

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

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[BeardStandard] Inf Horde [260] Blessing of the Gods <i>Special Rules: Crushing Strength(2),Headstrong, Ordered March, Elite</i> <b>Keywords: Dwarf</b>	4	3+	-	4+	4	25	21/23	2	[230] [30]
Inf Horde [230] <i>Special Rules: Crushing Strength(2),Headstrong, Ordered March</i> <b>Keywords: Dwarf</b>	4	3+	-	4+	4	25	21/23	2	[230]

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

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

Steel Behemoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 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> <b>Keywords: Warsmith</b>	5	4+	4+	6+	1	D6+12	17/19	5	[245] [50]

Battle Driller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Bear] Mon (Cavalry) 1 [75] <i>Special Rules: Brutal(2),Crushing Strength(1),Headstrong, Individual</i> <b>Keywords: Dwarf, Warsmith</b>	4	4+	-	5+	0	D6+6	10/12	2	[75]

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

Total Units:14Total Unit Strength:25

Total Primary Core Points:2300 (100.0%)

Order	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.

Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Ranged	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn
Far Spell	3	Ranged	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee
Rock and Stone!	4	Movement	Unit with the Dwarf Keyword only. This unit gains the Vengeance Unique Special Rule (see below) Until the end of the Turn. If the unit already has Vengeance, whilst Counter Charging, it gains Crushing Strength (+2) instead of (+1). Vengeance: While Counter Charging, this unit has Crushing Strength (+1)
Magical Resistance	3	Movement	This order can be used twice per player Turn. This unit gains the Spellward Special Rule until the end of the Turn.

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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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.
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.
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.
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.

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).
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)
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.
Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.