

# DAN WRIGHT - DWARVES



## DWARVES

**GOOD**

<b>Ironclad</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	4	4	-	5	2	1	10	10/12	[70]	
Headstrong										
Keywords: Dwarf										
<b>Ironguard</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
Brew of Strength										30
Throwing Mastiff										15
										[195]
Headstrong										
Keywords: Dwarf										
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
Aegis of the Elohi										15
Throwing Mastiff										15
										[180]
Headstrong										
Keywords: Dwarf										
<b>Shieldbreakers</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	4	3	-	4	2	1	10	10/12	80	
Throwing Mastiff										15
										[95]
Crushing Strength (1), Headstrong										
Keywords: Dwarf										
Troop(10)	4	3	-	4	2	1	10	10/12	80	
Throwing Mastiff										15
										[95]
Crushing Strength (1), Headstrong										
Keywords: Dwarf										
Regiment(20)	4	3	-	4	2	3	12	14/16	125	
Throwing Mastiff										15
										[140]
Crushing Strength (1), Headstrong										
Keywords: Dwarf										
Regiment(20)	4	3	-	4	2	3	12	14/16	125	
Throwing Mastiff										15
										[140]
Crushing Strength (1), Headstrong										
Keywords: Dwarf										
Horde(40)	4	3	-	4	2	4	25	21/23	205	
Maccwar's Potion of the Caterpillar										20
										[225]
Crushing Strength (1), Headstrong										
Keywords: Dwarf										

Flame Belcher										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	-	4	5	2	0	15	10/12	[90]	
Flame Belcher (12", Steady Aim)										
Keywords: Dwarf, Flamesmith, Warsmith										
1	4	-	4	5	2	0	15	10/12	[90]	
Flame Belcher (12", Steady Aim)										
Keywords: Dwarf, Flamesmith, Warsmith										
Dwarf Lord on Large Beast										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	6	4	1	7	15/17	200	
Blade of Slashing										
Crushing Strength (1), Headstrong, Inspiring, Nimble, Thunderous Charge (2)										
Keywords: Beast, Dwarf										
1	7	3	-	6	4	1	7	15/17	200	
Mace of Crushing										
Crushing Strength (1), Headstrong, Inspiring, Nimble, Thunderous Charge (2)										
Keywords: Beast, Dwarf										
Flame Priest										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	-	5	2	0	1	11/13	65	
Inspiring Talisman										
Bane Chant (2)										
Increase to Fireball (10)										
Individual										
Spells: Fireball (10), Bane Chant (2)										
Keywords: Dwarf, Flamesmith										
Garrek Heavyhand[1]										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	3	-	6	2	0	5	14/16	[150]	
Crushing Strength (3), Headstrong, Individual, Inspiring, Mighty, Regeneration (5+)										
Keywords: Dwarf										

Total Unit Strength: 21  
Total Core: 2000 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Aegis of the Elohi</b>	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.
<b>Bane Chant</b>	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.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Headstrong</b>	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.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.

<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Mace of Crushing</b>	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Regeneration</b>	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.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Throwing Mastiff</b>	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.
<b>Thunderous Charge</b>	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).