

Target
2300
Points

THE UNLIKELY ALLIANCE OF DINNIDEK DRAAMUZ

Target
2300
Points



DWARVES

GOOD

Ironguard										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
	Throwing Mastiff								15	
									[165]	
	Headstrong									
	Keywords: Dwarf									
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
	Throwing Mastiff								15	
									[165]	
	Headstrong									
	Keywords: Dwarf									
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
	Throwing Mastiff								15	
									[165]	
	Headstrong									
	Keywords: Dwarf									
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
	Throwing Mastiff								15	
									[165]	
	Headstrong									
	Keywords: Dwarf									
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
	Throwing Mastiff								15	
									[165]	
	Headstrong									
	Keywords: Dwarf									
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
	Throwing Mastiff								15	
									[165]	
	Headstrong									
	Keywords: Dwarf									
Berserkers*										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	5	4	-	4	2	1	15	-/14	105	
	Diadem of Dragonkind								30	
									[135]	
	Slayer (Melee - D6), Vengeance, Vicious (Melee), Wild Charge (D3)									
	Keywords: Berserker, Dwarf									
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]	
	Headstrong									
	Long Rifles (36", Piercing (2), Reload)									
	Keywords: Dwarf, Warsmith									
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]	
	Headstrong									
	Long Rifles (36", Piercing (2), Reload)									
	Keywords: Dwarf, Warsmith									

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
Crushing Strength (1 - vs Cavalry only)									[80]
Keywords: Beast									
Regiment(3)	6	4	-	3	1	1	9	11/13	65
Throwing Mastiff									15
Crushing Strength (1 - vs Cavalry only)									[80]
Keywords: Beast									
Regiment(3)	6	4	-	3	1	1	9	11/13	65
Throwing Mastiff									15
Crushing Strength (1 - vs Cavalry only)									[80]
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									
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
									[295]
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									
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
Conjurer's Staff									10
Bane Chant (2)									20
Replace Surge with Radiance of Life (Dwarf only)									0
Library Scorched Earth (2)									20
									[140]
Headstrong, Individual, Inspiring, Stoneshapers, Radiance of Life (Dwarf only)									
Spells: Bane Chant (2), Scorched Earth (2)									
Keywords: Dwarf, Earthbound									
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									

Total Unit Strength: 25
Total Core: 2300 (100%)

Total Units: 17

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.
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.
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.
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.
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.
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.
Scorched Earth	Spell: 18", Enemy - If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
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.
Vengeance	While Counter Charging, this unit has Crushing Strength (+1)
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.