

DWARF ARMIES

Dwarf Army Special Rules

Alignment: Good

Grizzled Veterans

All units in this list have the *Headstrong* special rule, unless specified otherwise.

Dwarven Throwing Mastiffs

The Dwarfs train a breed of war-dog that is infamous for being even more vicious and hard-headed than its creators.

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 only once per game (remove the mastiff markers once the weapon is used up).

When you release the hounds, roll 5 dice to hit, regardless of the firer's Attacks. Dogs

always hit on 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again, as the surviving dogs savage the unfortunate opponents. Repeat this process again and again until you fail to score any damage, at which point even the toughest of the dogs have been put down or have run off to bury some of the enemies' limbs.

Against units with the *Shambling* special rule, you can re-roll any dice that fail to damage... the mastiffs are that keen.

Ironclad

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	-	5+	10	10/12	75
Regiment (20)	4	4+	-	5+	12	14/16	110
Horde (40)	4	4+	-	5+	25	21/23	180

Options

- Dwarven Throwing Mastiff (+10 pts)

Bulwarkers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	-	5+	10	10/12	105
Regiment (20)	4	4+	-	5+	15	14/16	150
Horde (40)	4	4+	-	5+	30	21/23	250

Special

Phalanx

Options

- Dwarven Throwing Mastiff (+10 pts)

Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	4+	-	4+	10	10/12	90
Regiment (20)	4	4+	-	4+	12	14/16	130
Horde (40)	4	4+	-	4+	25	21/23	215

Special

Crushing Strength (2)

Options

- Dwarven Throwing Mastiff (+10 pts)

Ironwatch Crossbows

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	5+	5+	4+	8	10/12	100
Regiment (20)	4	5+	5+	4+	10	14/16	135
Horde (40)	4	5+	5+	4+	20	21/23	225

Special

Crossbows, Piercing (1), Reload!

Ironwatch Rifles

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	4	5+	5+	4+	8	10/12	115
Regiment (20)	4	5+	5+	4+	10	14/16	155
Horde (40)	4	5+	5+	4+	20	21/23	255

Special

Rifles, Piercing (2), Reload!

Sharpshooters

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	4	5+	4+	5+	5	9/11	100

Special

Base Size: 25x50mm, Long rifles, Piercing (2), Reload!

Berserker Brock Riders

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	4+	-	4+	13	-/16	135
Regiment (10)	8	4+	-	4+	26	-/22	210

Special

Thunderous Charge (1), Vicious

Ironbelcher Cannon

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	1	10/12	110

Special

Blast (D6+2), Piercing (4), Reload!

While within 6" of a Friendly Warsmith, the unit has Blast (D6+3) instead.

Ironbelcher Organ Gun

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	15	10/12	85

Special

Range 24", Piercing (2), Reload!

While within 6" of a Friendly Warsmith, the unit also has the Elite special rule.

Jarrun Bombard

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	5+	5+	1	10/12	110

Special

Blast (D6+3), Lob it!, Piercing (2), Reload!

Lob It!

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".

King

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	3+	-	6+	5	13/15	120

Special

Crushing Strength (1), Individual, Inspiring

Warsmith

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	4+	4+	5+	2	11/13	85

Special

Pistol, Crushing Strength (1), Individual, Inspiring (War Engines only), Piercing (1)

Army Standard Bearer Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	5+	-	5+	1	10/12	50

Special
Individual, Inspiring

Garrek Heavyhand [1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	-	6+	5	14/16	150

Special
Warp Hammer, Shield of Miph, Individual, Inspiring

Warp Hammer
The bearer has Crushing Strength (3).

Shield of Miph
The bearer has Regeneration (6+).