

Ironclad	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [125] Throwing Mastiff <i>Special Rules:</i> Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf	4	4+	-	5+	3	12	14/16	2	[110] [15]
Inf Regiment [125] Throwing Mastiff <i>Special Rules:</i> Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf	4	4+	-	5+	3	12	14/16	2	[110] [15]
Inf Regiment [125] Throwing Mastiff <i>Special Rules:</i> Headstrong, Ordered March, Throwing Mastiff Keywords: Dwarf	4	4+	-	5+	3	12	14/16	2	[110] [15]

Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [140] <i>Special Rules:</i> Crushing Strength(2),Headstrong, Ordered March Keywords: Dwarf	4	3+	-	4+	3	12	14/16	2	[140]
Inf Regiment [140] <i>Special Rules:</i> Crushing Strength(2),Headstrong, Ordered March Keywords: Dwarf	4	3+	-	4+	3	12	14/16	2	[140]

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]
Mon (Chariot) 1 [245] Flame Belcher (12", Att: 10, Piercing(1),Steady Aim) <i>Special Rules:</i> Crushing Strength(3),Headstrong, Strider, Wild Charge(D3) Keywords: Warsmith	5	4+	4+	6+	1	D6+12	17/19	5	[245]

Garrek Heavyhand [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [150] <i>Special Rules:</i> Command, Crushing Strength(3),Headstrong, Individual, Inspiring, Mighty, Radiance of Life, Regeneration(5+) Keywords: Dwarf	4	3+	-	6+	0	5	14/16	2	[150]

Faber Ironheart [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 [175] Hand Cannon (24", Piercing(2),Steady Aim) <i>Special Rules:</i> Command, Crushing Strength(2),Inspiring, Nimble, Wild Charge(D3) Keywords: Dwarf, Warsmith	5	3+	5+	6+	1	7	-/15	3	[175]

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]

Total Units:	13	Total Unit Strength:	22
Total Primary Core Points:	1995 (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.

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 6 inches 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).
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn. Note that Radiance of Life may have a further qualifier, in which case Radiance of Life will only remove damage from units with that name or Keyword in addition to the unit with the Radiance of Life Special Rule itself.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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).
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.