

Jeff Horton - Art Of War - Dwarves 2000pts

<b>Dwarfs (Good)</b>								
<b>Bulwarkers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	4+	-	5+	30	21/23	250	Big Shield, Headstrong, Phalanx
- Brew of Strength							30	
<b>Ironclad</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	4+	-	5+	12	14/16	110	Headstrong
Regiment(20)	4	4+	-	5+	12	14/16	110	Headstrong
<b>Ironbelcher Organ Gun</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	5+	15	10/12	85	Elite (within 6" Warsmith), Headstrong, Piercing (2), Range 24", Reload!
<b>Berserker Lord</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	8	-/17	120	Hero (Inf), Crushing Strength (1), Headstrong, Individual, Inspiring (Berserkers only)
- Mount on a brock, increasing Speed to 8, gaining Vicious and changing to Hero (Cav)							30	
- Blade of the Beast Slayer							20	
<b>King</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	3+	-	6+	5	13/15	120	Hero (Inf), Crushing Strength (1), Headstrong, Individual, Inspiring
- Banner of the Griffin							25	
<b>Herneas Hunter[1]</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	3+	5+	3	12/14	140	Hero (Inf), Crushing Strength (2), Headstrong, Individual, Inspiring (Rangers only), Pathfinder, Stealthy, The Skewerer, Vanguard
<b>Herneas' Rangers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	4+	4+	12	14/16	200	Crushing Strength (1), Elite, Headstrong, Light crossbows (treat as bows), Pathfinder, Stealthy, Vanguard
Regiment(20)	5	4+	4+	4+	12	14/16	200	Crushing Strength (1), Elite, Headstrong, Light crossbows (treat as bows), Pathfinder, Stealthy, Vanguard
Regiment(20)	5	4+	4+	4+	12	14/16	200	Crushing Strength (1), Elite, Headstrong, Light crossbows (treat as bows), Pathfinder, Stealthy, Vanguard

**Wall of Iron[1] Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: Wall of Iron

**Herneas's Hunting Party[1] Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	0	Formation: Herneas's Hunting Party (40)

**Golloch's Fury: Legendary Steel Behemoth[1] Hero (Mon)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	4+	6+	D6 +2 5*	-/20	340	Hero (Mon), Base Size: (50x100mm), Crushing Strength (3), Golloch's Gun, Iron Resolve, Piercing (2), Strider, Very Inspiring

- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- Blade of the Beast Slayer** This artefact can only be used by Heroes. The Hero has Crushing Strength (2) when attacking large infantry, large cavalry, monsters or heroes who do not have the Individual special rule. If the Hero already has Crushing Strength, it is increased by 2 when attacking those same targets.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Formation: Herneas's Hunting Party** Formation must contain:  
2x Rangers Regiments  
1x Herneas the Hunter [1]  
Each unit of Rangers in this formation is granted the Elite and Stealthy special rules.
- Formation: Wall of Iron** Formation must contain:  
2x Ironclad Regiments  
1x Bulwarker Horde  
1x King  
Each unit in this formation is granted the Iron Resolve special rule.
- Golloch's Gun** This unit is equipped with a ranged attack which has a range of 18" with 15 attacks
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
- Individual**  
Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.  
Move Individuals have the Nimble special rule.  
Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.  
Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

<b>Iron Resolve</b>	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
<b>Light crossbows</b>	Treat as bow. Range 24".
<b>Pathfinder</b>	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
<b>Phalanx</b>	Units that charge this unit's front cannot use the Thunderous Charge special rule.
<b>Piercing</b>	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Reload!</b>	The unit can fire only if it received a Halt order that turn.
<b>Stealthy</b>	Enemies shooting against the unit suffer an additional -1 to hit modifier.
<b>Strider</b>	The unit never suffers the penalty for Hindered charges.
<b>The Skewerer</b>	The Skewerer is a magic crossbow that in rules terms is treated as a bow with Piercing (3).
<b>Vanguard</b>	The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
<b>Very Inspiring</b>	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
<b>Vicious</b>	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.