

Dwarfs- William Dinsley Bull Run

1995 / 1995 VALID



Dwarfs [1995]

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

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

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

Battle Driller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Cavalry) 1 [75] <i>Special Rules:</i> Brutal(2),Crushing Strength(1),Headstrong, Individual Keywords: Dwarf, Warsmith	4	4+	-	5+	0	D6+6	10/12	2	[75]

Warsmith	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [110] Axe of the Giant Slayer Rifle (24", Piercing(1)) <i>Special Rules:</i> Aura(Elite (Ranged) - Warsmith & Ironwatch Only),Command, Individual, Inspiring, Slayer(D3) Keywords: Dwarf, Warsmith	4	5+	4+	5+	0	4	11/13	2	[95] [15]

Dwarf Lord on Large Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [180] Blade of Slashing <i>Special Rules:</i> Command, Crushing Strength(1),Headstrong, Inspiring, Nimble, Thunderous Charge(2) Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175] [5]
Hero (Lrg Cav) 1 [185] Hann's Sanguinary Scripture <i>Special Rules:</i> Command, Crushing Strength(1),Headstrong, Inspiring, Nimble, Thunderous Charge(2),Lifeleech(1) Keywords: Beast, Dwarf	7	3+	-	6+	1	7	15/17	4	[175] [10]

[F] Bulwarkers (The Royal Guard)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [145] <i>Special Rules:</i> Headstrong, Phalanx, Ordered March Keywords: 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] <i>Special Rules:</i> Headstrong, Phalanx, Ordered March Keywords: 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] <i>Special Rules:</i> 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 [80] <i>Special Rules:</i> Aura(Elite(Melee) - Infantry Only),Command, Headstrong, Individual, Very Inspiring, For the King! Keywords: Dwarf	4	3+	-	5+	0	1	11/13	2	[80]

Total Units:
Total Primary Core Points:

14
1995 (100.0%)

Total Unit Strength:

22

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.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).

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.
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Artefact	Description
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Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
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Axe of the Giant Slayer	Individuals only. The unit gains the Slayer (D3) special rule.
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