Marcus dwarf 2000

2000 / 2000 VALID

1st Battalion

Lord on Large Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	7	3+	-	6+	2	7	17	4	[200]
Special Rules: *Crushing Strength(2),Headstrong, Inspiring, Thunderous Charge(1),Run Them Down!*									

Stone Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	5+	-	5+	1	1	13	2	[145]
Bane Chant (2)									[20]
Surge (8)									[35]
Special Rules: *Headstrong, Individual, Inspiring, Yielding, Quake* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	4	5+	-	5+	1	1	13	2	[110]
Bane Chant (2)									[20]
Special Rules: *Headstrong, Individual, Inspiring, Yielding, Quake* ***Traits:*** *Spellcaster*									

Bulwarkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	4	4+	-	5+	4	30	**26**	2	[235]
Staying Stone									[15]
Special Rules: *Headstrong, Phalanx* ***Traits:*** *Holdfast*									

Ironclad	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	4+	-	5+	2	12	16	2	[120]
Special Rules: *Headstrong* ***Traits:*** *Holdfast*									

Ironguard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	3+	-	6+	2	15	17	2	[155]
Special Rules: *Headstrong* ***Traits:*** *Holdfast*									
Core Inf Regiment	4	3+	-	6+	2	15	17	2	[155]
Special Rules: *Headstrong* ***Traits:*** *Holdfast*									

Earth Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	5	4+	-	6+	2	14	17	3	[180]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Shambling* ***Traits:*** *Elemental*									
Specialist Lrg Inf Regiment	5	4+	-	6+	2	14	17	3	[180]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Shambling* ***Traits:*** *Elemental*									

Berserker Brock Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	4+	-	4+	2	26	18	3	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Fearless, Thunderous Charge(3),Vicious(Combat)* ***Traits:*** *Berserker*									

Steel Behemoth	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	5	4+	5+	6+	2	D6+12	19	5	[285]
Flame Belcher (12", Att: 10, Piercing (1),Shattering (1))									
Special Rules: *Crushing Strength(3),Headstrong, Inspiring, Strider, Wild Charge(D3)* ***Traits:*** *Ironcraft*									

Total Units: 11 **Total Unit Strength:** 22
Total Points: 2000

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Throwing Mastiff	4	Units with the Holdfast Trait only. The unit may make a ranged attack with the following profile (12", Att: 6, Piercing (1)) and this hits on a 4+ regardless of modifiers.
Fury of the Ancients	5	Units with the Holdfast or Berserker Trait only. If the unit started its Turn Engaged, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one enemy unit.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Quake	Units with the Elemental Trait hit by this unit's Surge spell have TC(1) until the end of the Turn.
Run Them Down!	While engaged in the same Combat as this unit, friendly units with the Holdfast Trait have Thunderous Charge (+1)
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers

section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Staying Stone	The unit gains +1 to its Nerve stat value.