

DWARF WARF BAND SPECIAL ABILITY

TACTICAL REDEPLOYMENT (2) – Select a DWARF COMMAND model in the warband. All DWARF models, including the nominated COMMAND model that are not knocked-down or Engaged, may immediately move up to 3" in any direction, following the normal movement rules. Models are not marked as activated after moving if they are not already. Once any moves are completed, all models that were eligible to move are given a free Brace action (mark them all as such).

Name	Ironwatch		Pts	6	20mm
Race	Dwarf		Type	Warrior	
Sp	Ra	Me	Ar	Ne	Wn H
4	5+	5+	5+	5+	2 2
<i>Headstrong</i>					
Ranged	2D8	Equipment			
Melee	1D8	Crossbow (Range 15". Piercing (1), Reload.)			
NOTES					
Combined Fire – When involved in a Group Shoot Action, Ironwatch models add +1 dice to their Ranged Attack roll for each other Ironwatch model in the group firing at the same target.					

Name	Ironclad		Pts	6	20mm
Race	Dwarf		Type	Warrior	
Sp	Ra	Me	Ar	Ne	Wn H
4	6+	4+	4+	5+	2 2
<i>Headstrong</i>					
Ranged	1D8	Equipment			
Melee	3D8				
Hammer and Anvil - Ironclad models engaged with the same enemy model as one or more friendly Shieldbreakers, have the <i>Swarm</i> special rule.					

Name	Sergeant		Pts	16	20mm
Race	Dwarf		Type	Command	
Power Dice 1 x W					
Sp	Ra	Me	Ar	Ne	Wn H
4	5	4+	4+	5+	3 2
<i>Headstrong, Inspiring, Crushing Strength (1)</i>					
Ranged	1D8	Equipment			
Melee	4D8				

Name	Earth Elemental		Pts	20	40mm
Race	Elemental		Type	Large	
Sp	Ra	Me	Ar	Ne	Wn H
4	-	5+	4+	4+	5 3
<i>Steady, Smash, Crushing Strength (2)</i>					
Ranged	-	Equipment			
Melee	6D8				

Name	Stone Priest		Pts	14	20mm
Race	Dwarf		Type	Spellcaster	
Sp	Ra	Me	Ar	Ne	Wn H
4	4+	6+	6+	4+	3 2
<i>Headstrong, Inspiring</i>					
Spells	Fireball (short), Hammer (long)				
Ranged	1D8	Equipment			
Melee	2D8				

Name	Ironguard		Pts	15	20mm
Race	Dwarf		Type	Support	
Power Dice 1 x R					
Sp	Ra	Me	Ar	Ne	Wn H
4	6+	3+	4+	4+	2 2
<i>Headstrong, Crushing Strength (1), Defender</i>					
Ranged	1D8	Equipment			
Melee	4D8				

Name	Levy		Pts	5	20mm
Race	Dwarf		Type	Grunt	
Sp	Ra	Me	Ar	Ne	Wn H
4	5+	5+	5+	5+	1 2
<i>Headstrong</i>					
Ranged	1D8	Equipment			
Melee	2D8	May take a spear for +1pt.			
NOTES					
Spear - Models with spears not Engaged with an enemy model but within 2" of a friendly model that is, grant the Engaged model one bonus die for its Melee attacks. Only 1 bonus die may be given to a model in this way, regardless of the number of spears in range. Models with spears participating in a Group Charge Action to do not have to engage enemy models but must end their move within 2" of a model in the group that is engaged.					

Name	Shieldbreaker		Pts	8	20mm
Race	Dwarf		Type	Warrior	
Sp	Ra	Me	Ar	Ne	Wn H
4	6+	4+	5+	5+	2 2
<i>Headstrong, Crushing Strength (1)</i>					
Ranged	1D8	Equipment			
Melee	3D8				
Shieldbreaker Hammer - the model may reroll one of its Melee attack dice that failed to cause a hit.					