

DWARFS: PLEASE DON'T TOSS THE DWARFS - COGS OF WAR LIST

1995 / 1995 (Valid)

Ironclad									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde	4	3+	-	5+	4	25	21/23	2	[240]
Throwing Mastiff									15
🏆 Brew of Sharpness									45
★ Special Rules: Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									
Shieldbreakers									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde	4	3+	-	4+	4	25	21/23	2	[255]
Throwing Mastiff									15
🏆 Pipes of Terror									10
★ Special Rules: Crushing Strength(2), Headstrong, Ordered March, Throwing Mastiff, Brutal Keywords: Dwarf									
Berserker Brock Riders									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment	8	4+	-	4+	3	26	-/18	3	[210]
🏆 Sir Jesse's Boots of Striding									15
★ Special Rules: Thunderous Charge(1), Vicious(Melee), Vengeance Keywords: Berserker, Dwarf									
Steel Behemoth									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot)	5	4+	4+	6+	1	D6+12	17/19	5	[245]
🕒 Flame Belcher (12", Att: 10, Piercing(1), Steady Aim)									
★ Special Rules: Crushing Strength(3), Headstrong, Strider, Wild Charge(D3) Keywords: Warsmith									
Greater Earth Elemental									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan	6	4+	-	6+	2	12	-/19	6	[230]
★ Special Rules: Brutal, Crushing Strength(3), Shambling, Strider Keywords: Earthbound, Elemental									
Dwarf Stone Priest									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) Spellcaster 2	4	5+	-	5+	0	1	11/13	2	[100]
⚡ Surge (8)									30
⚡ Bane Chant (2)									20
★ Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound									
Hero (Inf) Spellcaster 2	4	5+	-	5+	0	1	11/13	2	[70]
⚡ Bane Chant (2)									20
★ Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound									
[F] Bulwarkers (The Royal Guard)									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment	4	3+	-	5+	3	15	14/16	2	[160]
Throwing Mastiff									15
★ Special Rules: Headstrong, Phalanx, Ordered March, Throwing Mastiff Keywords: Dwarf									
[F] Bulwarkers (The Royal Guard)									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment	4	3+	-	5+	3	15	14/16	2	[160]
Throwing Mastiff									15
★ Special Rules: Headstrong, Phalanx, Ordered March, Throwing Mastiff Keywords: Dwarf									

[F] Ironclad (The Royal Guard)									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde	4	3+	-	5+	4	25	22/24	2	[215]
Throwing Mastiff									15
★ Special Rules: Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf									

[F] Dwarf Army Standard Bearer (The Royal Guard)									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf)	4	3+	-	5+	0	1	11/13	2	[110]
👑 Diadem of Dragonkind									30
⚡ Fireball (8)									
★ Special Rules: Aura(Elite(Melee) - Infantry Only), Headstrong, Individual, Very Inspiring, For the King! Keywords: Dwarf									

Total Units:	11	Total Unit Strength:	24
Total Primary Core Points:	[1995] (100.0%)		
Artefacts Points:	[100]	Inspiring Units:	3
Unlocking Regiments:	3		
Infantry Hordes & Legions:	3		
Monsters:	1		
Titans:	1		
Heros:	3		
Slots: Any(3), Hero Only(3), War Engine Only(3), Monster/Titan Only(3), Large+ Horde Unlocks(0), Large+ Legion Unlocks(0)			
Average Defense:	5.07	Ranged Shots	10

Special & Custom Rules

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.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stoneshapers	If this unit has taken the Bane Chant option it may, after casting Surge on a Friendly Core Earthbound unit,

	immediately cast Bane Chant against the same target regardless of range, arc, or LoS
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.

Spells

Spell	Range	Targets	Description	★ Special Rules
Bane Chant	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.	
Fireball	12"	Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Surge	12"	Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. 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 in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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 Speed 0.	

Artefacts

Artefact	Description
Pipes of Terror	This unit gains the Brutal special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is increased by 6.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.