

## 1500 Pts - Dwarf Armies

Name	#	Type	Sp	Me	Ra	De	Att	Ne	Option Summary	Cost
<b>King (1 ⚔, 160 pts)</b>										
King	1	H/Inf	10	3+	-	6+	5	13/15		160
Crushing Strength (1); Headstrong; Inspiring; Nimble; <b>Individual</b>										
<i>Wings of the Honeymaze</i>	1	The Hero has the Fly special rule and increases their speed to 10								[40]
Nimble										
<b>Army Standard Bearer (1 ⚔, 80 pts)</b>										
Army Standard Bearer	1	H/Inf	4	5+	-	5+	1	10/12		80
Headstrong; Inspiring; Nimble; <b>Individual</b>										
<i>Healing Charm</i>	1	The Hero has the Heal (3) spell.								[30]
<b>Stone Priest (1 ⚔, 140 pts)</b>										
Stone Priest	1	H/Inf	4	4+	-	5+	2	11/13		140
Headstrong; Inspiring (Earth Elementals only); Nimble; Surge (8); Bane-chant (2); <b>Individual</b>										
<i>Inspiring Talisman</i>	1	The Hero has the Inspiring* special rule.								[20]
<b>Steel Behemoth (1 ⚔, 250 pts)</b>										
Steel Behemoth	1	Mon	4	5+	-	6+	20+D6*	18/20		250
Breath Attack (10); Crushing Strength (3); Headstrong										
<b>Earth Elemental Horde (6 ⚔, 215 pts)</b>										
Earth Elemental Horde	6	LI	5/6	4+	-	6+	18	-/17		215
Headstrong; Pathfinder; Shambling; Crushing Strength (1)										
<i>Brew of Haste</i>	1	The unit has +1 Speed								[15]
<b>Ironclad Horde (40 ⚔, 220 pts)</b>										
Ironclad Horde	40	Inf	4	4+	-	5+	25	21/23		220
Dwarven Throwing Mastiffs; Headstrong										
<i>Brew of Strength</i>	1	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.								[30]
<b>War Engine (1 ⚔, 110 pts)</b>										
Jarrun Bombard	1	WE	4	-	5+	5+	1	10/12		110
<b>LoB It!</b> : The Bombard can be fired directly as normal. Alternatively you can choose to fire it indirectly, following the Indirect Fire special rule. When firing indirectly, the Bombard has a range of 60", but cannot be fired against targets within 12".; Blast (D6+3); Headstrong; Piercing (2); Reload!										
<b>War Engine (1 ⚔, 85 pts)</b>										
Flame Belcher	1	WE	4	-	-	5+	18	10/12		85
Elite (if within 6" of a Friendly Warsmith); Breath Attack (Att); Headstrong										
<b>Shieldbreakers Regiment (20 ⚔, 140 pts)</b>										
Shieldbreakers Regiment	20	Inf	4	4+	-	4+	12	14/16		140
Crushing Strength (2); Dwarven Throwing Mastiffs; Headstrong										
<b>Sharpshooters Troop (5 ⚔, 100 pts)</b>										
Sharpshooters Troop	5	Inf	4	5+	4+	5+	5	9/11		100
Headstrong; Long Rifle(s); Piercing (2); Reload!										
<b>Total Cost: 1500</b>										

### Option Footnotes

Magic Artefacts Rules	
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.
Options	
Dwarven Throwing Mastiffs	Mark a unit that has been equipped with throwing mastiffs with one or more such model. The unit has a ranged attack with a range of 12" that can be used once per game (remove Throwing Mastiffs markers once the weapon is used up). When used, roll 5 dice to hit on 4+ regardless of firer's Attacks. Dogs always hit on a 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again. Repeat this process again and again until you fail to score any damage. Against units with the <i>Shambling</i> special rule, you can re-roll any of the dice that failed to damage.
Race Rules	
Headstrong	Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and is Disordered instead.
Special Rules	
Blast (D6+3)	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.
Breath Attack (10)	The unit has a ranged attack for which you roll (10) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on a 4+, regardless of any modifier.
Breath Attack (Att)	The unit has a ranged attack for which you roll the unit's Attacks stat value. This attack has a range of 12" and always hits on a 4+, regardless of any modifier.
Crushing Strength	All melee hits inflicted by the unit have a +(X) modifier when rolling to damage.
Crushing Strength (1)	
Crushing Strength (2)	
Crushing Strength (3)	
Elite	Whenever the units rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Indirect Fire	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, it cannot shoot targets within 12" E (Note: That the firing unit does still need to see its target to fire at it.)

<b>Individual</b>	<p><b>Line of Sight</b> : Before being given an order, unit may pivot to face any direction for free. Units never block line of sight or offer cover against ranged attacks.</p> <p><b>Move</b>: Units have the Nimble special rule.</p> <p><b>Shooting</b>: Units may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against units suffer an additional -1 to hit modifier.</p> <p><b>Melee</b>: 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 the unit aligning to the individual's facing. Enemies never double or treble their Attacks when fighting this unit (including against Individual's War Engines). Similarly, the unit 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. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again! If either the initial charge move or the regroup move took the charging unit over an obstacle or through difficult terrain, then it is hindered during the additional combat. Note: That if the new enemy is another individual, which is then routed, the charger can again advance D6" forward as above and so on - you can run over any number of meddling individuals in a single charge!</p>
Inspiring	If this unit, or any friendly unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre at any point during its movement, even 'At the Double!'.
Pathfinder	The unit suffer no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
Piercing (2)	All ranged hits inflicted by the unit have a +2 modifier when rolling to damage.
Reload!	The unit can fire only if it received a Halt! order that turn.
Shambling	The unit cannot be ordered 'At the Double!' E except when carrying out a Vanguard move.
<b>Spells Known</b>	
Bane-chant	Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength value by 1 or gain Piercing (1) and Crushing Strength (1) if they don't already have these rules. Note: Multiple bane-chants hitting the same units do not have cumulative effects.
Heal	Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Surge	Range 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly units straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This spell has no effect on units with a speed of 0.
<b>Weapons</b>	
Long Rifle(s)	Range 36"; Piercing (2), Reload!
<b>Weapons Rules</b>	
Piercing (2)	All ranged hits inflicted by the unit have a +2 modifier when rolling to damage.
Reload!	The unit can fire only if it received a Halt! order that turn.

### Roster Design Information

**Alignment**: Good

**Army Special Rule** : Headstrong

### Validation Report

*Game Edition: 2nd Ed.; Special Rules: Hide Unreleased/Unofficial Lists; File Version: 1.15*

Roster satisfies all enforced validation rules

### Roster Statistics

Model Count: 77

% Heroes: 25.3

% Units: 45

% Monster: 16.7

% War Engines: 13

% Allies: 0

Group	Min	Max	Used
Heroes	-	-	3
Troop	-	-	1
Regiment	1*	-	1
Horde	1*	-	2
War Engine	-	-	2
Monster	-	-	1