



## Dwarfs [2300]

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]
<b>Special Rules:</b> Headstrong, Ordered March, Throwing Mastiff <b>Keywords:</b> Dwarf									

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

Ironwatch	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [150] Rifles Rifles (24", Piercing(2)) <b>Special Rules:</b> Headstrong, Ordered March <b>Keywords:</b> Dwarf, Ironwatch	4	4+	5+	4+	3	10	14/16	2	[135] [15]
Inf Regiment [150] Rifles Rifles (24", Piercing(2)) <b>Special Rules:</b> Headstrong, Ordered March <b>Keywords:</b> Dwarf, Ironwatch	4	4+	5+	4+	3	10	14/16	2	[135] [15]

Berserker Brock Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [210] Sir Jesse's Boots of Striding <b>Special Rules:</b> Thunderous Charge(1), Vicious(Melee), Vengeance <b>Keywords:</b> Berserker, Dwarf	8	4+	-	4+	3	26	-/18	3	[195] [15]

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

Dwarf Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [50] <b>Special Rules:</b> Command, Headstrong, Individual, Very Inspiring, For the King! <b>Keywords:</b> Dwarf	4	4+	-	5+	0	1	10/12	2	[50]

Dwarf Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [145] Wings of Honey maze <b>Special Rules:</b> Command, Crushing Strength(1), Headstrong, Individual, Inspiring, Mighty, Fly <b>Keywords:</b> Dwarf	10	3+	-	5+	0	5	13/15	2	[105] [40]

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

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

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

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

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

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

**Total Units:** 15      **Total Unit Strength:** 31  
**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.
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.
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 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.
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.
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.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
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.