


**Dwarfs [2300]**

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

<b>Shieldbreakers Infantry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Regiment (20) [140]</b> Throwing Mastiff <i>Special Rules: Crushing Strength(1),Headstrong, Throwing Mastiff Keywords: Dwarf</i>	4	3+	-	4+	3	12	14/16	2	[125] [15]
<b>Regiment (20) [140]</b> Throwing Mastiff <i>Special Rules: Crushing Strength(1),Headstrong, Throwing Mastiff Keywords: Dwarf</i>	4	3+	-	4+	3	12	14/16	2	[125] [15]

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

<b>Battle Driller Monster (Cavalry)</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 [75]</b> <i>Special Rules: Brutal(2),Crushing Strength(1),Headstrong, Individual Keywords: Dwarf, Warsmith</i>	4	4+	-	5+	0	D6+6	10/12	2	[75]
<b>1 [75]</b> <i>Special Rules: Brutal(2),Crushing Strength(1),Headstrong, Individual Keywords: Dwarf, Warsmith</i>	4	4+	-	5+	0	D6+6	10/12	2	[75]

<b>Stone Priest Hero (Infantry)</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 Spellcaster 2 [140]</b> Replace Surge with Radiance of Life (Dwarf only) Conjurer's Staff Bane Chant (2) Scorched Earth(2) <i>Special Rules: Headstrong, Individual, Inspiring, Stoneshapers, Radiance of Life(Dwarf only) Keywords: Dwarf, Earthbound</i>	4	5+	-	5+	0	1	11/13	2	[90] [0] [10] [20] [20]

<b>Dwarf Lord Hero (Infantry)</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 [145]</b> Wings of Honeymaze <i>Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Fly Keywords: Dwarf</i>	10	3+	-	5+	0	5	13/15	2	[105] [40]

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

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

[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> <b>Keywords: Dwarf</b>	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</i> <b>Keywords: Dwarf</b>	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) [255] Throwing Mastiff Brew of Strength <i>Special Rules: Headstrong, Throwing Mastiff, Crushing Strength(1)</i> <b>Keywords: Dwarf</b>	4	3+	-	5+	4	25	22/24	2	[200] [15] [40]

[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</i> <b>Keywords: Dwarf</b>	4	3+	-	5+	0	1	11/13	2	[80]

**Total Units:** 17      **Total Unit Strength:** 27  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
Horn of Heroes	Friendly Core units within 6" of this unit can reroll failed Headstrong rolls for +15 pts. This unique upgrade cannot be taken in addition to a magical artefact.
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.

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.
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.
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. 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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
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
<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>Scorched Earth</b> Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.	

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.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
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.