

I Hope You Like Defense Six

2500 / 2500 VALID

Dwarfs [2500]

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) [165] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff Keywords: Dwarf</i>	4	3+	-	6+	3	12	15/17	2	[150] [15]

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) [235] Aegis of the Elohi <i>Special Rules: Brutal, Crushing Strength(1),Pathfinder, Shambling, Iron Resolve Keywords: Earthbound</i>	5	4+	-	6+	3	18	-/18	3	[220] [15]

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]
1 [245] Flame Belcher (12", Att: 10, Piercing(1),Steady Aim) <i>Special Rules: Crushing Strength(3),Headstrong, Strider, Wild Charge(D3) Keywords: Warsmith</i>	5	4+	4+	6+	1	D6+12	17/19	5	[245]

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]

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]

Dwarf Lord on Large Beast Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [195] Tome of Darkness Surge (5) <i>Special Rules: Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175] [20]
1 [180] Blade of Slashing <i>Special Rules: Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175] [5]

Total Units: 15 **Total Unit Strength:** 24
Total Primary Core Points: 2500 (100.0%)

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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, 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.
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).

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.

Spell	Description	Special Rules
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Aegis of the Elohi	The unit gains the Iron Resolve special rule. If it already has Iron Resolve, it increases the amount of damage regained each time Iron Resolve is used to two.
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.