Dolgarth's Praetorian Guard

Dwarfs [1995]

1995 / 1995 VALID

Ironguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
nf Regiment [195]	4	3+	-	6+	3	12	15/17	2	[150]
Throwing Mastiff									[15]
Brew of Strength				• •••••••••••••••••••••••••••••••••••					[30]
Special Rules: Headstrong, Ordere	ed March, Thro	owing Masti	ff, Crushing	Strength(1)	Keywords:	Dwart			
Sharpshooters	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Iv Inf Troop [100]	<u> </u>	5+	4+	5+	1	5	9/11	2	[100]
Long Rifles (36", Piercing(2),Reload) Special Rules: Headstrong, Ordered					I	5	3/11	2	[100]
Iv Inf Troop [100]	4	5+	4+	, 5+	1	5	9/11	2	[100]
Long Rifles (36", Piercing(2), Reload)			C 147						
Special Rules: Headstrong, Ordere	ed March Key	words: Dwa	ari, warsmitt	1					
Mastiff Hunting Pack*	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[15]
Special Rules: Crushing Strength(ng Mastiff K			0	44/40	4	[05]
Swm Regiment [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff Special Rules: Crushing Strength(1 vs Cavalrv ()nlv).Throwi	ina Mastiff K	evwords: E	Beast				[15]
-,	, , ,	, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	5						
Ironbelcher Cannon	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
/E 1 [110]	4	0+	5+	5+	0	2	10/12	2	[110]
Cannon (48", Blast(D3+1),Ignores Cor			ad, Shatterin	g)					
	0 D: · //))							
			<i>t</i> h						
Special Rules: Secured Position K		arf, Warsmi	-	5+	0	2	10/12	2	[110]
VE 1 [110]	eywords: Dw	arf, Warsmi 0+	5+	5+ a)	0	2	10/12	2	[110]
Special Rules: Secured Position K VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor	eywords: Dw 4 ncealed, Pierc	a <i>rf, Warsmi</i> 0+ ing(3),Reloa	5+		0	2	10/12	2	[110]
Special Rules: Secured Position K VE 1 [110]	eywords: Dw 4 ncealed, Pierc 6+, Piercing(1	arf, Warsmi 0+ ing(3),Reloa))	5+ ad, Shatterin		0	2	10/12	2	[110]
Special Rules: Secured Position K VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on	eywords: Dw 4 ncealed, Pierc 6+, Piercing(1	arf, Warsmi 0+ ing(3),Reloa))	5+ ad, Shatterin		0	2	10/12	2	[110]
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth	Yeywords: Dw 4 ncealed, Pierc 6+, Piercing(1 Yeywords: Dw Sp	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me	5+ ad, Shatterin th Ra	g) De	US	Att	Ne	Ht	Pts
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Ion (Chariot) 1 [295]	eywords: Dw 4 ncealed, Pierc 6+, Piercing(1 éywords: Dw	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi	5+ ad, Shatterin <i>th</i>	g)					Pts [245]
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Mon (Chariot) 1 [295] Golloch's Fury	Teywords: Dw 4 ncealed, Pierc 6+, Piercing(1 Teywords: Dw 5	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me	5+ ad, Shatterin th Ra	g) De	US	Att	Ne	Ht	Pts
Special Rules: Secured Position Ko VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ko Steel Behemoth Mon (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)	Yeywords: Dw 4 ncealed, Pierc 6+, Piercing(1 Yeywords: Dw 5))	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+	5+ ad, Shatterin <i>th</i> Ra 4+	g) De 6+	US 1	Att D6+12	Ne 17/19	Ht 5	Pts [245] [50]
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury	Yeywords: Dw 4 ncealed, Pierc 6+, Piercing(1 Yeywords: Dw 5))	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+	5+ ad, Shatterin <i>th</i> Ra 4+	g) De 6+	US 1	Att D6+12	Ne 17/19	Ht 5	Pts [245] [50]
Special Rules: Secured Position Ke /E 1 [110] Cannon (48", Blast(D3+1),Ignores Cor rapeshot (12", Att: 10, Always hits on <i>Special Rules: Secured Position Ke</i> Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) <i>Special Rules: Crushing Strength(3)</i>	Yeywords: Dw 4 ncealed, Pierc 6+, Piercing(1 Yeywords: Dw 5))	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+	5+ ad, Shatterin <i>th</i> Ra 4+	g) De 6+	US 1	Att D6+12	Ne 17/19 /ery Inspiring	Ht 5 7 Keyword	Pts [245] [50] Is: Warsmi
Special Rules: Secured Position Ke /E 1 [110] Cannon (48", Blast(D3+1),Ignores Cor irapeshot (12", Att: 10, Always hits on <i>Special Rules: Secured Position Ke</i> Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) <i>Special Rules: Crushing Strength(3)</i> Dwarf Stone Priest	Yeywords: Dw 4 ncealed, Piercing(1 eywords: Dw 5)) 3),Headstrong	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+	5+ ad, Shatterin <i>th</i> Ra 4+ ild Charge(D	g) De 6+ 03),Aura(Irol	US 1 n Resolve	Att D6+12 Dwarf only), V	Ne 17/19	Ht 5	Pts [245] [50] S: Warsmi Pts
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5 5)) 3),Headstrong Sp	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi	5+ ad, Shatterin <i>th</i> Ra 4+ ild Charge(D	g) De 6+ 03),Aura(Iroi De	US 1 n Resolve - J	Att D6+12 Dwarf only), V Att	Ne 17/19 /ery Inspiring Ne	Ht 5 7 Keyword Ht	Pts [245] [50] s: Warsmi Pts [50]
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only)	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5 5)) 3),Headstrong Sp	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi	5+ ad, Shatterin <i>th</i> Ra 4+ ild Charge(D	g) De 6+ 03),Aura(Iroi De	US 1 n Resolve - J	Att D6+12 Dwarf only), V Att	Ne 17/19 /ery Inspiring Ne	Ht 5 7 Keyword Ht	Pts [245] [50] Is: Warsmi Pts
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Mon (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only)	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5 5)) 3),Headstrong Sp	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi	5+ ad, Shatterin <i>th</i> Ra 4+ ild Charge(D	g) De 6+ 03),Aura(Iroi De	US 1 n Resolve - J	Att D6+12 Dwarf only), V Att	Ne 17/19 /ery Inspiring Ne	Ht 5 7 Keyword Ht	Pts [245] [50] s: Warsmi Pts [50] [25]
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5 5)) 3),Headstrong Sp	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi	5+ ad, Shatterin <i>th</i> Ra 4+ ild Charge(D	g) De 6+ 03),Aura(Iroi De	US 1 n Resolve - J	Att D6+12 Dwarf only), V Att	Ne 17/19 /ery Inspiring Ne	Ht 5 7 Keyword Ht	Pts [245] [50] s: Warsmi Pts [50] [25] [15]
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Mon (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1]	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5 5)) 3),Headstrong Sp	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi	5+ ad, Shatterin <i>th</i> Ra 4+ ild Charge(D	g) De 6+ 03),Aura(Iroi De	US 1 n Resolve - J	Att D6+12 Dwarf only), V Att	Ne 17/19 /ery Inspiring Ne	Ht 5 7 Keyword Ht	Pts [245] [50] s: Warsmi Pts [50] [25] [15] [15] [10]
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Mon (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spelicaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2)	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5)) 3),Headstrong 5)) 3),Headstrong 4	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ , Strider, Wi Me 5+	5+ ad, Shatterin <i>th</i> 4+ <i>ild Charge(D</i> Ra -	g) De 6+ 03),Aura(Iron De 5+	US 1 n Resolve - J US 0	Att D6+12 Dwarf only), V Att 1	Ne 17/19 /ery Inspiring Ne 11/13	Ht 5 7 Keyword Ht	Pts [245] [50] Is: Warsmi Pts [50] [25] [15] [15] [10] [20]
Special Rules: Secured Position Ke VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2) Celestial Restoration[1](3) Special Rules: Headstrong, Individ	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5 3),Headstrong 3),Headstrong 4 4	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi Me 5+ Radiance o	5+ ad, Shatterin th Ra 4+ ild Charge(D Ra -	g) De 6+ 03),Aura(Irol De 5+ only) Keyw	US 1 n Resolve - J US 0 ords: Dwar	Att D6+12 Dwarf only), V Att 1	Ne 17/19 /ery Inspiring Ne 11/13	Ht 5 7 7 8 7 8 7 8 7 7 7 7 7 7 7 7 7 7 7 7	Pts [245] [50] s: Warsmi [50] [25] [15] [10] [20] [35]
Special Rules: Secured Position Ker VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Brapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ker Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3 Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2) Celestial Restoration[1](3) Special Rules: Headstrong, Individ Warsmith	ieywords: Dw 4 ncealed, Piercing(1 ieywords: Dw 5 3),Headstrong 4 lual, Inspiring, 5	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi Me 5+ Radiance o Me	5+ ad, Shatterin th Ra 4+ ild Charge(D Ra f Life(Dwarf	g) De 6+ 03),Aura(Irol De 5+ only) Keyw De	US 1 n Resolve - J US ords: Dwar	Att D6+12 Dwarf only), V Att 1	Ne 17/19 /ery Inspiring Ne 11/13	Ht 5 7 Ht 2 Ht	Pts [245] [50] s: Warsmin Pts [50] [25] [15] [10] [20] [35] [35]
Special Rules: Secured Position Ker VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Brapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ker Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2) Celestial Restoration[1](3) Special Rules: Headstrong, Individ Warsmith lero (Inf) 1 [95]	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5 3),Headstrong 3),Headstrong 4 4	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ , Strider, Wi Me 5+ Radiance o	5+ ad, Shatterin th Ra 4+ ild Charge(D Ra -	g) De 6+ 03),Aura(Irol De 5+ only) Keyw	US 1 n Resolve - J US 0 ords: Dwar	Att D6+12 Dwarf only), V Att 1	Ne 17/19 /ery Inspiring Ne 11/13	Ht 5 7 7 8 7 8 7 8 7 7 7 7 7 7 7 7 7 7 7 7	Pts [245] [50] S: Warsmin [50] [25] [15] [10] [20] [35]
Special Rules: Secured Position Ker VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ker Steel Behemoth Mon (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2) Celestial Restoration[1](3) Special Rules: Headstrong, Individ Warsmith lero (Inf) 1 [95]	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5 3),Headstrong 3),Headstrong 4 4 lual, Inspiring, 5 4	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi Me 5+ Radiance o Me 5+	5+ ad, Shatterin th Ra 4+ ild Charge(D Ra - f Life(Dwarf Ra 4+	g) De 6+ 03),Aura(Iron De 5+ only) Keyw De 5+	US 1 n Resolve - J US 0 ords: Dwar US 0	Att D6+12 Dwarf only), V Att 1 f, Earthbounce Att 4	Ne 17/19 /ery Inspiring Ne 11/13	Ht 5 7 Keyword Ht 2 Ht	Pts [245] [50] s: Warsmin Pts [50] [25] [15] [10] [20] [35] [35]
Special Rules: Secured Position Kernet VE 1 [110] Cannon (48", Blast(D3+1),Ignores Con Brapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Kernet Steel Behemoth Mon (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest Hero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2) Celestial Restoration[1](3) Special Rules: Headstrong, Individ Warsmith Hero (Inf) 1 [95] Rifle (24", Piercing(1)) Special Rules: Aura(Elite (Ranged,	Sp 3),Headstrong 4 4 Sp 5 3),Headstrong 4 4 4 4 4 5 3),Headstrong 4 4 4 4 4 4 4 4 4 4 4 4 4 4	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi Me 5+ Radiance o Me 5+	5+ ad, Shatterin th Ra 4+ ild Charge(D Ra - f Life(Dwarf Ra 4+ Only),Indivio	g) De 6+ 03),Aura(Iron De 5+ only) Keyw De 5+ lual, Inspirir	US 1 n Resolve - 1 US 0 ords: Dwar 0 g Keyword	Att D6+12 Dwarf only), V Att 1 f, Earthbounce Att 4	Ne 17/19 /ery Inspiring Ne 11/13	Ht 5 7 Ht 2 Ht 2	Pts [245] [50] bs: Warsmin [50] [25] [15] [10] [20] [35] Pts [95]
Special Rules: Secured Position Kernel VE 1 [110] Cannon (48", Blast(D3+1),Ignores Con Brapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Kernel Steel Behemoth Mon (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3 Dwarf Stone Priest Hero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2) Celestial Restoration[1](3) Special Rules: Headstrong, Individ Warsmith Hero (Inf) 1 [95] Rifle (24", Piercing(1))	ieywords: Dw 4 ncealed, Pierc 6+, Piercing(1 ieywords: Dw 5 3),Headstrong 3),Headstrong 4 4 lual, Inspiring, 5 4	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ a, Strider, Wi Me 5+ Radiance o Me 5+	5+ ad, Shatterin th Ra 4+ ild Charge(D Ra - f Life(Dwarf Ra 4+	g) De 6+ 03),Aura(Iron De 5+ only) Keyw De 5+	US 1 n Resolve - J US 0 ords: Dwar US 0	Att D6+12 Dwarf only), V Att 1 f, Earthbounce Att 4	Ne 17/19 /ery Inspiring Ne 11/13	Ht 5 7 Keyword Ht 2 Ht	Pts [245] [50] s: Warsmin Pts [50] [25] [15] [10] [20] [35] [35]
Special Rules: Secured Position Ker VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on a Special Rules: Secured Position Ker Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2) Celestial Restoration[1](3) Special Rules: Headstrong, Individ Warsmith lero (Inf) 1 [95] Rifle (24", Piercing(1)) Special Rules: Aura(Elite (Ranged) [F] Bulwarkers (The Royal	Sp 3),Headstrong 4 4 Sp 5 3),Headstrong 4 4 4 4 4 5 3),Headstrong 4 4 4 4 4 4 4 4 4 4 4 4 4 4	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ d, Strider, Wi Me 5+ Radiance o Me 5+ a Ironwatch	5+ ad, Shatterin th Ra 4+ ild Charge(D Ra - f Life(Dwarf Ra 4+ Only),Indivio	g) De 6+ 03),Aura(Iron De 5+ only) Keyw De 5+ lual, Inspirir	US 1 n Resolve - 1 US 0 ords: Dwar 0 g Keyword	Att D6+12 Dwarf only), V Att 1 f, Earthbound f, Earthbound s: Dwarf, Wa	Ne 17/19 /ery Inspiring Ne 11/13 / Ne 11/13 /	Ht 5 7 Ht 2 Ht 2	Pts [245] [50] bs: Warsmin [50] [25] [15] [10] [20] [35] Pts [95]
Special Rules: Secured Position Ker VE 1 [110] Cannon (48", Blast(D3+1),Ignores Cor Grapeshot (12", Att: 10, Always hits on a Special Rules: Secured Position Ker Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest lero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2) Celestial Restoration[1](3) Special Rules: Headstrong, Individ Warsmith lero (Inf) 1 [95] Rifle (24", Piercing(1)) Special Rules: Aura(Elite (Ranged) [F] Bulwarkers (The Royal Guard)	ieywords: Dw 4 ncealed, Piercing(1 ieywords: Dw 5 3),Headstrong 4 4 ual, Inspiring, 5 4	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ , Strider, Wi Me 5+ Radiance o Me 5+ a Ironwatch Me	5+ ad, Shatterin th Ra 4+ ild Charge(D Ra - f Life(Dwarf Ra 4+ Only),Indivio	g) De 6+ 03),Aura(Iron De 5+ only) Keyw De 5+ Jual, Inspirin De	US 1 n Resolve - 1 US 0 ords: Dwar 0 g Keyword US	Att D6+12 Dwarf only), V Att 1 f, Earthbounc f, Earthbounc Att 4 s: Dwarf, Wa Att	Ne 17/19 /ery Inspiring Ne 11/13 / / Ne 11/13 rsmith Ne	Ht 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Pts [245] [50] (55] [55] [15] [10] [20] [35] Pts [95]
Special Rules: Secured Position Ke /E 1 [110] Cannon (48", Blast(D3+1),Ignores Cor irapeshot (12", Att: 10, Always hits on Special Rules: Secured Position Ke Steel Behemoth Ion (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2) Special Rules: Crushing Strength(3) Dwarf Stone Priest ero (Inf) 1 Spellcaster 3 [155] Radiance of Life (Dwarf only) Crown of the Wizard King Knowledgable[1] Bane Chant (2) Celestial Restoration[1](3) Special Rules: Headstrong, Individ Warsmith ero (Inf) 1 [95] Rifle (24", Piercing(1)) Special Rules: Aura(Elite (Ranged) [F] Bulwarkers (The Royal Guard) of Regiment [170]	ieywords: Dw 4 ncealed, Piercing(1 ieywords: Dw 5 3),Headstrong 4 4 ual, Inspiring, 5 4	arf, Warsmi 0+ ing(3),Reloa)) arf, Warsmi Me 4+ , Strider, Wi Me 5+ Radiance o Me 5+ a Ironwatch Me	5+ ad, Shatterin th Ra 4+ ild Charge(D Ra - f Life(Dwarf Ra 4+ Only),Indivio	g) De 6+ 03),Aura(Iron De 5+ only) Keyw De 5+ Jual, Inspirin De	US 1 n Resolve - 1 US 0 ords: Dwar 0 g Keyword US	Att D6+12 Dwarf only), V Att 1 f, Earthbounc f, Earthbounc Att 4 s: Dwarf, Wa Att	Ne 17/19 /ery Inspiring Ne 11/13 / / Ne 11/13 rsmith Ne	Ht 5 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	Pts [245] [50] (55] [55] [15] [10] [20] [35] Pts [95] Pts [145]

[E] Bulwarkara (The Day	val.	<u>en</u>	Me	Ra	De	US	Att	Ne	Ht	Pts
[F] Bulwarkers (The Roy Guard)	ai	Sp		Г\d	De	03	A11		пі 	ris -
Inf Regiment [175] Throwing Mastiff Aegis of the Elohi		4	3+	-	5+	3	15	14/16	2	[145] [15]
Special Rules: Headstro	ng, Phalanx,	Ordered M	larch, Throw	ving Mastiff,	Iron Resolve	e Keywords	: Dwarf			[15]
[F] Ironclad (The Royal (Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [235]	Guardy	4	3+	-	5+	4	25	22/24	2	[200]
Throwing Mastiff Hammer of Measured Force	•									[15] [20]
Special Rules: Headstro	ng, Ordered	March, Thr	owing Masti	ff Keyword	s: Dwarf					
[F] Dwarf Army Standar (The Royal Guard)	d Bearer	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [95]		4	3+	-	5+	0	1	11/13	2	[80]
Sacred Horn Special Rules: Aura(Elite	e(Melee) - In	fantry Only)	,Headstrong	g, Individual	l, Very Inspir	ing, For the	King! Keyw o	ords: Dwarf		[15]
Total Units: Total Primary Core Points:		1	14 995 (100.0%		otal Unit St	rength:			18	
Custom Rule	Descriptio	on								
Stoneshapers					may, after c ne target reg			dly Core Eart LoS	hbound un	it,
Special Rule	Descriptio	on								
	within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will on grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rule that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning their movement.					cts of Auras 1)) do not Brutal, Elite, ecial rules				
Blast					uffers a numb normal for all			umber in bra	ckets, rathe	er than a
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.									
For the King!	Friendly ur	nits within 6	" may re-roll	failed Head	dstrong 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.									
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)).									
Individual	See the Rules Chapter for Individuals									
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.									
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).						aximum of			
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.									
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees current facing at any point during the order.					ees from its				
Phalanx	Units that (Charge this	unit's front o	cannot use	the Thunder	ous Charge	special rule.	In addition,	Cavalry, La	arge 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.
<u> </u>	
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.
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).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a uni 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.
Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

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.	
Celestial Restoration [1] Range: 36" Friendly, CC	For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.	Indirect

Artefact	Description
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Aegis of the Elohi	The unit gains the Iron Resolve (+1) Special Rule.
Crown of the Wizard King	The unit gains an additional 6inches range on all of its spells that target Friendly units.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.