

Marcus dwarfs

2300 / 2300 VALID



Dwarfs [2300]

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

Berserkers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [180]	5	4+	-	4+	3	20	-/18	2	[165]
Helm of the Drunken Ram [15]									
<i>Special Rules: Slayer(Melee D6), Vicious(Melee), Wild Charge(D3), Ordered March, Vengeance, Thunderous Charge(1) Keywords: Berserker, Dwarf</i>									

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [235]	4	3+	-	4+	4	25	22/23	2	[230]
Staying Stone [5]									
<i>Special Rules: Crushing Strength(2), Headstrong, Ordered March Keywords: Dwarf</i>									

Rangers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170]	5	4+	4+	4+	2	12	14/16	2	[170]
Light Crossbows (24")									
<i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Ordered March Keywords: Dwarf, Tracker</i>									

Earth Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [250]	5	4+	-	6+	3	18	-/18	3	[220]
Blessing of the Gods [30]									
<i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling, Elite Keywords: Earthbound</i>									

Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [215]	9	4+	-	4+	3	26	-/18	3	[195]
Brew of Haste [20]									
<i>Special Rules: Thunderous Charge(1), Vicious(Melee), Vengeance Keywords: Berserker, Dwarf</i>									

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

Steel Behemoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [245]	5	4+	4+	6+	1	D6+12	17/19	5	[245]
Flame Belcher (12", Att: 10, Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(3), Headstrong, Strider, Wild Charge(D3) Keywords: Warsmith</i>									

Greater Earth Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [230]	6	4+	-	6+	2	12	-/19	6	[230]
<i>Special Rules: Brutal, Crushing Strength(3), Shambling, Strider Keywords: Earthbound, Elemental</i>									

Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [100]	4	5+	-	5+	0	1	11/13	2	[50]
Surge (8) [30]									
Bane Chant (2) [20]									
<i>Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound</i>									

Berserker Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [110]	5	3+	-	4+	0	7	-/16	2	[110]
<i>Special Rules: Crushing Strength(1), Individual, Inspiring, Vicious(Melee), Wild Charge(D3) Keywords: Berserker, Dwarf</i>									

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

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

Total Units: 13 Total Unit Strength: 24
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)
Stoneshapers	If this unit has taken the Bane Chant option it may, after casting Surge on a Friendly Core Earthbound unit, immediately cast Bane Chant against the same target regardless of range, arc, or LoS
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)

Special Rule	Description
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.
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.
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.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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).
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.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	

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.	
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Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Haste	This unit increases its Speed stat by +1.