

## 2000 Pts - Dwarfs - XHC09 - Sven - Dwarfs

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
<b>Runelord (4<sup>+</sup>, 453 Pts)</b>																	
Runelord	1	3	6	4	4	5	3	3	2/4	9	2+	4+*, 5+				2	453
Composition: Lord, Hero <b>General;</b> Hand Weapon; Gromril Armor; Shield																	
Anvil of Doom	1					-	-						5				[175]
Runelord and Anvil Guards must remain on the Anvil all game. They are Unbreakable, may not charge and may not pursue. 4+ ward save against magic and normal missiles. Randomise shooting between the Runelord and the Anvil Guard. Strike a rune on 2+, or 4+ using Ancient Power. Failure table: 1) Anvil & crew & runelord destroyed, 2-3) Miss next turn shooting, 4-6) No effect. Rune of Hearth and Hold: All friendly Dwarves re-roll Fear or Terror tests. Lasts until start of next shooting phase. ( <b>Ancient Power:</b> re-roll Panic and Break tests, immune to Fear and Terror.) Rune of Oath & Honor: One Dwarf unit (except one that just rallied) may make a free move (which can be a March or Charge) in the Shooting phase, instead of shooting. ( <b>Ancient Power:</b> Affects D3 units.) Rune of Wrath and Ruin: One unit takes D6 magical S4 hits as if from shooting. If that unit can Fly, it cannot Fly next movement phase - otherwise it halves its Move until the end of its next turn. ( <b>Ancient Power:</b> Affects D3 units, which take 2D6 hits.)																	
Anvil Guards	2	3	5	3	4	4	1	2	1	9	3+ /2+	4+*					[0]
4+ Ward Save against magic and normal missiles.; Hand Weapon; Gromril Armor; Shield																	
Runic Weapon	1																[95]
Master Rune of Breaking: If the bearer scores a hit against an enemy with a magic weapon, the weapon is destroyed immediately.; Rune of Fury (x2): +1 Attacks																	
Runic Armor	1																[35]
Rune of Iron (x2): 6+ Ward Save (5+ with 2 runes); Rune of Stone: +1 Armor Save																	
Runic Talisman	1																[5]
Rune of the Furnace: Bearer immune to pure fire attacks, including magical fire																	
<b>Runesmith (1<sup>+</sup>, 147 Pts)</b>																	
Runesmith	1	3	5	4	4	4	2	2	2	9	3+ /2+		1			1	147
Composition: Hero Hand Weapon; Gromril Armor; Shield																	
Runic Talisman	1																[75]
Master Rune of Balance: During opponents magic phase, steal 1 power die to use as a dispel die; Rune of Spellbreaking (x1): Automatically dispels one enemy spell.																	
<b>Thane (1<sup>+</sup>, 190 Pts)</b>																	
Thane (Battle Standard Bearer)	1	3	6	4	4	5	2	3	3	9	4+		1				190
Composition: Hero Hand Weapon; Gromril Armor; Battle Standard Bearer																	
Runic Standard	1																[100]
Master Rune of Valaya: +2 to all dispel attempts made by the Dwarf player; Any spell targetted within 12" at the start of the Magic phase is dispelled automatically																	
<b>Thunderers (10<sup>+</sup>, 150 Pts)</b>																	
Thunderers	10	3	4	3	3	4	1	2	1	9	5+ /4+		1				150
Composition: Core Hand Weapon; Dwarf Handgun; Light Armour; Shield																	
<b>Thunderers (10<sup>+</sup>, 150 Pts)</b>																	
Thunderers	10	3	4	3	3	4	1	2	1	9	5+ /4+		1				150
Composition: Core Hand Weapon; Dwarf Handgun; Light Armour; Shield																	
<b>Thunderers (10<sup>+</sup>, 150 Pts)</b>																	
Thunderers	10	3	4	3	3	4	1	2	1	9	5+ /4+		1				150
Composition: Core Hand Weapon; Dwarf Handgun; Light Armour; Shield																	

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
<b>Thunderers (10<del>5</del>, 150 Pts)</b>																	
Thunderers	10	3	4	3	3	4	1	2	1	9	5+ /4+		1				150
Composition: Core Hand Weapon; Dwarf Handgun; Light Armour; Shield																	
<b>Artillery Battery (4<del>5</del>, 140 Pts)</b>																	
Flame Cannon	1					7	3						3				140
Composition: Rare Flame Cannon: See page 40 of the Dwarf rulebook. Gunners' Pride: The crew is Stubborn as long as the War Machine is not destroyed. They can never Flee from a charge or pursue a Fleeing enemy.																	
Crew	3	3	4	3	3	4	1	2	1	9	6+						[0]
Hand Weapon; Light Armour																	
<b>Miners (10<del>5</del>, 110 Pts)</b>																	
Miners	10	3	4	3	3/5	4	1	2	1	9	5+		1				110
Composition: Special Underground Advance: See Dwarf rulebook p36; Hand Weapon; Pick; Heavy Armour																	
<b>Artillery Battery (5<del>5</del>, 90 Pts)</b>																	
Bolt Thrower	1					7	3						3				90
Composition: Special Bolt Thrower: See pages 124-125 of the Warhammer rulebook. Gunners' Pride: The crew is Stubborn as long as the War Machine is not destroyed. They can never Flee from a charge or pursue a Fleeing enemy.; Rune of Penetrating (x1): +1 Strength (to a maximum of 10).; Bolt Thrower																	
Crew	3	3	4	3	3	4	1	2	1	9	6+						[0]
Hand Weapon; Light Armour																	
Engineer	1	3	4	4	3	4	1	2	1	9	6+		1				[20]
Extra Crewman: May replace a slain crewman on any War Machine (but may not himself shoot while doing so). Artillery Specialist (may not shoot while using): Cannon or Grudge Thrower: Re-roll Misfire result. Bolt Thrower: Use Engineer's BS when rolling to hit. ; Hand Weapon; Brace of Pistols; Light Armour																	
<b>Artillery Battery (5<del>5</del>, 95 Pts)</b>																	
Bolt Thrower	1					7	3						3				95
Composition: Special Bolt Thrower: See pages 124-125 of the Warhammer rulebook. Gunners' Pride: The crew is Stubborn as long as the War Machine is not destroyed. They can never Flee from a charge or pursue a Fleeing enemy.; Rune of Burning: The war machine makes flaming attacks; Rune of Penetrating (x1): +1 Strength (to a maximum of 10).; Bolt Thrower																	
Crew	3	3	4	3	3	4	1	2	1	9	6+						[0]
Hand Weapon; Light Armour																	
Engineer	1	3	4	4	3	4	1	2	1	9	6+		1				[20]
Extra Crewman: May replace a slain crewman on any War Machine (but may not himself shoot while doing so). Artillery Specialist (may not shoot while using): Cannon or Grudge Thrower: Re-roll Misfire result. Bolt Thrower: Use Engineer's BS when rolling to hit. ; Hand Weapon; Brace of Pistols; Light Armour																	
<b>Artillery Battery (5<del>5</del>, 175 Pts)</b>																	
Cannon	1					7	3						3				175
Composition: Special Cannon: See pages 122-124 of the Warhammer rulebook. Gunners' Pride: The crew is Stubborn as long as the War Machine is not destroyed. They can never Flee from a charge or pursue a Fleeing enemy.; Master Rune of Immolation: The Dwarf player can detonate the machine at the end of any round of combat before determining the result. Remove the machine and crew, and each enemy unit in combat takes 2D6 S4 magical hits as if from shooting.; Rune of Forging: Re-roll Misfires; Cannon																	
Crew	3	3	4	3	3	4	1	2	1	9	6+						[0]
Hand Weapon; Light Armour																	
Engineer	1	3	4	4	3	4	1	2	1	9	6+		1				[20]
Extra Crewman: May replace a slain crewman on any War Machine (but may not himself shoot while doing so). Artillery Specialist (may not shoot while using): Cannon or Grudge Thrower: Re-roll Misfire result. Bolt Thrower: Use Engineer's BS when rolling to hit. ; Hand Weapon; Brace of Pistols; Light Armour																	
																<b>Total Cost:</b>	<b>2000</b>

Option Footnotes	
Options	
Brace of Pistols	8" Range, Strength 4, Armour Piercing, Multiple Shots (x2). Ignore penalties for movement and long range, and may always stand & shoot as a charge reaction. May be used in combat as a pair of Hand Weapons (giving +1 Attack).
Dwarf Handgun	24" Range, Strength 4, Armor Piercing, Move or Fire, Superior Design: +1 to hit.
Gromril Armor	4+ Armour Save
Hand Weapon	+1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted.
Heavy Armour	5+ Armour save.
Light Armour	6+ Armour save.
Pick	+2 Strength when on foot; +1 Strength if mounted. Always strikes last unless charging. Two-handed.
Shield	+1 Armour save bonus.

### Roster Design Information

Hate all greenskins.

Flee and pursue 2D6-1".

All units may march even when an enemy is within 8".

### Validation Report

Army Subtype: Dwarf Army; Edition: 7th Edition; Game Type: Normal Game; Special Rules: Forbid Special Characters, Forbid Storm of Chaos, Forbid Albion, Forbid Lustria, Forbid Regiments of Renown

Roster satisfies all enforced validation rules

### Roster Statistics

Casting Dice: 2

Dispel Dice: 8

General's Ld: 9

# Models: 75

Total Characters: 790.0

Total Core: 600.0

Total Magic Items: 310.0

Total Rare: 140.0

Total Special: 470.0

% Characters: 39.5

% Core: 30.0

% Magic Items: 15.5

% Rare: 7.0

% Special: 23.5

Group	Min	Max	Used
Heroes	0	4	3
Lords	0	1	1
Core	3	Unlimited	4
Special	0	4	3
Rare	0	2	1