



Dwarfs [2300]

Ironguard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff</i> Keywords: Dwarf	4	3+	-	6+	3	12	15/17	2	[150] [15]
Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Throwing Mastiff</i> Keywords: Dwarf	4	3+	-	6+	3	12	15/17	2	[150] [15]

Berserkers* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [110] Fire-Oil <i>Special Rules: Slayer(Melee D6), Vicious(Melee), Wild Charge(D3), Vengeance, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration)</i> Keywords: Berserker, Dwarf	5	4+	-	4+	1	15	-/15	2	[105] [5]

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</i> Keywords: Dwarf, Warsmith	4	5+	4+	5+	1	5	9/11	2	[100]
Troop (5) [100] Long Rifles (36", Piercing(2),Reload) <i>Special Rules: Headstrong</i> Keywords: Dwarf, Warsmith	4	5+	4+	5+	1	5	9/11	2	[100]
Troop (5) [100] Long Rifles (36", Piercing(2),Reload) <i>Special Rules: Headstrong</i> Keywords: Dwarf, Warsmith	4	5+	4+	5+	1	5	9/11	2	[100]
Troop (5) [100] Long Rifles (36", Piercing(2),Reload) <i>Special Rules: Headstrong</i> Keywords: Dwarf, Warsmith	4	5+	4+	5+	1	5	9/11	2	[100]

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</i> Keywords: Warsmith	5	4+	4+	6+	1	D6+12	17/19	5	[245] [50]

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)</i> Keywords: Dwarf, Warsmith	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 [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]
1 [180] Mace of Crushing <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]

[F] The Hammers of the King, Bulwarkers (The Royal Guard) Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Phalanx, Throwing Mastiff</i> Keywords: Dwarf	4	3+	-	5+	3	15	15/17	2	[150] [15]

[F] The Hammers of the King, Bulwarkers (The Royal Guard) Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [165] Throwing Mastiff <i>Special Rules: Headstrong, Phalanx, Throwing Mastiff Keywords: Dwarf</i>	4	3+	-	5+	3	15	15/17	2	[150] [15]

[F] Anvils of the Mountain, Ironclad (The Royal Guard) Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [220] Hammer of Measured Force <i>Special Rules: Headstrong Keywords: Dwarf</i>	4	3+	-	5+	4	25	22/24	2	[200] [20]

[F] The Lord's Bannerman, Standard Bearer (The Royal Guard) Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80] <i>Special Rules: Aura(Elite (Melee - Infantry Only)), Headstrong, Individual, Very Inspiring Keywords: Dwarf</i>	4	3+	-	5+	0	1	11/13	2	[80]

Total Units: 15 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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.
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 6inches 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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
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.	
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).	
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	