

Dwarfs (Good)								
Ironclad								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	4+	-	5+	25	21/23	180	Headstrong
- Aegis of the Elohi							20	
Rangers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	4+	4+	12	14/16	180	Crushing Strength (1), Headstrong, Light crossbows (treat as bows), Pathfinder, Vanguard
Regiment(20)	5	4+	4+	4+	12	14/16	180	Crushing Strength (1), Headstrong, Light crossbows (treat as bows), Pathfinder, Vanguard
Berserker Brock Riders								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	4+	-	4+	13	-/16	135	Headstrong, Thunderous Charge (1), Vicious
Regiment(10)	8	4+	-	4+	26	-/22	210	Headstrong, Thunderous Charge (1), Vicious
- Maccwar's Potion of the Caterpillar							20	
Regiment(10)	8	4+	-	4+	26	-/22	210	Headstrong, Thunderous Charge (1), Vicious
- Brew of Strength							30	
Ironbelcher Organ Gun								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	5+	15	10/12	85	Elite (within 6" Warsmith), Headstrong, Piercing (2), Range 24", Reload!
(1)	4	-	5+	5+	15	10/12	85	Elite (within 6" Warsmith), Headstrong, Piercing (2), Range 24", Reload!
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	-	5+	1	10/12	50	Hero (Inf), Headstrong, Individual, Inspiring
- Lute of Insatiable Darkness							25	
Berserker Lord								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	8	-/17	120	Hero (Cav), Crushing Strength (1), Headstrong, Individual, Inspiring (Berserkers only), Vicious
- Mount on a brock, increasing Speed to 8, gaining Vicious and changing to Hero (Cav)							30	
- Blade of the Beast Slayer							20	
Herneas Hunter[1]								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	3+	5+	3	12/14	140	Hero (Inf), Crushing Strength (2), Headstrong, Individual, Inspiring (Rangers only), Pathfinder, Stealthy,

Steel Behemoth**Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	-	6+	(D 6+ 20) *	18/20	250	Base Size: (50x100mm), Breath Attack (10), Crushing Strength (3), Headstrong, Piercing (1), Strider

Herneas's Hunting Party[1]**Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: Herneas's Hunting Party (40)

- Aegis of the Elohi** The unit gains the Iron Resolve special rule, or if it already has Iron Resolve, it increases the amount of damage it heals each time Iron Resolve is triggered to a total of 2.
- Blade of the Beast Slayer** This artefact can only be used by Heroes. The Hero has Crushing Strength (2) when attacking large infantry, large cavalry, monsters or heroes who do not have the Individual special rule. If the Hero already has Crushing Strength, it is increased by 2 when attacking those same targets.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Formation: Herneas's Hunting Party** Formation must contain:
 2x Rangers Regiments
 1x Herneas the Hunter [1]
 Each unit of Rangers in this formation is granted the Elite and Stealthy special rules.
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Light crossbows** Treat as bow. Range 24".
- Lute of Insatiable Darkness** This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

- Maccwar's
Potion of
the
Caterpillar** The unit has the Pathfinder special rule.
- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Strider** The unit never suffers the penalty for Hindered charges.
- The
Skewerer** The Skewerer is a magic crossbow that in rules terms is treated as a bow with Piercing (3).
- Thunderous
Charge** All melee hits inflicted by the 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 1 when Hindered.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.