

Dwarfs - Clash of Kings 2023 - AW

2300 / 2300 VALID

Dwarfs [2300]

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

Sharpshooters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (5) [100] Long Rifles (36", Piercing(2),Reload) <i>Special Rules: Headstrong</i> Keywords: Dwarf, Warsmith	4	5+	4+	5+	1	5	9/11	2	[100]
Hv Inf Troop (5) [100] Long Rifles (36", Piercing(2),Reload) <i>Special Rules: Headstrong</i> Keywords: Dwarf, Warsmith	4	5+	4+	5+	1	5	9/11	2	[100]
Hv Inf Troop (5) [100] Long Rifles (36", Piercing(2),Reload) <i>Special Rules: Headstrong</i> Keywords: Dwarf, Warsmith	4	5+	4+	5+	1	5	9/11	2	[100]

Earth Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [265] Brew of Sharpness <i>Special Rules: Brutal, Crushing Strength(1),Pathfinder, Shambling</i> Keywords: Earthbound	5	3+	-	6+	3	18	-/18	3	[220] [45]

Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [135] Skirmisher's Boots <i>Special Rules: Thunderous Charge(1),Vicious(Melee),Nimble</i> Keywords: Berserker, Dwarf	8	4+	-	4+	1	13	-/15	3	[125] [10]
Cav Regiment (10) [225] Brew of Strength <i>Special Rules: Thunderous Charge(1),Vicious(Melee),Crushing Strength(1)</i> Keywords: Berserker, Dwarf	8	4+	-	4+	3	26	-/18	3	[195] [30]

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

Steel Behemoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [295] Golloch's Fury Golloch's Gun (18", Att: 12, Piercing(2)) <i>Special Rules: Crushing Strength(3),Headstrong, Strider, Wild Charge(D3),Aura(Iron Resolve - Dwarf only),Very Inspiring</i> Keywords: Warsmith	5	4+	4+	6+	1	D6+12	17/19	5	[245] [50]

Garrek Heavyhand [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [150] <i>Special Rules: Crushing Strength(3),Headstrong, Individual, Inspiring, Mighty, Radiance of Life, Regeneration(5+)</i> Keywords: Dwarf	4	3+	-	6+	0	5	14/16	2	[150]

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

Dwarf Lord on Large Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [185] Pipes of Terror <i>Special Rules: Crushing Strength(1),Headstrong, Inspiring, Nimble, Thunderous Charge(2),Brutal</i> Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175] [10]
Hero (Lrg Cav) 1 [175] <i>Special Rules: Crushing Strength(1),Headstrong, Inspiring, Nimble, Thunderous Charge(2)</i> Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175]

Total Units:

14

Total Unit Strength:

21

Total Primary Core Points:

2300 (100.0%)

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.
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.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, 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.
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, 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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Artefact

Description

Pipes of Terror	This unit gains the Brutal special rule.
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
