

1250 Pts - Dwarfs - Ok Okri Huge Patrol

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
The Artillery (5⁺, 170 pts)														
Master Engineer	1	3	4	5	4	4	2	2	2	9	4+			80
Composition: Hero Artillery Master: A Master Engineer within 3" of a war machine is allowed to take a 'Look Out Sir!' roll as if he was within 3" of a unit of five or more models. Additionally, one war machine within 3" of a Master Engineer: Cannon: May re-roll first artillery dice used. Grudge Thrower: You may re-roll the artillery dice. Bolt Thrower: Use the Master Engineer's BS when rolling to hit. Extra Crewman: May replace a slain crewman on any War Machine (but may not himself shoot while doing so). Entrenchment: Pick a war machine (not a Gyrocopter). This war machine is treated as being in hard cover when shot at, and as being behind a defended obstacle in close combat. If it moves (other than turning) this bonus is lost.; General ; Hand Weapon; Brace of Pistols; Gromril Armor														
Cannon	1					7	3							90
Composition: Special Cannon: See Warhammer rulebook. Stubborn.; Cannon														
Crew	3	3	4	3	3	4	1	2	1	9	6+			[0]
Hand Weapon; Light Armour														

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Artillery Battery (5⁺, 60 pts)														
Bolt Thrower	1					7	3							60
Composition: Special Bolt Thrower: See pages 124-125 of the Warhammer rulebook. Stubborn.; 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+			[15]
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; Light Armour														

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Artillery Battery (4⁺, 120 pts)														
Organ Gun	1					7	3							120
Composition: Rare Organ Gun: 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														

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
Quarellers (20⁺, 280 pts)														
Quarrellers	10	3	4	3	3	4	1	2	1	9	5+	6+*		130
Composition: Core Standard Bearer ; Hand Weapon; Crossbow; Light Armour; Shield														
Thunderers	10	3	4	3	3	4	1	2	1	9	6+			150
Composition: Core Standard Bearer ; Hand Weapon; Dwarf Handgun; Light Armour														

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
The Infantry (41⁺, 618 pts)														
Thane (Battle Standard Bearer)	1	3	6	4	4	5	2	3	3	9	4+			90
Composition: Hero Hand Weapon; Gromril Armor; Battle Standard Bearer														

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost		
Longbeards	23	3	5	3	4	4	1	2	1	9	4+	6+*		343		
Composition: Core Upgrade to Longbeards: Immune to Panic. Old Grumblers: Any Dwarf unit within 6" of a non-fleeing Longbeards unit may re-roll failed Panic tests.; Musician \mathcal{M} ; Standard Bearer \mathcal{S} ; Hand Weapon; Heavy Armour; Shield																
Veteran	1	3	5	3	4	4	1	2	2	9	4+	6+*		[22]		
Hand Weapon; Heavy Armour; Shield																
<i>Runic Standard</i>	1													[30]		
Rune of Courage: Unit is Immune to Fear and Terror.																
Dwarf Warriors	15	3	4	3	3/5	4	1	2	1	9	5+			185		
Composition: Core Always Strikes Last; Musician \mathcal{M} ; Standard Bearer \mathcal{S} ; Hand Weapon; Great Weapon; Heavy Armour																
Veteran	1	3	4	3	3/5	4	1	2	2	9	5+			[20]		
Always Strikes Last; Hand Weapon; Great Weapon; Heavy Armour																
														Total Cost:	1248	

Option Footnotes	
Options	
Brace of Pistols	12" Range, Strength 4, Armour Piercing, Multiple Shots (x2). Quick to Fire. Grants extra attack(1) to models on foot in combat
Crossbow	30" Range, Strength 4, Move or Fire.
Dwarf Handgun	24" Range, Strength 4, Armor Piercing, Move or Fire, Superior Design: +1 to hit.
Great Weapon	+2 Strength; Always strikes last. Two-handed.
Gromril Armor	4+ Armor Save
Hand Weapon	6+ Ward Save in combat when on foot and fighting with a shield; no effect if mounted.
Heavy Armour	5+ Armour save.
Light Armour	6+ Armour save.
Musician \mathcal{D}^{β}	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Shield	+1 Armour save bonus.
Standard Bearer $\mathcal{V}^{\Rightarrow}$	+1 to Combat Resolution; Standard can be captured if unit Flees.
Special	
Always Strikes Last	Always strikes last in close combat

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: 8th Edition; Game Type: Normal Game

Roster satisfies all enforced validation rules

Roster Statistics

Casting Dice: 2

Dispel Dice: 2

General's Ld: 9

Models: 75

Total Characters: 170.0

Total Core: 808.0

Total Magic Items: 30.0

Total Rare: 120.0

Total Special: 150.0

% Characters: 13.6

% Core: 64.7

% Magic Items: 2.4

% Rare: 9.6

% Special: 12.0

Group	Min	Max	Used
Points of Lords	0	312.5	0
Points of Heroes	0	312.5	170
Points of Core	312.5	Unlimited	808
Points of Special	0	625	150
Points of Rare	0	312.5	120