

Shroud Dwarfs Co25

2345 / 2345 VALID

Dwarfs [2345]

Ironguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [170] Throwing Mastiff Healing Brew	4	3+	-	6+	3	12	15/17	2	[150] [15] [5]
Special Rules: Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									
Inf Regiment [165] Throwing Mastiff	4	3+	-	6+	3	12	15/17	2	[150] [15]
Special Rules: Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									

Ironclad	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [125] Throwing Mastiff	4	4+	-	5+	3	12	14/16	2	[110] [15]
Special Rules: Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									

Mastiff Hunting Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80] Throwing Mastiff	6	4+	-	3+	1	9	11/13	1	[65] [15]
Special Rules: Crushing Strength(1 vs Cavalry Only), Throwing Mastiff Keywords: Beast									

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))	5	4+	4+	6+	1	D6+12	17/19	5	[245] [50]
Special Rules: Crushing Strength(3), Headstrong, Strider, Wild Charge(D3), Aura(Iron Resolve - Dwarf only), Very Inspiring Keywords: Warsmith									

Berserker Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [150] Brock Mount Gnome-Glass Shield	8	3+	-	4+	0	7	-/16	3	[110] [30] [10]
Special Rules: Command, Crushing Strength(1), Individual, Inspiring, Vicious(Melee), Vengeance Keywords: Berserker, Dwarf									

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

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

[F] Bulwarkers (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160] Throwing Mastiff	4	3+	-	5+	3	15	14/16	2	[145] [15]
Special Rules: Headstrong, Phalanx, Ordered March, Throwing Mastiff Keywords: Dwarf									

[F] Bulwarkers (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160] Throwing Mastiff	4	3+	-	5+	3	15	14/16	2	[145] [15]
Special Rules: Headstrong, Phalanx, Ordered March, Throwing Mastiff Keywords: Dwarf									

[F] Ironclad (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [235]	4	3+	-	5+	4	25	22/24	2	[200]
Throwing Mastiff									[15]
Hammer of Measured Force									[20]
Special Rules: Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									

[F] Dwarf Army Standard Bearer (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [105]	4	3+	-	5+	0	1	11/13	2	[80]
Shroud of the Saint									[25]
Heal (3)									
Special Rules: Aura(Elite(Melee) - Infantry Only), Command, Headstrong, Individual, Very Inspiring, For the King! Keywords: Dwarf									

Total Units: 14 **Total Unit Strength:** 25
Total Primary Core Points: 2345 (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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
For the King!	Friendly units within 6" may re-roll failed Headstrong rolls.
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.
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.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly 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.
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).
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)
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.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

Artefact	Description
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.
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.