

## Dwarfs [2000]

Ironguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [175]</b>	4	3+	-	6+	4	12	15/17	2	[150]
Throwing Mastiff									[15]
Orb of Towering Presence									[10]
<b>Special Rules:</b> Headstrong, Ordered March, Throwing Mastiff <b>Keywords:</b> Dwarf									
<b>Inf Regiment [165]</b>	4	3+	-	6+	3	12	15/17	2	[150]
Throwing Mastiff									[15]
<b>Special Rules:</b> Headstrong, Ordered March, Throwing Mastiff <b>Keywords:</b> Dwarf									

Ironclad	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Troop [85]</b>	4	4+	-	5+	1	10	10/12	2	[70]
Throwing Mastiff									[15]
<b>Special Rules:</b> Headstrong, Ordered March, Throwing Mastiff <b>Keywords:</b> Dwarf									
<b>Inf Troop [85]</b>	4	4+	-	5+	1	10	10/12	2	[70]
Throwing Mastiff									[15]
<b>Special Rules:</b> Headstrong, Ordered March, Throwing Mastiff <b>Keywords:</b> Dwarf									

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [275]</b>	4	3+	-	4+	4	25	21/23	2	[230]
Throwing Mastiff									[15]
Blessing of the Gods									[30]
<b>Special Rules:</b> Crushing Strength(2), Headstrong, Ordered March, Throwing Mastiff, Elite <b>Keywords:</b> Dwarf									

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

Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Troop [135]</b>	8	4+	-	4+	1	13	-/15	3	[125]
Skirmisher's Boots									[10]
<b>Special Rules:</b> Thunderous Charge(1), Vicious(Melee), Vengeance, Nimble <b>Keywords:</b> Berserker, Dwarf									

Ironbelcher Organ Gun	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>WE 1 [90]</b>	4	0+	5+	5+	0	12	10/12	2	[90]
Organ Gun (24", Piercing(2), Reload)									
<b>Special Rules:</b> Secured Position <b>Keywords:</b> Dwarf, Warsmith									
<b>WE 1 [90]</b>	4	0+	5+	5+	0	12	10/12	2	[90]
Organ Gun (24", Piercing(2), Reload)									
<b>Special Rules:</b> Secured Position <b>Keywords:</b> Dwarf, Warsmith									

Steel Behemoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon (Chariot) 1 [295]</b>	5	4+	4+	6+	1	D6+12	17/19	5	[245]
Golloch's Fury									[50]
Golloch's Gun (18", Att: 12, Piercing(2))									
<b>Special Rules:</b> Crushing Strength(3), Headstrong, Strider, Wild Charge(D3), Aura(Iron Resolve - Dwarf only), Very Inspiring <b>Keywords:</b> Warsmith									

Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [105]</b>	4	5+	-	5+	0	1	11/13	2	[50]
Radiance of Life (Dwarf only)									[25]
Conjurer's Staff									[10]
Bane Chant (2)									[20]
<b>Special Rules:</b> Headstrong, Individual, Inspiring, Radiance of Life(Dwarf only) <b>Keywords:</b> Dwarf, Earthbound									

Dwarf Lord on Large Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [200]	7	3+	-	6+	1	7	15/17	4	[175]
The Boomstick									[25]
Lightning Bolt (3)									
<b>Special Rules:</b> <i>Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> <b>Keywords:</b> <i>Beast, Dwarf</i>									

**Total Units:** 14 **Total Unit Strength:** 19  
**Total Primary Core Points:** 2000 (100.0%)

Custom Rule	Description
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
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.
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.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Secured Position	This unit is considered a Scoring Unit with a Unit Strength of 0.
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).
Vicious	Whenever the unit rolls to damage, it must re-roll 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
<b>Bane Chant</b> 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.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Blessing of the Gods	The unit gains the Elite special rule.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.