


Dwarfs [1995]

Ironguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155]	4	3+	-	6+	3	12	16/17	2	[150]
Staying Stone									
Special Rules: Headstrong, Ordered March Keywords: Dwarf									

Ironclad	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [200]	4	4+	-	5+	4	25	21/23	2	[180]
Hammer of Measured Force									
Special Rules: Headstrong, Ordered March Keywords: Dwarf									

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [260]	4	3+	-	4+	4	25	21/23	2	[230]
Blessing of the Gods									
Special Rules: Crushing Strength(2), Headstrong, Ordered March, Elite Keywords: Dwarf									

Ironwatch	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [135]	4	4+	5+	4+	3	10	14/16	2	[135]
Crossbows (24", Piercing(1))									
Special Rules: Headstrong, Ordered March Keywords: Dwarf, Ironwatch									
Inf Regiment [135]	4	4+	5+	4+	3	10	14/16	2	[135]
Crossbows (24", Piercing(1))									
Special Rules: Headstrong, Ordered March Keywords: Dwarf, Ironwatch									
Inf Regiment [150]	4	4+	5+	4+	3	10	14/16	2	[135]
Rifles									
Rifles (24", Piercing(2))									
Special Rules: Headstrong, Ordered March Keywords: Dwarf, Ironwatch									

Sharpshooters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [100]	4	5+	4+	5+	1	5	9/11	2	[100]
Long Rifles (36", Piercing(2), Reload)									
Special Rules: Headstrong, Ordered March Keywords: Dwarf, Warsmith									

Jarrun Bombard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [110]	4	0+	5+	5+	0	2	10/12	2	[110]
Blast It! (48", Blast(D3+2), Piercing(3), Reload)									
Lob It! (60", Blast(D3+1), Indirect, Piercing(1), Reload, Ignores Obscured)									
Special Rules: Secured Position Keywords: Dwarf, Warsmith									

Ironbelcher Cannon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [110]	4	0+	5+	5+	0	2	10/12	2	[110]
Cannon (48", Blast(D3+1), Ignores Concealed, Piercing(3), Reload, Shattering)									
Grapeshot (12", Att: 10, Always hits on 6+, Piercing(1))									
Special Rules: Secured Position Keywords: Dwarf, Warsmith									

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

Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [120]	4	5+	-	5+	0	1	11/13	2	[50]
Radiance of Life (Dwarf only)									
Bane Chant (2)									
Alchemist's Curse[1](0)									
Special Rules: Headstrong, Individual, Inspiring, Radiance of Life(Dwarf only) Keywords: Dwarf, Earthbound									

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

Warsmith	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [110] Sacred Horn	4	5+	4+	5+	0	4	11/13	2	[95] [15]
Rifle (24", Piercing(1))									
Special Rules: <i>Aura(Elite (Ranged) - Warsmith & Ironwatch Only), Individual, Inspiring</i> Keywords: <i>Dwarf, Warsmith</i>									

Total Units: 13 **Total Unit Strength:** 22
Total Primary Core Points: 1995 (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.
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.
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.
Ignores Concealed	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting a Concealed Target (although the target unit may still benefit from Cover from another source (e.g. by being Obscured)).
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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. Units with this rule add +1 to their US so long as they are outside of 6" of enemy units.

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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
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
Bane Chant 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.	
Alchemist's Curse [1] 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
Staying Stone	The unit gains +1 to its Wavering stat value.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Blessing of the Gods	The unit gains the Elite special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.