## NKGT Dwarfs Tom R Dwarfs [2300]

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Ironguard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [165]	4	3+	-	6+	3	12	15/17	2	[150]
Throwing Mastiff									[15]
Special Rules: Headstrong, Throwing			varf						
Regiment (20) [165]	4	3+	-	6+	3	12	15/17	2	[150]
Throwing Mastiff									[15]
Special Rules: Headstrong, Throwing				0.	0	10	45/47		[4.5.0]
Regiment (20) [165]	4	3+	-	6+	3	12	15/17	2	[150]
Throwing Mastiff	a Mootiff <b>Ka</b>		worf						[15]
Special Rules: Headstrong, Throwing Regiment (20) [150]	<u>4</u>	3+	van	6+	3	12	15/17	2	[150]
Special Rules: Headstrong Keyword	•	3+		0+	5	12	13/17	2	[150]
	ion Dinam								
	<b>6</b>	Me	De	De	110	A.44	Ne	114	Die
Sharpshooters Heavy Infantry	<b>Sp</b> 4	<u>Me</u> 5+	Ra 4+	<b>De</b> 5+	US 1	Att 5	Ne 9/11	<u>Ht</u> 2	Pts
[ <b>roop (5) [100]</b> Long Rifles (36", Piercing(2),Reload)	4	5+	4+	5+		5	9/11	2	[100]
Special Rules: Headstrong Keyword	le. Dwarf V	Varsmith							
[roop (5) [100]	<u>4</u>	5+	4+	5+	1	5	9/11	2	[100]
Long Rifles (36", Piercing(2), Reload)	-	01		01		Ũ	0/11	2	[100]
Special Rules: Headstrong Keyword	<b>ls:</b> Dwarf. V	Varsmith							
Froop (5) [100]	4	5+	4+	5+	1	5	9/11	2	[100]
Long Rifles (36", Piercing(2), Reload)				_					
Special Rules: Headstrong Keyword	<b>ls:</b> Dwarf, V	Varsmith							
Earth Elementals Large Infantry	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
lorde (6) [220]	5	4+	-	6+	3	18	-/18	3	[220]
Special Rules: Brutal, Crushing Stren	ngth(1).Path	- finder. Shai	mblina <b>Kevv</b>	vords: Earth	bound				
	5 ( ),	, .							
Mostiff Hunting Dock* Swarm	Sn	Ме	Ra	De	US	۸++	Ne	Ht	Pts
Mastiff Hunting Pack* Swarm Regiment (3) [65]	Sp 6	4+	ка	3+	1	Att 9	11/13	<u>п</u>	[65]
	•		-	3+		9	11/13	1	[05]
	ve (`avalny (	John Konne	rde Boast						
Special Rules: Crushing Strength(1 v	vs Cavalry (	Only) <b>Keywc</b>	ords: Beast						
	-								-
Steel Behemoth Monster	vs Cavalry ( Sp	Only) Keywc Me	Ra	De	US	Att	Ne	Ht	Pts
Steel Behemoth Monster (Chariot)	Sp	Ме	Ra						
Steel Behemoth Monster (Chariot) [295]	-			<b>De</b> 6+	<b>US</b>	Att D6+12	<b>Ne</b> 17/19	Ht 5	[245]
Steel Behemoth Monster (Chariot) [295] Golloch's Fury	Sp	Ме	Ra						
Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2))	<b>Sp</b> 5	Me 4+	<b>Ra</b> 4+	6+	1	D6+12	17/19	5	[245] [50]
Steel Behemoth Monster (Chariot) [295] Golloch's Fury	<b>Sp</b> 5	Me 4+	<b>Ra</b> 4+	6+	1	D6+12	17/19	5	[245] [50]
Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3),	Sp 5 Headstrong	Me 4+ g, Strider, Wi	Ra 4+ ild Charge(E	6+ 03),Aura(Iror	1 n Resolve -	D6+12 Dwarf only), V	17/19 /ery Inspiring	5 g Keyword	[245] [50] Is: Warsmit
Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero	<b>Sp</b> 5	Me 4+	<b>Ra</b> 4+	6+	1	D6+12	17/19	5	[245] [50]
Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry)	Sp 5 Headstrong	Me 4+ g, Strider, Wi	Ra 4+ ild Charge(E	6+ 03),Aura(Iror De	1 n Resolve - US	D6+12 Dwarf only), V Att	17/19 /ery Inspiring Ne	5 g Keyword Ht	[245] [50] Is: Warsmit Pts
Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry) [150]	Sp 5 Headstrong Sp 4	Me 4+ g, Strider, Wi Me 3+	Ra 4+ iild Charge(E Ra -	6+ 03),Aura(Iror <b>De</b> 6+	1 n Resolve - US 0	D6+12 Dwarf only), V Att 5	17/19 /ery Inspiring <b>Ne</b> 14/16	5 g Keyword Ht 2	[245] [50] Is: Warsmit Pts [150]
Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry)	Sp 5 Headstrong Sp 4	Me 4+ g, Strider, Wi Me 3+	Ra 4+ iild Charge(E Ra -	6+ 03),Aura(Iror <b>De</b> 6+	1 n Resolve - US 0	D6+12 Dwarf only), V Att 5	17/19 /ery Inspiring <b>Ne</b> 14/16	5 g Keyword Ht 2	[245] [50] Is: Warsmit Pts [150]
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Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry) [150] Special Rules: Crushing Strength(3), Steel Juggernaut Hero (Large	Sp 5 Headstrong Sp 4 Headstrong	Me 4+ g, Strider, Wi Me 3+ g, Individual,	Ra 4+ ild Charge(E Ra - Inspiring, M	6+ 03),Aura(Iror De 6+ lighty, Radia	1 Resolve - US 0 Ince of Life,	D6+12 Dwarf only), V Att 5 Regeneration	17/19 /ery Inspiring Ne 14/16 n(5+) Keywa	5 Reyword Ht 2 prds: Dwa	[245] [50] Is: Warsmit Pts [150] rf
Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry) [150] Special Rules: Crushing Strength(3), Steel Juggernaut Hero (Large Infantry)	Sp 5 Headstrong Sp 4 Headstrong	Me 4+ g, Strider, Wi Me 3+ g, Individual,	Ra 4+ ild Charge(E Ra - Inspiring, M	6+ 03),Aura(Iror De 6+ lighty, Radia	1 Resolve - US 0 Ince of Life,	D6+12 Dwarf only), V Att 5 Regeneration	17/19 /ery Inspiring Ne 14/16 n(5+) Keywa	5 Reyword Ht 2 prds: Dwa	[245] [50] Is: Warsmit Pts [150] rf Pts
Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry) [150] Special Rules: Crushing Strength(3), Steel Juggernaut Hero (Large Infantry) [150]	Sp 5 Headstrong Sp 4 Headstrong Sp 5	Me 4+ g, Strider, Wi Me 3+ g, Individual, Me	Ra 4+ iild Charge(E Ra - Inspiring, M	6+ D3),Aura(Iror De 6+ lighty, Radia	1 Resolve - US 0 Ince of Life, US	D6+12 Dwarf only), V Att 5 Regeneration Att	17/19 /ery Inspiring Ne 14/16 n(5+) Keywa Ne	5 Ht 2 ords: Dwa	[245] [50] Is: Warsmit Pts [150] rf
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Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry) [150] Special Rules: Crushing Strength(3), Steel Juggernaut Hero (Large Infantry) [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150] Hand Cannon (24", Piercing(2),Steady A	Sp 5 Headstrong Sp 4 Headstrong Sp 5 Xim) Inspiring, N 5 Xim)	Me 4+ g, Strider, Wi Me 3+ g, Individual, Me 3+ limble Keyw 3+	Ra 4+ iild Charge(E Ra Inspiring, M Ra 5+ ords: Dwar 5+	6+ D3),Aura(Iror De 6+ lighty, Radia De 6+ f, Warsmith 6+	1 Resolve - US 0 Ince of Life, US 1	D6+12 Dwarf only), V Att 5 Regeneration Att 5	17/19 /ery Inspiring Ne 14/16 n(5+) Keywa Ne -/13	5 <b>Ht</b> 2 <b>Drds</b> : Dwar <b>Ht</b> 3	[245] [50] Is: Warsmit Pts [150] rf [150]
Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry) [150] Special Rules: Crushing Strength(3), Steel Juggernaut Hero (Large Infantry) [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150]	Sp 5 Headstrong Sp 4 Headstrong Sp 5 Aim) Inspiring, N 5 Aim) Inspiring, N	Me 4+ g, Strider, Wi Me 3+ g, Individual, Me 3+ limble Keyw 3+	Ra 4+ iild Charge(E Ra Inspiring, M Ra 5+ ords: Dwar 5+	6+ D3),Aura(Iror De 6+ lighty, Radia De 6+ f, Warsmith 6+	1 Resolve - US 0 nce of Life, US 1 1	D6+12 Dwarf only), V Att 5 Regeneration Att 5	17/19 /ery Inspiring Ne 14/16 n(5+) Keywa Ne -/13 -/13	5 <b>Ht</b> 2 <b>Drds</b> : Dwar <b>Ht</b> 3 3	[245] [50] Is: Warsmit Pts [150] [150] [150]
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Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry) [150] Special Rules: Crushing Strength(3), Steel Juggernaut Hero (Large Infantry) [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150] Hand Cannon (24", Piercing(2),Steady A	Sp 5 Headstrong Sp 4 Headstrong Sp 5 Aim) Inspiring, N 5 Aim) Inspiring, N 5 Aim)	Me 4+ g, Strider, Wa 3+ g, Individual, Me 3+ limble Keyw 3+	Ra 4+ iild Charge(E Ra - Inspiring, M Ra 5+ rords: Dwar 5+	6+ 03),Aura(Iror De 6+ lighty, Radia De 6+ f, Warsmith 6+	1 Resolve - US 0 nce of Life, US 1 1	D6+12 Dwarf only), V Att 5 Regeneration Att 5	17/19 /ery Inspiring Ne 14/16 n(5+) Keywa Ne -/13 -/13	5 <b>Ht</b> 2 <b>Drds</b> : Dwar <b>Ht</b> 3 3	[245] [50] Is: Warsmit Pts [150] ff [150] [150]
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Steel Behemoth Monster (Chariot) [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: Crushing Strength(3), Garrek Heavyhand [1] Hero (Infantry) [150] Special Rules: Crushing Strength(3), Steel Juggernaut Hero (Large Infantry) [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150] Hand Cannon (24", Piercing(2),Steady A Special Rules: Crushing Strength(2), [150]	Sp 5 Headstrong Sp 4 Headstrong 5 Xim) Inspiring, N 5 Xim) Inspiring, N 5 Xim) Inspiring, N	Me 4+ g, Strider, Wi Me 3+ g, Individual, Me 3+ limble Keyw 3+ limble Keyw	Ra 4+ ild Charge(E Ra - Inspiring, M Ra 5+ rords: Dwar 5+ rords: Dwar 5+	6+ 03),Aura(Iror De 6+ lighty, Radia De 6+ f, Warsmith 6+ f, Warsmith 6+	1 n Resolve - US 0 nce of Life, US 1 1 1	D6+12 Dwarf only), V Att 5 Regeneration Att 5 5	17/19 /ery Inspiring Ne 14/16 n(5+) Keywa Ne -/13 -/13	5 g Keyword Ht 2 prds: Dwa Ht 3 3 3	[245] [50] Is: Warsmit Pts [150] rf [150] [150] [150]

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 Aura 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, Elit 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.	t ite,
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Bru (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.	ıtal
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.	
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.	
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.	
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.	
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.	f
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.	
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.	
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, Piercir (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.	
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 u 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 the unit is then issued a Charge order, it may add the result in inches to its total Charge range.	а
Spell	Description Special Rules	

Artefact

Description