

South - Tom Annis - Dwarfs

2300 / 2300 VALID

Dwarfs [2300]

Ironguard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [165] Throwing Mastiff <i>Special Rules:</i> Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf	4	3+	-	6+	3	12	15/17	2	[150] [15]
Inf Regiment [165] Throwing Mastiff <i>Special Rules:</i> Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf	4	3+	-	6+	3	12	15/17	2	[150] [15]
Inf Regiment [165] Throwing Mastiff <i>Special Rules:</i> Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf	4	3+	-	6+	3	12	15/17	2	[150] [15]
Inf Regiment [165] Throwing Mastiff <i>Special Rules:</i> Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf	4	3+	-	6+	3	12	15/17	2	[150] [15]

Bulwarkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [235] Hammer of Measured Force <i>Special Rules:</i> Headstrong, Phalanx, Ordered March Keywords: Dwarf	4	4+	-	5+	4	30	21/23	2	[215] [20]

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]

Berserker Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [160] Brock Mount Blade of the Beast Slayer <i>Special Rules:</i> Command, Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans),Individual, Inspiring, Vicious(Melee),Vengeance Keywords: Berserker, Dwarf	8	3+	-	4+	0	7	-/16	3	[110] [30] [20]

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

Total Units:14Total Unit Strength:24

Total Primary Core Points:2300 (100.0%)

Special Rule	Description
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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.
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).
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.
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
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.