

TTT Tournament -Bob Aspland

2000 / 2000 VALID

Free Dwarfs [2000]

Ironclad	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [125] Throwing Mastiff <i>Special Rules: Headstrong, Ordered March, Throwing Mastiff</i> Keywords: Dwarf	4	4+	-	5+	3	12	14/16	2	[110] [15]
Inf Regiment [125] Throwing Mastiff <i>Special Rules: Headstrong, Ordered March, Throwing Mastiff</i> Keywords: Dwarf	4	4+	-	5+	3	12	14/16	2	[110] [15]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force <i>Special Rules: Headstrong, Ordered March, Throwing Mastiff</i> Keywords: Dwarf	4	4+	-	5+	4	25	21/23	2	[180] [15] [20]

Free Dwarf Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [215] Blessing of the Gods <i>Special Rules: Pathfinder, Thunderous Charge(1), Vicious(Melee), Elite</i> Keywords: Berserker, Dwarf	8	4+	-	4+	3	26	-/18	3	[195] [20]

Stoneclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [155] Grenades Staying Stone Grenades (12", Att: 4, Ra: 4+, Piercing(1), Shattering, Blast(D3)) <i>Special Rules: Fly, Nimble, Pathfinder, Thunderous Charge(2)</i> Keywords: Dwarf, Raven	10	3+	-	4+	2	9	12/13	4	[140] [10] [5]

Mastiff Hunting Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80] Throwing Mastiff <i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff</i> Keywords: Beast	6	4+	-	3+	1	9	11/13	1	[65] [15]
Swm Regiment [80] Throwing Mastiff <i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff</i> Keywords: Beast	6	4+	-	3+	1	9	11/13	1	[65] [15]
Swm Regiment [80] Throwing Mastiff <i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff</i> Keywords: Beast	6	4+	-	3+	1	9	11/13	1	[65] [15]
Swm Regiment [80] Throwing Mastiff <i>Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff</i> Keywords: Beast	6	4+	-	3+	1	9	11/13	1	[65] [15]

Greater Earth Elemental	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [255] Craggoth & Kholearm Fireball (10) <i>Special Rules: Brutal, Crushing Strength(3), Shambling, Strider, Inspiring(self), Scout</i> Keywords: Earthbound, Flamesmith	6	4+	-	6+	2	12	-/19	6	[230] [25]

Berserker Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [150] Wings of Honey maze <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Vicious(Melee), Wild Charge(D3), Fly</i> Keywords: Berserker, Dwarf	10	3+	-	3+	0	7	-/16	2	[110] [40]

Free Dwarf Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) <i>Special Rules: Headstrong, Individual, Rallying(1 - Dwarf only), Very Inspiring</i> Keywords: Dwarf	4	4+	-	5+	0	1	10/12	2	[50] [25]

Dwarf Lord on Large Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [190]	7	3+	-	6+	1	7	15/17	4	[175]
Sir Jesse's Boots of Striding									
Special Rules: <i>Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: <i>Beast, Dwarf</i>									
Hero (Lrg Cav) 1 [175]	7	3+	-	6+	1	7	15/17	4	[175]
Special Rules: <i>Crushing Strength(1), Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: <i>Beast, Dwarf</i>									

Total Units: 14 **Total Unit Strength:** 23
Total Primary Core Points: 2000 (100.0%)

Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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 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.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Artefact	Description	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Blessing of the Gods	The unit gains the Elite special rule.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.	