

2300 / 2300 VALID



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|--|----|----|----|----|----|-----|-------|----|-------|
| Ironguard | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Inf Regiment [150] | 4 | 3+ | - | 6+ | 3 | 12 | 15/17 | 2 | [150] |
| Special Rules: Headstrong, Ordered March Keywords: Dwarf | | | | | | | | | |

| Ironwatch | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Inf Horde [265] | 4 | 4+ | 5+ | 4+ | 4 | 20 | 21/23 | 2 | [235] |
| Rifles | | | | | | | | | [30] |
| Rifles (24", Piercing(2)) | | | | | | | | | |
| Special Rules: Headstrong, Ordered March Keywords: Dwarf, Ironwatch | | | | | | | | | |

| Jarrun Bombard | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| WE 1 [100] Blast It! (48", Blast(D3+1),Ignores Obscured, Indirect, Piercing(3),Reload) Keywords: Dwarf, Warsmith | 4 | - | 5+ | 5+ | 1 | 2 | 10/12 | 2 | [100] |
| WE 1 [100] Blast It! (48", Blast(D3+1),Ignores Obscured, Indirect, Piercing(3),Reload) Keywords: Dwarf, Warsmith | 4 | - | 5+ | 5+ | 1 | 2 | 10/12 | 2 | [100] |

| 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 Golloch's Gun (18", Att: 12, Piercing(2)) Special Rules: <i>Crushing Strength(3), Headstrong, Strider, Wild Charge(D3), Aura(Iron Resolve - Dwarf only), Very Inspiring</i> Keywords: Warsmith | | | | | | | | | |

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

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|--|-----------|-----------|-----------|-----------|-----------|------------|-----------|-----------|------------|
| 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: Command, Crushing Strength(2), Inspiring, Nimble, Wild Charge(D3) Keywords: Dwarf, Warsmith | | | | | | | | | |

| Dwarf Lord on Large Beast | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| Hero (Lrg Cav) 1 [175] <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] |
| Hero (Lrg Cav) 1 [175] <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] |
| Hero (Lrg Cav) 1 [175] <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] |

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

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

| [F] Ironclad (The Royal Guard) | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| Inf Horde [220] | 5 | 3+ | - | 5+ | 4 | 25 | 22/24 | 2 | [200] |
| Brew of Haste | | | | | | | | | [20] |
| Special Rules: Headstrong, Ordered March Keywords: Dwarf | | | | | | | | | |

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

Total Units:

14

Total Unit Strength:

24

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. |
| Blast | If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused. |
| 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. |
| 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. |
| Ignores Obscured | Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)). |
| Indirect | The unit cannot make Ranged attacks on targets that are within 12". |
| 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). |
| 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. |
| 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. |

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|-------------------|--|
| 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. |

| 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 |
|-----------------------------|---|
| Brew of Haste | This unit increases its Speed stat by +1. |
| Lute of Insatiable Darkness | The unit gains the Bane Chant (2) spell. |