

## Jeff Horton - Clash of Kings 2019 - Dwarves 2000pts

<b>Dwarfs (Good)</b>								
<b>Bulwarkers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	4+	-	5+	30	21/23	250	Big Shield, Headstrong, Phalanx
- Dwarven Throwing Mastiff							10	
- Hammer of Measured Force							20	
<b>Ironguard</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	3+	-	6+	12	15/17	160	Headstrong
- Dwarven Throwing Mastiff							10	
Regiment(20)	4	3+	-	6+	12	15/17	160	Headstrong
- Dwarven Throwing Mastiff							10	
<b>Rangers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20) Green Shoulders	5	4+	4+	4+	12	14/16	180	Crushing Strength (1), Headstrong, Light crossbows (treat as bows), Pathfinder, Vanguard
Regiment(20) Green Shoulders	5	4+	4+	4+	12	14/16	180	Crushing Strength (1), Headstrong, Light crossbows (treat as bows), Pathfinder, Vanguard
<b>Ironbelcher Organ Gun</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	5+	15	10/12	85	Elite (within 6" Warsmith), Headstrong, Piercing (2), Range 24", Reload!
<b>Army Standard Bearer</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	-	5+	1	10/12	50	Hero (Inf), Headstrong, Individual, Inspiring
- War-bow of Kaba							5	
<b>Berserker Lord</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	8	-/17	120	Hero (Cav), Crushing Strength (1), Headstrong, Individual, Inspiring (Berserkers only), Vicious
- Mount on a brock, increasing Speed to 8, gaining Vicious and changing to Hero (Cav)							30	
- Blade of the Beast Slayer							20	
<b>Herneas Hunter[1]</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	3+	5+	3	12/14	140	Hero (Inf), Crushing Strength (2), Headstrong, Individual, Inspiring (Rangers only), Pathfinder, Stealthy, The Skewerer, Vanguard
<b>Herneas' Rangers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

Regiment(20)	Yellow Shoulders	5	4+	4+	4+	12	14/16	200	Crushing Strength (1), Elite, Headstrong, Light crossbows (treat as bows), Pathfinder, Stealthy, Vanguard
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<b>Herneas's Hunting Party[1]</b>	<b>Formation</b>
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: Herneas's Hunting Party (40)

<b>Golloch's Fury: Legendary Steel Behemoth[1]</b>	<b>Hero (Mon)</b>
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	4+	6+	D6 +2 5*	18/20	340	Hero (Mon), Base Size: (50x100mm), Crushing Strength (3), Golloch's Gun, Headstrong, Iron Resolve, Piercing (2), Strider, Very Inspiring

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**Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.

**Blade of the Beast Slayer** This artefact can only be used by Heroes. The Hero has Crushing Strength (2) when attacking large infantry, large cavalry, monsters or heroes who do not have the Individual special rule. If the Hero already has Crushing Strength, it is increased by 2 when attacking those same targets.

**Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Dwarven Throwing Mastiff** Mark a unit that has been equipped with throwing mastiffs with one or more such model. The unit has a ranged attack with a range of 12" that can be used only once per game (remove the mastiff markers once the weapon is used up).  
When you release the hounds, roll 5 dice to hit, regardless of the firer's Attacks. Dogs always hit on 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again, as the surviving dogs savage the unfortunate opponents. Repeat this process again and again until you fail to score any damage, at which point even the toughest of the dogs have been put down or have run off to bury some of the enemies' limbs.  
Against units with the Shambling special rule, you can re-roll any dice that fail to damage... the mastiffs are that keen.

**Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

**Formation:** Formation must contain:  
**Herneas's Hunting Party** 2x Rangers Regiments  
1x Herneas the Hunter [1]  
Each unit of Rangers in this formation is granted the Elite and Stealthy special rules.

**Golloch's Gun** This unit is equipped with a ranged attack which has a range of 18" with 15 attacks

**Hammer of Measured Force** This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.

**Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.

## **Individual**

Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.  
Move Individuals have the Nimble special rule.  
Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.  
Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the

unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Iron Resolve** If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
- Light crossbows** Treat as bow. Range 24".
- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Strider** The unit never suffers the penalty for Hindered charges.
- The Skewerer** The Skewerer is a magic crossbow that in rules terms is treated as a bow with Piercing (3).
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- War-bow of Kaba** The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 24" and, when rolling to hit, the unit uses a basic Ra value of 4+, regardless of its actual Ra value. The roll to hit is affected as normal by to-hit modifiers, and if a hit is scored, it is resolved at Piercing (1).