2300 list Blood orange Phil Lambourne

2300 / 2300 VALID

Dwarfs [2300]

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

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155]	4	3+	-	4+	3	12	14/16	2	[140]
Throwing Mastiff									[15]
Special Rules: *Crushing Strength(2),Headstrong, Ordered March, Throwing Mastiff* ***Keywords:*** *Dwarf*									
Inf Regiment [155]	4	3+	-	4+	3	12	14/16	2	[140]
Throwing Mastiff									[15]
Special Rules: *Crushing Strength(2),Headstrong, Ordered March, Throwing Mastiff* ***Keywords:*** *Dwarf*									

Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [125]	8	4+	-	4+	1	13	-/15	3	[125]
Special Rules: *Thunderous Charge(1),Vicious(Melee),Vengeance* ***Keywords:*** *Berserker, Dwarf*									
Cav Regiment [195]	8	4+	-	4+	3	26	-/18	3	[195]
Special Rules: *Thunderous Charge(1),Vicious(Melee),Vengeance* ***Keywords:*** *Berserker, Dwarf*									

Mastiff Hunting Pack*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[15]
Special Rules: *Crushing Strength(1 vs Cavalry Only),Throwing Mastiff* ***Keywords:*** *Beast*									
Swm Regiment [80]	6	4+	-	3+	1	9	11/13	1	[65]
Throwing Mastiff									[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]	5	4+	4+	6+	1	D6+12	17/19	5	[245]
Golloch's Fury									[50]
Golloch's Gun (18", Att: 12, Piercing(2))									
Special Rules: *Crushing Strength(3),Headstrong, Strider, Wild Charge(D3),Aura(Iron Resolve - Dwarf only),Very Inspiring* ***Keywords:*** *Warsmith*									

Dwarf Stone Priest	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 **[95]**	4	5+	-	5+	0	1	11/13	2	[50]
Radiance of Life (Dwarf only)									[25]
Bane Chant (2)									[20]
Special Rules: *Headstrong, Individual, Inspiring, Radiance of Life(Dwarf only)* ***Keywords:*** *Dwarf, Earthbound*									
Hero (Inf) 1 Spellcaster 2 **[95]**	4	5+	-	5+	0	1	11/13	2	[50]
Radiance of Life (Dwarf only)									[25]
Bane Chant (2)									[20]
Special Rules: *Headstrong, Individual, Inspiring, Radiance of Life(Dwarf only)* ***Keywords:*** *Dwarf, Earthbound*									

[F] Bulwarkers (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160]	4	3+	-	5+	3	15	14/16	2	[145]
Throwing Mastiff									[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]	4	3+	-	5+	3	15	14/16	2	[145]
Throwing Mastiff									[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 [265]	4	3+	-	5+	4	25	22/24	2	[200]
Throwing Mastiff									[15]
Crystal Pendent of Retribution									[50]

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 [110]	4	3+	-	5+	0	1	11/13	2	[80]
Diadem of Dragonkind									[30]
Fireball (8)									

Special Rules: *Aura(Elite(Melee) - Infantry Only),Headstrong, Individual, Very Inspiring, For the King!* ***Keywords:*** *Dwarf*

Total Units: 15 **Total Unit Strength:** 29
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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 regardless of range, arc, or LoS
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)

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.
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 6inches 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.
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.
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.
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.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit ith the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6inches for their Regroup action, because they are deterred by the huge explosion.