Daniel Graves Northern Kings

2300 / 2300 VALID

Free Dwarf Shieldbreakers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
nf Horde [275]	4	3+	-	4+	4	25	21/23	2	[230]
Throwing Mastiff									[15]
Gain Scout									[15]
Chalice of Wrath									[15]
Special Rules: Crushing Strength((2),Pathfinder,	Wild Charge	e(1),Ordered	d March, Th	rowing Mast	iff, Scout, Fu	iry Keywords	s: Dwarf, T	racker
Free Dwarf Spear Levy	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
nf Regiment [125]	4	4+	-	4+	3	15	13/15	2	[110]
Throwing Mastiff								-	[15]
Special Rules: Pathfinder, Phalan.			Ordered Mar						
nf Regiment [125]	4	4+	-	4+	3	15	13/15	2	[110]
Throwing Mastiff Special Rules: Pathfinder, Phalan.	x, Scout, Wild	Charge(1).	Ordered Mar	ch. Throwin	g Mastiff Ke	words: Dw	varf, Tracker		[15]
•	, ,	5 ()/		,	0	-	,		
Free Dwarf Rangers	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
nf Regiment [185]	5	4+	4+	4+	2	12	14/16	2	[170]
Herneas' Handpicked Rangers									[15]
Light Crossbows (24") Special Rules: Crushing Strength((1) Pathfinder	Scout Orde	orod March	Elito/Range	d) Stoolthy I	Kouwords	Dwarf Track	ər	
Special Rules. Clushing Strength	(1),Fauilliuei,			Line(INalige	u), Steaniny I	Neywords.		51	
Ironclad	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
nf Regiment [125]	4	4+	-	5+	3	12	14/16	2	[110]
Throwing Mastiff Special Rules: Headstrong, Order	red March Thr	rowing Masti	ff Kovwords	e: Dwarf					[15]
opecial Males. Headsholig, Older	cu march, mi		ii neyword.		4	25	21/23	2	[180]
	4	4+	-	5+					
nf Horde [215]	4	4+	-	5+	4	20	21/23	2	[15]
	4	4+	-	5+	4	25	21/25	L	[15] [20]
Inf Horde [215] Throwing Mastiff			- ff Keyword s		4	23	21/23	2	[15] [20]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order	red March, Thr	rowing Masti		s: Dwarf		-			[20]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders*	red March, Thr Sp	rowing Masti Me	- ff Keywords Ra	s: Dwarf De	US	Att	Ne	Ht	[20] Pts
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150]	red March, Thr	rowing Masti		s: Dwarf		-			[20] Pts [140]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades	red March, Thr Sp 10	rowing Masti Me 3+	Ra	s: Dwarf De	US	Att	Ne	Ht	[20] Pts
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150]	red March, Thr Sp 10 g(1),Shattering	rowing Masti Me 3+ g, Blast(D3))	Ra -	s: Dwarf De 4+	US 2	Att	Ne	Ht	[20] Pts [140]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercin, Special Rules: Fly, Nimble, Pathfii	red March, Thr Sp 10 g(1),Shattering nder, Thunder	owing Masti Me 3+ g, Blast(D3)) ous Charge(Ra - (2) Keyword	s: Dwarf De 4+ Is: Dwarf, F	US 2 Raven	Att 9	Ne 11/13	Ht 4	[20] Pts [140] [10]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercin, Special Rules: Fly, Nimble, Pathfii Mastiff Hunting Pack*	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp	owing Masti Me 3+ g, Blast(D3)) ous Charge(Me	Ra - 2) Keyword Ra	s: Dwarf De 4+ Is: Dwarf, F	US 2 Raven US	Att 9 Att	Ne 11/13 Ne	Ht 4 Ht	[20] Pts [140] [10] Pts
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65]	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6	owing Masti Me 3+ g, Blast(D3)) ous Charge(Me 4+	Ra - 2) Keyword Ra -	s: Dwarf De 4+ Is: Dwarf, F	US 2 Raven	Att 9	Ne 11/13	Ht 4	[20] Pts [140] [10]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfir Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6	owing Masti Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo	Ra - 2) Keyword Ra -	s: Dwarf De 4+ ds: Dwarf, F De 3+	US 2 Raven US	Att 9 Att 9	Ne 11/13 Ne 11/13	Ht 4 Ht	[20] Pts [140] [10] Pts [65]
nf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfir Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalny (6	rowing Masti Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+	Ra (2) Keyword Ra - ords: Beast	s: Dwarf De 4+ Is: Dwarf, F	US 2 Raven US 1	Att 9 Att	Ne 11/13 Ne	Ht 4 Ht 1	[20] Pts [140] [10] Pts
nf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfir Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65]	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalny (6	rowing Masti Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+	Ra (2) Keyword Ra - ords: Beast	s: Dwarf De 4+ ds: Dwarf, F De 3+	US 2 Raven US 1	Att 9 Att 9	Ne 11/13 Ne 11/13	Ht 4 Ht 1	[20] Pts [140] [10] Pts [65]
nf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* -rg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercin, Special Rules: Fly, Nimble, Pathfil Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5 Sp	rowing Masti Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me	Ra (2) Keyword Ra - ords: Beast	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ De	US 2 Raven US US	Att 9 Att 9 9 9 9	Ne 11/13 Ne 11/13 11/13 Ne	Ht 4 Ht 1 1 Ht	[20] Pts [140] [10] Pts [65] [65] Pts
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercin, Special Rules: Fly, Nimble, Pathfil Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255]	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (rowing Masti Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo	Ra - 2) Keyword Ra - ords: Beast - ords: Beast	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+	US 2 Raven US 1 1	Att 9 Att 9 9	Ne 11/13 Ne 11/13 11/13	Ht 4 Ht 1 1	[20] Pts [140] [10] Pts [65] [65] Pts [230]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercin, Special Rules: Fly, Nimble, Pathfil Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5 Sp	rowing Masti Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me	Ra - 2) Keyword Ra - ords: Beast - ords: Beast	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ De	US 2 Raven US US	Att 9 Att 9 9 9 9	Ne 11/13 Ne 11/13 11/13 Ne	Ht 4 Ht 1 1 Ht	[20] Pts [140] [10] Pts [65] [65] Pts
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercin: Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm Fireball (10)	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5 6 (1 vs Cavalry (6 (1 vs Cavalry (7 (1 vs Cavalry (7)))	Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+	Ra - 2) Keyword Ra - ords: Beast - ords: Beast - Ra -	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ De 6+	US 2 2 2 2 2 2 2	Att 9 4tt 9 9 9 9 2 4tt 12	Ne 11/13 Ne 11/13 11/13 Ne -/19	Ht 4 Ht 1 1 Ht 6	[20] Pts [140] [10] Pts [65] [65] Pts [230]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercin, Special Rules: Fly, Nimble, Pathfil Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5 6 (1 vs Cavalry (6 (1 vs Cavalry (7 (1 vs Cavalry (7)))	Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+	Ra - 2) Keyword Ra - ords: Beast - ords: Beast - Ra -	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ De 6+	US 2 2 2 2 2 2 2	Att 9 4tt 9 9 9 9 2 4tt 12	Ne 11/13 Ne 11/13 11/13 Ne -/19	Ht 4 Ht 1 1 Ht 6	[20] Pts [140] [10] Pts [65] [65] Pts [230]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm Fireball (10) Special Rules: Brutal, Crushing St	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5 6 (1 vs Cavalry (6 (1 vs Cavalry (7))))))))))))))))))))))))))))))))))))	Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+	Ra - 2) Keyword Ra - ords: Beast - ords: Beast - der, Inspiring	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ De 6+	US 2 2 2 2 2 2 2	Att 9 4tt 9 9 9 9 2 4tt 12	Ne 11/13 Ne 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13	Ht 4 Ht 1 1 Ht 6	[20] Pts [140] [10] Pts [65] [65] Pts [230]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercin: Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm Fireball (10)	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5 6 (1 vs Cavalry (6 (1 vs Cavalry (7 (1 vs Cavalry (7)))	Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+	Ra - 2) Keyword Ra - ords: Beast - ords: Beast - Ra -	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ 3+ 0e 6+ g(self), Scour	US 2 Raven US 1 1 US 2 t Keywords.	Att 9 Att 9 9 9 9 2 8 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Ne 11/13 Ne 11/13 11/13 Ne -/19	Ht 4 Ht 1 1 Ht 6	[20] Pts [140] [10] Pts [65] [65] [65] [230] [25]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm Fireball (10) Special Rules: Brutal, Crushing St Free Dwarf Army Standard Bearer Hero (Inf) 1 [50]	red March, Thr Sp 10 g(1),Shattering nder, Thunder 6 (1 vs Cavalry (6 (1 vs Cavalry (6 (1 vs Cavalry (5p 6 trength(3),Sha Sp 4	rowing Masti Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+ ambling, Stric Me 4+	Ra - 2) Keyword Ra - ords: Beast - ords: Beast - der, Inspiring Ra -	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ 3+ 0e 6+ g(self), Scour De 5+	US 2 Raven US 1 1 1 2 t Keywords US 0	Att 9 9 9 9 9 9 2 5 <i>Att</i> 12 <i>Earthbound</i> <i>Att</i>	Ne 11/13 Ne 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13	Ht 4 Ht 1 1 Ht 6	[20] Pts [140] [10] Pts [65] [65] [65] [230] [25]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm Fireball (10) Special Rules: Brutal, Crushing St Free Dwarf Army Standard Bearer	red March, Thr Sp 10 g(1),Shattering nder, Thunder 6 (1 vs Cavalry (6 (1 vs Cavalry (6 (1 vs Cavalry (5p 6 trength(3),Sha Sp 4	rowing Masti Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+ ambling, Stric Me 4+	Ra - 2) Keyword Ra - ords: Beast - ords: Beast - der, Inspiring Ra -	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ 3+ 0e 6+ g(self), Scour De 5+	US 2 Raven US 1 1 1 2 t Keywords US 0	Att 9 9 9 9 9 9 2 5 <i>Att</i> 12 <i>Earthbound</i> <i>Att</i>	Ne 11/13 Ne 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 11/13 Ne -/19 d, Flamesmither Ne	Ht 4 Ht 1 1 Ht 6 Ht	[20] Pts [140] [10] Pts [65] [65] [65] [230] [25] Pts Pts
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm Fireball (10) Special Rules: Brutal, Crushing St Free Dwarf Army Standard Bearer Hero (Inf) 1 [50] Special Rules: Headstrong, Individe	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5p 6 (1 vs Cavalry (5p) 6 (1 vs Cavalry (5p) 6 (1 vs Cavalry (5p) 6 (1 vs Cavalry (5p) (1 vs	Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+ 1 - Dwarf on	Ra 	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ 3+ 0e 6+ g(self), Scour De 5+ piring Keyw	US 2 Raven US 1 1 1 US 2 t Keywords. US 0 rords: Dwarf	Att 9 9 9 9 9 9 2 2 2 2 3 3 3 3 3 3 3 3 3 3	Ne 11/13 Ne 11/13 11/13 11/13 11/13 6, Flamesmith Ne 10/12	Ht 4 Ht 1 1 1 Ht 6 7 Ht 2	[20] Pts [140] [10] Pts [65] [65] [230] [25] Pts [50]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm Fireball (10) Special Rules: Brutal, Crushing St Free Dwarf Army Standard Bearer Hero (Inf) 1 [50] Special Rules: Headstrong, Individe Banick Kholearm [1]	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5p 6 trength(3),Sha Sp 4 dual, Rallying(Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+ 1 - Dwarf on Me	Ra (2) Keyword Ra ords: Beast ords: Beast der, Inspiring Ra ly), Very Insp Ra	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ 3+ 0e 6+ g(self), Scour De 5+ piring Keyw De	US 2 Raven US 1 1 1 US 2 t Keywords. US 0 ords: Dwarf	Att 9 9 9 9 9 9 2 3 2 3 3 3 3 3 3 3 3 3 3 3	Ne 11/13 Ne 11/13 11/13 11/13 0, Flamesmith Ne 10/12 Ne	Ht 4 Ht 1 1 1 Ht 6 7 Ht 2 Ht	[20] Pts [140] [10] Pts [65] [65] [230] [25] Pts [50] Pts [50]
nf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Irg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Fitan 1Spelicaster 0 [255] Craggoth & Kholearm Fireball (10) Special Rules: Brutal, Crushing St Free Dwarf Army Standard Bearer Hero (Inf) 1 [50] Special Rules: Headstrong, Individe Banick Kholearm [1] Hero (Inf) 1 Spelicaster 1 [135]	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5p 6 (1 vs Cavalry (5p) 6 (1 vs Cavalry (5p) 6 (1 vs Cavalry (5p) 6 (1 vs Cavalry (5p) (1 vs	Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+ 1 - Dwarf on	Ra 	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ 3+ 0e 6+ g(self), Scour De 5+ piring Keyw	US 2 Raven US 1 1 1 US 2 t Keywords. US 0 rords: Dwarf	Att 9 9 9 9 9 9 2 2 2 2 3 3 3 3 3 3 3 3 3 3	Ne 11/13 Ne 11/13 11/13 11/13 11/13 6, Flamesmith Ne 10/12	Ht 4 Ht 1 1 1 Ht 6 7 Ht 2	[20] Pts [140] [10] Pts [65] [65] [65] [230] [25] Pts [50] Pts [50] Pts [135]
Inf Horde [215] Throwing Mastiff Hammer of Measured Force Special Rules: Headstrong, Order Stoneclaw Riders* Lrg Cav Regiment [150] Grenades Grenades (12", Att: 4, Ra: 4+, Piercing Special Rules: Fly, Nimble, Pathfin Mastiff Hunting Pack* Swm Regiment [65] Special Rules: Crushing Strength(Swm Regiment [65] Special Rules: Crushing Strength(Greater Earth Elemental Titan 1Spellcaster 0 [255] Craggoth & Kholearm Fireball (10) Special Rules: Brutal, Crushing St Free Dwarf Army Standard Bearer Hero (Inf) 1 [50] Special Rules: Headstrong, Individe	red March, Thr Sp 10 g(1),Shattering nder, Thunder Sp 6 (1 vs Cavalry (6 (1 vs Cavalry (5p 6 trength(3),Sha Sp 4 dual, Rallying(Me 3+ g, Blast(D3)) ous Charge(Me 4+ Only) Keywo 4+ Only) Keywo Me 4+ 1 - Dwarf on Me	Ra (2) Keyword Ra ords: Beast ords: Beast der, Inspiring Ra ly), Very Insp Ra	s: Dwarf De 4+ ds: Dwarf, F De 3+ 3+ 3+ 0e 6+ g(self), Scour De 5+ piring Keyw De	US 2 Raven US 1 1 1 US 2 t Keywords. US 0 ords: Dwarf	Att 9 9 9 9 9 9 2 3 2 3 3 3 3 3 3 3 3 3 3 3	Ne 11/13 Ne 11/13 11/13 11/13 0, Flamesmith Ne 10/12 Ne	Ht 4 Ht 1 1 1 Ht 6 7 Ht 2 Ht	[20] Pts [140] [10] Pts [65] [65] [230] [25] Pts [50] Pts [50]

Total Primary Core Points:2300 (100.0%)Custom RuleDescriptionForgeblessedThis unit's Fireball spell always hits on a 4+ regressionSpecial RuleDescriptionAura(x) refers to another special rule that the Aura within 6" of it have the (x) special rule. Note ar grant the special rule to the unit with that namo of the same type are not cumulative. So, for in gain Thunderous Charge (+2). Units only gain Crushing Strength etc.) if they are within the A that affect movement (such as Pathfinder, Strittheir movement.BlastIf the unit's attack hits the target, the target su single hit. Once this is done, roll damage as n BrutalWhen testing the Nerve of an enemy unit in M (n) value to the total rolled. If no value is speci Brutal and Dread special rules, the attacking pCrushing StrengthAll hits caused by Melee attacks from this unitEliteWhenever the unit rolls to hit, it must re-roll allFlyThe unit can move over anything and may pivrule are of any units or Blocking Terrain. This inc Hindered charges for moving over Difficult Ter While Disordered, this unit cannot use the Fly rule, then the Nimble special rule is also lost wFuryWhile Wavering, this unit may still declare a C Headstrong	De 6+ nderous Cha De 4+ otal Unit Sta otal Unit Sta egardless of grants to un n Aura may l e or keyword stance, a ur special rule uura when th ider, Wild Cr ffers a numb ormal for all lelee with on ified, the uni	US 1 arge(2) Key US 1 :: Dwarf, Ra trength: : any other n nits around have a furth rd in addition nit covered es that affect harge etc.) if ber of hits e I of this hits ne or more of it has Bruta	Att 7 words: Bea Att 5 ven	Ne 15/17 st, Dwarf Ne 11/13 ind all Friendl in which case with the Aura (Thunderous inged combat ved. Units on thin the Aura umber in brace	Ht 4 Ht 4 28 V Core unit e the Aura v itself. Effec Charge (+ t (such as E ly gain spe at the begi ckets, rathe	Pts [175] Pts [145] s while will only cts of Auras 1)) do not Brutal, Elite cial rules nning of
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Headstrong If a unit with this rule begins its turn Wavering, unit. On a 3+ it shrugs off the effects of Waver	ludes Difficu rrain or Obst special rule	ult Terrain th stacles, unle e. In additior	ne unit starte ss it ends the n, if a unit wit	d in. The unit e move withir	t does not s	suffer g them.
unit. On a 3+ it shrugs off the effects of Waver	ounter Char	rge.				
	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						
Nerve test. The second result stands. Note that	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.					
including a Charge. It cannot make this extra	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 un current facing at any point during the order.		When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from it				
Pathfinder The unit may move At The Double through Dif Hindered when making a Charge through, or e	s unit loses	e a single piv	ot around its	s centre of up		

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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1),its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
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.
Spell	Description Special Rules
Bane Chant Range: 12"	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.

Shattering, Hits on a 5+ against units in Cover or with Stealthy.

Artefact	Description
Chalice of Wrath	The unit gains the Fury special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.