

PAT - OTGT 22 - DWARVES OF SKUG RIVER V2



DWARVES

GOOD

Sharpshooters

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	4	5	4	5	2	1	5	9/11	[100]
Headstrong Long Rifles (36", Piercing (2), Reload) Keywords: Dwarf, Warsmith									
Troop(10)	4	5	4	5	2	1	5	9/11	[100]
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Troop(10)	4	5	4	5	2	1	5	9/11	[100]
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Berserker Brock Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Maccwar's Potion of the Caterpillar 20 [215]									
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									
Regiment(10)	8	4	-	4	3	3	26	-/18	195
Blessing of the Gods 20 [215]									
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf									

Mastiff Hunting Pack*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	3	1	1	9	11/13	65
Throwing Mastiff 15 [80]									
Crushing Strength (1 - vs Cavalry only) Keywords: Beast									
Regiment(3)	6	4	-	3	1	1	9	11/13	65
Throwing Mastiff 15 [80]									
Crushing Strength (1 - vs Cavalry only) Keywords: Beast									

Flame Belcher

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	4	5	2	0	15	10/12	[90]
Flame Belcher (14", Steady Aim, Shattering) Keywords: Dwarf, Flamesmith, Warsmith									
1	4	-	4	5	2	0	15	10/12	[90]
Flame Belcher (14", Steady Aim, Shattering) Keywords: Dwarf, Flamesmith, Warsmith									

Steel Behemoth										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	4	6	5	1	D6+12	17/19	245	
Upgrade to Golloch's Fury [1] - Gain Very Inspiring and Aura (Iron Resolve - Dwarf only) and exchanging its Flame Belcher for Golloch's Gun: (18", Att: 12, Piercing (2))									50	
Crushing Strength (3), Headstrong, Strider, Wild Charge (D3), Very Inspiring, Aura (Iron Resolve - Dwarf only) Golloch's Gun (18", Att: 12, Piercing (2)) Keywords: Warsmith									[295]	
Berserker Lord										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	4	3	0	7	-/16	110	
Mournful Blade Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3)									15	
Crushing Strength (1), Individual, Inspiring, Vicious (Melee) Keywords: Berserker, Dwarf									30	
									[155]	
Stone Priest										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	5	-	5	2	0	1	11/13	90	
Conjuror's Staff Bane Chant (2) Replace Surge with Radiance of Life (Dwarf only) Library Veil of Shadows [1](3)									10	
Headstrong, Individual, Inspiring, Stoneshapers, Radiance of Life (Dwarf only) Spells: Bane Chant (2), Veil of Shadows [1] (3) Keywords: Dwarf, Earthbound									20	
									0	
									30	
									[150]	
Faber Ironheart [1]										Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	5	6	3	1	7	-/15	[175]	
Crushing Strength (2), Inspiring, Nimble, Wild Charge (D3) Hand Cannon (24", Piercing(2), Steady Aim) Keywords: Dwarf, Warsmith										
The Royal Guard [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Bulwarkers (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	5	2	3	15	15/17	150	
Throwing Mastiff Headstrong, Phalanx Keywords: Dwarf									15	
									[165]	
Regiment(20)	4	3	-	5	2	3	15	15/17	150	
Throwing Mastiff Headstrong, Phalanx Keywords: Dwarf									15	
									[165]	

Ironclad (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	4	3	-	5	2	4	25	22/24	200	
Chant of Hate									30	
Throwing Mastiff									15	
Headstrong									[245]	
Keywords: Dwarf										

Dwarf Army Standard Bearer [1] (F)										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	3	-	5	2	0	1	11/13	[80]	
Aura (Elite (Melee) - Infantry only), Headstrong, Individual, Very Inspiring										
Keywords: Dwarf										

Total Unit Strength: 24
Total Core: 2600 (100%)

Total Units: 18



SPECIAL RULES AND SPELLS:

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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Chant of Hate	The unit gains the <i>Vicious</i> special rule.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
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 page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> 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 one point of damage previous suffered.
Macewar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mournful Blade	Individuals only. The unit gains the <i>Duelist</i> special rule.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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.
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.
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.
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.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.