

Target
2300
Points

(TEAM: CL CLUBBERS) IRON AND STONE

Current
2300
Points



DWARVES

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	
									5	
									15	
									[170]	
									Headstrong	
									Keywords: Dwarf	
Shieldbreakers										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	4	3	-	4	2	4	25	21/23	205	
									5	
									15	
									[225]	
									Crushing Strength (1), Headstrong	
									Keywords: Dwarf	
Berserkers*										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	5	4	-	4	2	1	15	-/13	[105]	
									Vengeance, Vicious (Melee), Wild Charge (D3)	
									Keywords: Berserker, Dwarf	
Troop(10)	5	4	-	4	2	1	15	-/13	[105]	
									Vengeance, Vicious (Melee), Wild Charge (D3)	
									Keywords: Berserker, Dwarf	
Ironwatch Rifles										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	5	5	4	2	2	10	14/16	150	
									5	
									[155]	
									Headstrong	
									Rifles (24", Piercing (2), Pot Shot)	
									Keywords: Dwarf, Ironwatch	

Earth Elementals								Large Infantry	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	5	4	-	6	3	3	18	-/18	220
Hann's Sanguinary Scripture									10
									[230]
Brutal, Crushing Strength (1), Pathfinder, Shambling									
Keywords: Earthbound									
Horde(6)	5	4	-	6	3	3	18	-/18	220
Aegis of the Elohi									15
									[235]
Brutal, Crushing Strength (1), Pathfinder, Shambling									
Keywords: Earthbound									
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									
Ironbelcher Organ Gun								War Engine	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	5	5	2	0	12	10/12	[90]
Organ Gun (24", Piercing (2), Reload)									
Keywords: Dwarf, Warsmith									
Steel Behemoth								Monster (Cht)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	4	6	5	1	D6+12	17/19	[260]
Crushing Strength (3), Headstrong, Strider									
Flame Belcher (12", Att: 10, Piercing (1), Steady Aim)									
Keywords: Warsmith									
Dwarf Lord								Hero (Inf)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	3	-	6	2	0	5	13/15	105
Wings of Honeymaze									40
									[145]
Crushing Strength (1), Headstrong, Individual, Inspiring, Mighty									
Keywords: Dwarf									

Stone Priest									Hero (Inf) Spellcaster: 2	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	5	-	5	2	0	1	11/13	90	
	Tome of Darkness								20	
	Bane Chant (2)								20	
									[130]	
	Headstrong, Individual, Inspiring (Earthbound only), Stoneshapers									
	Spells: Surge (8), Bane Chant (2)									
	Keywords: Dwarf, Earthbound									
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	
	Sacred Horn								15	
									[110]	
	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	
									[75]	
	Headstrong, Individual, Inspiring									
	Keywords: Dwarf									
Steel Juggernaut									Hero (LrgInf)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	6	3	1	5	-/13	150	
	Healing Brew								5	
									[155]	
	Crushing Strength (2), Inspiring, Nimble									
	Hand Cannon (24", Piercing(2), Steady Aim)									
	Keywords: Dwarf, Warsmith									

Total Unit Strength: 19
Total Core: 2300 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Aegis of the Elohi	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> 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.
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>).
Hann's Sanguinary Scripture	The unit gains the <i>Lifeleech</i> (+1) special rule.
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.
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
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.
Liliana's Tear	The unit is not affected by the <i>Dread</i> , <i>Shattering</i> or <i>Brutal</i> special rules on enemy units.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mighty	Individuals with the <i>Mighty</i> 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sacred Horn	The unit gains an additional 3" range to all of its Auras.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
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.
Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	<p>Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement.</p> <p>If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase.</p> <p>If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal.</p> <p>This spell has no effect on units with Speed 0.</p>
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.

Tome of Darkness	The unit gains the Surge (4) spell, or if the unit already has a Surge spell, its value is increased by 4.
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	<p>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 <i>Wild Charge</i> (2) can Charge units up to 10" away.</p> <p>In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (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.</p>
Wings of Honeycomb	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.
