

NKGT Dwarfs Tom R

2300 / 2300 VALID

Dwarfs [2300]

Ironguard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff Keywords: Dwarf</i>	4	3+	-	6+	3	12	15/17	2	[150] [15]
Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff Keywords: Dwarf</i>	4	3+	-	6+	3	12	15/17	2	[150] [15]
Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff Keywords: Dwarf</i>	4	3+	-	6+	3	12	15/17	2	[150] [15]
Regiment (20) [150] <i>Special Rules: Headstrong Keywords: Dwarf</i>	4	3+	-	6+	3	12	15/17	2	[150]

Sharpshooters Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [100] Long Rifles (36", Piercing(2),Reload) <i>Special Rules: Headstrong Keywords: Dwarf, Warsmith</i>	4	5+	4+	5+	1	5	9/11	2	[100]
Troop (5) [100] Long Rifles (36", Piercing(2),Reload) <i>Special Rules: Headstrong Keywords: Dwarf, Warsmith</i>	4	5+	4+	5+	1	5	9/11	2	[100]
Troop (5) [100] Long Rifles (36", Piercing(2),Reload) <i>Special Rules: Headstrong Keywords: Dwarf, Warsmith</i>	4	5+	4+	5+	1	5	9/11	2	[100]

Earth Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [220] <i>Special Rules: Brutal, Crushing Strength(1),Pathfinder, Shambling Keywords: Earthbound</i>	5	4+	-	6+	3	18	-/18	3	[220]

Mastiff Hunting Pack* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [65] <i>Special Rules: Crushing Strength(1 vs Cavalry Only) Keywords: Beast</i>	6	4+	-	3+	1	9	11/13	1	[65]

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

Garrek Heavyhand [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [150] <i>Special Rules: Crushing Strength(3),Headstrong, Individual, Inspiring, Mighty, Radiance of Life, Regeneration(5+) Keywords: Dwarf</i>	4	3+	-	6+	0	5	14/16	2	[150]

Steel Juggernaut Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [150] Hand Cannon (24", Piercing(2),Steady Aim) <i>Special Rules: Crushing Strength(2),Inspiring, Nimble Keywords: Dwarf, Warsmith</i>	5	3+	5+	6+	1	5	-/13	3	[150]
1 [150] Hand Cannon (24", Piercing(2),Steady Aim) <i>Special Rules: Crushing Strength(2),Inspiring, Nimble Keywords: Dwarf, Warsmith</i>	5	3+	5+	6+	1	5	-/13	3	[150]
1 [150] Hand Cannon (24", Piercing(2),Steady Aim) <i>Special Rules: Crushing Strength(2),Inspiring, Nimble Keywords: Dwarf, Warsmith</i>	5	3+	5+	6+	1	5	-/13	3	[150]

Faber Ironheart [1] Hero (Large Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [175] Hand Cannon (24", Piercing(2),Steady Aim) <i>Special Rules: Crushing Strength(2),Inspiring, Nimble, Wild Charge(D3) Keywords: Dwarf, Warsmith</i>	5	3+	5+	6+	1	7	-/15	3	[175]

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

24

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
Regeneration	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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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.
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, 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.

Spell	Description	Special Rules
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Artefact

Description