

# Dwarfs

2300 / 2300 VALID

## Dwarfs [2300]

Ironclad	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Troop [85]</b> Throwing Mastiff <i>Special Rules: Headstrong, Ordered March, Throwing Mastiff</i> <b>Keywords: Dwarf</b>	4	4+	-	5+	1	10	10/12	2	[70] [15]
<b>Inf Troop [85]</b> Throwing Mastiff <i>Special Rules: Headstrong, Ordered March, Throwing Mastiff</i> <b>Keywords: Dwarf</b>	4	4+	-	5+	1	10	10/12	2	[70] [15]

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [260]</b> Throwing Mastiff Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(2), Headstrong, Ordered March, Throwing Mastiff</i> <b>Keywords: Dwarf</b>	4	3+	-	4+	4	25	21/23	2	[230] [15] [15]
<b>Inf Horde [275]</b> Throwing Mastiff Chant of Hate <i>Special Rules: Crushing Strength(2), Headstrong, Ordered March, Throwing Mastiff, Vicious</i> <b>Keywords: Dwarf</b>	4	3+	-	4+	4	25	21/23	2	[230] [15] [30]

Mastiff Hunting Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Swm Regiment [80]</b> Throwing Mastiff <i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff</i> <b>Keywords: Beast</b>	6	4+	-	3+	1	9	11/13	1	[65] [15]
<b>Swm Regiment [80]</b> Throwing Mastiff <i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff</i> <b>Keywords: Beast</b>	6	4+	-	3+	1	9	11/13	1	[65] [15]

Ironbelcher Organ Gun	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>WE 1 [90]</b> Organ Gun (24", Piercing(2), Reload) <i>Special Rules: Secured Position</i> <b>Keywords: Dwarf, Warsmith</b>	4	0+	5+	5+	0	12	10/12	2	[90]

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

Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [105]</b> Bane Chant (2) Alchemist's Curse[1](2) <i>Special Rules: Headstrong, Individual, Inspiring</i> <b>Keywords: Dwarf, Earthbound</b>	4	5+	-	5+	0	1	11/13	2	[50] [20] [35]

Dwarf Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [115]</b> Horn of Heroes <i>Special Rules: Crushing Strength(1), Headstrong, Individual, Inspiring, Mighty, Secured Position</i> <b>Keywords: Dwarf</b>	4	3+	-	6+	0	5	13/15	2	[105] [10]

Faber Ironheart [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Inf) 1 [175]</b> Hand Cannon (24", Piercing(2), Steady Aim) <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Wild Charge(D3)</i> <b>Keywords: Dwarf, Warsmith</b>	5	3+	5+	6+	1	7	-/15	3	[175]

[F] Bulwarkers (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160] Throwing Mastiff <b>Special Rules:</b> Headstrong, Phalanx, Ordered March, Throwing Mastiff <b>Keywords:</b> Dwarf	4	3+	-	5+	3	15	14/16	2	[145] [15]

[F] Bulwarkers (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160] Throwing Mastiff <b>Special Rules:</b> Headstrong, Phalanx, Ordered March, Throwing Mastiff <b>Keywords:</b> Dwarf	4	3+	-	5+	3	15	14/16	2	[145] [15]

[F] Ironclad (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [255] Throwing Mastiff Brew of Strength <b>Special Rules:</b> Headstrong, Ordered March, Throwing Mastiff, Crushing Strength(1) <b>Keywords:</b> Dwarf	4	3+	-	5+	4	25	22/24	2	[200] [15] [40]

[F] Dwarf Army Standard Bearer (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [105] Lute of Insatiable Darkness Bane Chant (2) <b>Special Rules:</b> Aura(Elite(Melee) - Infantry Only), Headstrong, Individual, Very Inspiring, For the King! <b>Keywords:</b> Dwarf	4	3+	-	5+	0	1	11/13	2	[80] [25]

**Total Units:** 17      **Total Unit Strength:** 23  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
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 regardless of range, arc, or LoS
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.
For the King!	Friendly units within 6" may re-roll failed Headstrong rolls.
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.
Individual	See the Rules Chapter for Individuals
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier

in the subsequent Melee.

Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Secured Position	This unit is considered a Scoring Unit with a Unit Strength of 0.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Alchemist's Curse [1]</b> Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Chant of Hate	The unit gains the Vicious special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.