



## 500 Pts - Dwarfs - Ok Okri's patrol - 500 pts

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>Master Engineer (17<sup>+</sup>, 284 pts)</b>														
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.; <b>General</b> ; Hand Weapon; Brace of Pistols; Gromril Armor														
Bolt Thrower	1					7	3							45
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														
Quarrellers	11	3	4	3	3	4	1	2	1	9	5+	6+*		159
Composition: Core Musician <sup>♠</sup> ; Hand Weapon; Crossbow; Light Armour; Shield														
Veteran	1	3	4	3	3	4	1	2	2	9	5+	6+*		[22]
Hand Weapon; Crossbow; Light Armour; Shield														
Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Mgc	Cost
<b>The infantry (15<sup>+</sup>, 214 pts)</b>														
Ironbreakers	4	3	5	3	4	4	1	2	1	9	3+	6+*		89
Composition: Special Standard Bearer <sup>♠</sup> ; Hand Weapon; Gromril Armor; Shield														
Ironbeard	1	3	5	3	4	4	1	2	2	9	3+	6+*		[25]
Hand Weapon; Gromril Armor; Shield														
Dwarf Warriors	9	3	4	3	3/5	4	1	2	1	9	5+			125
Composition: Core Always Strikes Last; Musician <sup>♠</sup> ; Standard Bearer <sup>♠</sup> ; 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														
<b>Total Cost:</b>													<b>498</b>	

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.
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 	+1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10).
Shield	+1 Armour save bonus.
Standard Bearer 	+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: 32

Total Characters: 80.0

Total Core: 284.0

Total Magic Items: 0.0

Total Rare: 0.0

Total Special: 134.0

% Characters: 16.1

% Core: 57.0

% Magic Items: 0.0

% Rare: 0.0

% Special: 26.9

Group	Min	Max	Used
Points of Lords	0	125	0
Points of Heroes	0	125	80
Points of Core	125	Unlimited	284
Points of Special	0	250	134
Points of Rare	0	125	0