

# BEXLEY DWARFS 2K



## DWARVES

GOOD

### Ironclad

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	4	-	5	2	3	12	14/16	110
Throwing Mastiff									15
Headstrong									[125]
Keywords: Dwarf									
Regiment(20)	4	4	-	5	2	3	12	14/16	110
Throwing Mastiff									15
Headstrong									[125]
Keywords: Dwarf									

### Ironguard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	6	2	3	12	15/17	150
Throwing Mastiff									15
Headstrong									[165]
Keywords: Dwarf									

### Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	4	3	-	4	2	4	25	21/23	205
Brew of Strength									40
Throwing Mastiff									15
Crushing Strength (1), Headstrong									[260]
Keywords: Dwarf									

### Berserker Brock Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Maccwar's Potion of the Caterpillar									20
Thunderous Charge (1), Vicious (Melee)									[215]
Keywords: Berserker, Dwarf									

### Mastiff Hunting Pack\*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	3	1	1	9	11/13	65
Throwing Mastiff									15
Crushing Strength (1 - vs Cavalry only)									[80]
Keywords: Beast									
Regiment(3)	6	4	-	3	1	1	9	11/13	65
Crushing Strength (1 - vs Cavalry only)									[65]
Keywords: Beast									

Steel Behemoth								Monster (Cht)		
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	4	6	5	1	D6+12	17/19	[245]	
Crushing Strength (3), Headstrong, Strider, Wild Charge (D3) Flame Belcher (12", Att: 10, Piercing (1), Steady Aim) Keywords: Warsmith										
1	5	4	4	6	5	1	D6+12	17/19	[245]	
Crushing Strength (3), Headstrong, Strider, Wild Charge (D3) Flame Belcher (12", Att: 10, Piercing (1), Steady Aim) Keywords: Warsmith										
Berserker Lord								Hero (Inf)		
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	4	2	0	7	-16	110	
Wings of Honeymaze									40	
Crushing Strength (1), Individual, Inspiring, Vicious (Melee), Wild Charge (D3) Keywords: Berserker, Dwarf									[150]	
Garrek Heavyhand[1]								Hero (Inf)		
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	3	-	6	2	0	5	14/16	[150]	
Crushing Strength (3), Headstrong, Individual, Inspiring, Mighty, Radiance of Life, Regeneration (5+) Keywords: Dwarf										
Faber Ironheart [1]								Hero (LrgInf)		
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	6	3	1	7	-15	[175]	
Crushing Strength (2), Inspiring, Nimble, Wild Charge (D3) Hand Cannon (24", Piercing(2), Steady Aim) Keywords: Dwarf, Warsmith										

Total Unit Strength: 21  
Total Core: 2000 (100%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Headstrong</b>	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.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Radiance of Life</b>	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.
<b>Regeneration</b>	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.

<b>Throwing Mastiff</b>	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.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.
<b>Wings of Honeymaze</b>	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.