

Target
2300
Points

DWARFS CLASH'21

Target
2300
Points



DWARFS

GOOD

Ironguard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	6	2	3	12	15/17	150
Fire-Oil									5
Headstrong									[155]
Keywords: Dwarf									

Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	3	-	4	2	3	12	14/16	125
Throwing Mastiff									15
Crushing Strength (1), Headstrong									[140]
Keywords: Dwarf									
Regiment(20)	4	3	-	4	2	3	12	14/16	125
Throwing Mastiff									15
Crushing Strength (1), Headstrong									[140]
Keywords: Dwarf									

Bulwarkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	4	-	5	2	3	15	14/16	135
Throwing Mastiff									15
Headstrong, Phalanx									[150]
Keywords: Dwarf									
Regiment(20)	4	4	-	5	2	3	15	14/16	135
Throwing Mastiff									15
Headstrong, Phalanx									[150]
Keywords: Dwarf									

Sharpshooters

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	4	5	4	5	2	1	5	9/11	[100]
Headstrong									
Long Rifles (36", Piercing (2), Reload)									
Keywords: Dwarf, Warsmith									
Troop(10)	4	5	4	5	2	1	5	9/11	[100]
Headstrong									
Long Rifles (36", Piercing (2), Reload)									
Keywords: Dwarf, Warsmith									

Berserker Brock Riders										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	8	4	-	4	3	1	13	-/15	[125]	
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf										
Troop(5)	8	4	-	4	3	1	13	-/15	[125]	
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf										
Regiment(10)	8	4	-	4	3	3	26	-/18	195	
Maccwar's Potion of the Caterpillar										
									20	
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf										

Mastiff Hunting Pack*										Swarm
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	6	4	-	3	1	1	9	11/13	65	
Throwing Mastiff										
									15	
Crushing Strength (1 - vs Cavalry only) Keywords: Beast										
Regiment(3)	6	4	-	3	1	1	9	11/13	65	
Throwing Mastiff										
									15	
Crushing Strength (1 - vs Cavalry only) Keywords: Beast										
Regiment(3)	6	4	-	3	1	1	9	11/13	65	
Throwing Mastiff										
									15	
Crushing Strength (1 - vs Cavalry only) Keywords: Beast										

Ironbelcher Cannon										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	-	5	5	2	0	2	10/12	[110]	
Cannon (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+) Keywords: Dwarf, Warsmith										
1	4	-	5	5	2	0	2	10/12	[110]	
Cannon (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+) Keywords: Dwarf, Warsmith										
1	4	-	5	5	2	0	2	10/12	[110]	
Cannon (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+) Keywords: Dwarf, Warsmith										

Berserker Lord										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	3	0	7	-/16	110	
Blade of the Beast Slayer										
									20	
Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3)										
									30	
Crushing Strength (1), Individual, Inspiring (Berserkers only), Vicious (Melee) Keywords: Berserker, Dwarf										
									[160]	

Warsmith										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	5	4	5	2	0	4	11/13	[95]	
Aura (Elite (Ranged) - Warsmith & Ironwatch Only), Individual, Inspiring (Warsmith & Ironwatch Only) Pistol (12", Piercing (1)) Keywords: Dwarf, Warsmith										

Dwarf Army Standard Bearer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	10/12	50	
Lute of Insatiable Darkness									25	
Headstrong, Individual, Inspiring									[75]	
Keywords: Dwarf										

Total Unit Strength: 25

Total Core: 2300 (100%)

Total Units: 19



SPECIAL RULES AND SPELLS:

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.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
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.
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.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
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.
Ignore Cover	The unit fires in high arcs, hitting the target from the top, which means it only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit does need to have LoS to the target to fire at it.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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.
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 <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.