

Forlorn Hope - Mark S

2300 / 2300 VALID

Dwarfs [2300]

Ironguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175]	4	3+	-	6+	4	12	15/17	2	[150]
Throwing Mastiff									[15]
Orb of Towering Presence									[10]
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									

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

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 [105]	4	5+	-	5+	0	1	11/13	2	[50]
Radiance of Life (Dwarf only)									[25]
Conjurer's Staff									[10]
Bane Chant (2)									[20]
Special Rules: Headstrong, Individual, Inspiring, Radiance of Life(Dwarf only) Keywords: Dwarf, Earthbound									

Berserker Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [150]	10	3+	-	3+	0	7	-/16	2	[110]
Wings of Honeymaze									[40]
Special Rules: Crushing Strength(1), Individual, Inspiring, Vicious(Melee), Wild Charge(D3), Fly Keywords: Berserker, Dwarf									

Steel Juggernaut	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [150]	5	3+	5+	6+	1	5	-/13	3	[150]
Hand Cannon (24", Piercing(2), Steady Aim)									
Special Rules: Crushing Strength(2), Inspiring, Nimble Keywords: Dwarf, Warsmith									

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

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

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

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

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

Total Units: 16 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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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

Special Rule	Description
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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.

Fly The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.

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.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
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.	
Artefact	Description	
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.	
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increases the unit's Unit Strength by one, to a maximum of four.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.	