) <i>Keywords: Dwarf, Flamesmith, Warsmith</i>	4	0+	4+	5+	0	15	10/12	2	[90]
1 [90] Flame Belcher (14", Shattering, Steady Aim) <i>Keywords: Dwarf, Flamesmith, Warsmith</i>	4	0+	4+	5+	0	15	10/12	2	[90]

Steel Behemoth Monster (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) <i>Special Rules: Crushing Strength(3), Headstrong, Strider, Wild Charge(D3), Aura(Iron Resolve - Dwarf only), Very Inspiring</i> Keywords: Warsmith	5	4+	4+	6+	1	D6+12	17/19	5	[245] [50]

Dwarf Lord on Large Beast Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [175] <i>Special Rules: Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175]
1 [175] <i>Special Rules: Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175]

Total Units:

14

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. 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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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 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.
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 on its profile 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.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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 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, 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.

Spell	Description	Special Rules
Artefact	Description	
Blessing of the Gods	The unit gains the Elite special rule.	