

Dolgarth's Praetorian Guard

1995 / 1995 VALID



Dwarfs [1995]

Ironguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [195]	4	3+	-	6+	3	12	15/17	2	[150]
Throwing Mastiff									[15]
Brew of Strength									[30]
Special Rules: Headstrong, Ordered March, Throwing Mastiff, Crushing Strength(1) Keywords: Dwarf									

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									
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									

Mastiff Hunting Pack*	Sp	Me	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(1 vs Cavalry Only), Throwing Mastiff Keywords: Beast									
Swm Regiment [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[15]
Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff Keywords: Beast									

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									
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									[50]
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 3 [155]	4	5+	-	5+	0	1	11/13	2	[50]
Radiance of Life (Dwarf only)									[25]
Crown of the Wizard King									[15]
Knowledgable[1]									[10]
Bane Chant (2)									[20]
Celestial Restoration[1](3)									[35]
Special Rules: Headstrong, Individual, Inspiring, Radiance of Life(Dwarf only) Keywords: Dwarf, Earthbound									

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

[F] Bulwarkers (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170]	4	3+	-	5+	3	15	14/16	2	[145]
Throwing Mastiff									[15]
Hann's Sanguinary Scripture									[10]
Special Rules: Headstrong, Phalanx, Ordered March, Throwing Mastiff, Lifeleech(1) Keywords: Dwarf									

[F] Bulwarkers (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175] Throwing Mastiff	4	3+	-	5+	3	15	14/16	2	[145] [15]
Aegis of the Elohi									[15]
Special Rules: Headstrong, Phalanx, Ordered March, Throwing Mastiff, Iron Resolve Keywords: Dwarf									

[F] Ironclad (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [235] Throwing Mastiff	4	3+	-	5+	4	25	22/24	2	[200] [15]
Hammer of Measured Force									[20]
Special Rules: Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									

[F] Dwarf Army Standard Bearer (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [95] Sacred Horn	4	3+	-	5+	0	1	11/13	2	[80] [15]
Special Rules: Aura(Elite(Melee) - Infantry Only), Headstrong, Individual, Very Inspiring, For the King! Keywords: Dwarf									

Total Units: 14 **Total Unit Strength:** 18
Total Primary Core Points: 1995 (100.0%)

Custom Rule	Description
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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
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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.

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.

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).

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 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.
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 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.

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.