

# Andrew Walker - Defense 7+

2300 / 2300 VALID

## Dwarfs [2300]

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

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [235]</b> Healing Brew <i>Special Rules: Crushing Strength(2), Headstrong, Ordered March</i> <b>Keywords: Dwarf</b>	4	3+	-	4+	4	25	21/23	2	[230] [5]

Earth Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Inf Regiment [130]</b> <i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling</i> <b>Keywords: Earthbound</b>	5	4+	-	6+	2	9	-/15	3	[130]
<b>Lrg Inf Regiment [130]</b> <i>Special Rules: Brutal, Crushing Strength(1), Pathfinder, Shambling</i> <b>Keywords: Earthbound</b>	5	4+	-	6+	2	9	-/15	3	[130]

Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Troop [135]</b> Skirmisher's Boots <i>Special Rules: Thunderous Charge(1), Vicious(Melee), Vengeance, Nimble</i> <b>Keywords: Berserker, Dwarf</b>	8	4+	-	4+	1	13	-/15	3	[125] [10]
<b>Cav Regiment [230]</b> Brew of Sharpness <i>Special Rules: Thunderous Charge(1), Vicious(Melee), Vengeance</i> <b>Keywords: Berserker, Dwarf</b>	8	3+	-	4+	3	26	-/18	3	[195] [35]

Steel Behemoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon (Chariot) 1 [295]</b> 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</i> <b>Keywords: Warsmith</b>	5	4+	4+	6+	1	D6+12	17/19	5	[245] [50]
<b>Mon (Chariot) 1 [245]</b> Flame Belcher (12", Att: 10, Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(3), Headstrong, Strider, Wild Charge(D3)</i> <b>Keywords: Warsmith</b>	5	4+	4+	6+	1	D6+12	17/19	5	[245]
<b>Mon (Chariot) 1 [245]</b> Flame Belcher (12", Att: 10, Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(3), Headstrong, Strider, Wild Charge(D3)</i> <b>Keywords: Warsmith</b>	5	4+	4+	6+	1	D6+12	17/19	5	[245]

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

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

Total Units: 12  
Total Primary Core Points: 2300 (100.0%)

Total Unit Strength: 22