

Dwarfs (Good)								
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
- Piercing Arrow							10	
Regiment(20)	5	4+	4+	4+	12	14/16	180	Crushing Strength (1), Headstrong, Light crossbows (treat as bows), Pathfinder, Vanguard
- Fire-Oil							5	
Berserker Brock Riders								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	4+	-	4+	26	-/22	210	Headstrong, Thunderous Charge (1), Vicious
- Maccwar's Potion of the Caterpillar							20	
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 Slashing							5	
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, The Skewerer, Vanguard
Herneas' Rangers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	4+	4+	12	14/16	200	Crushing Strength (1), Elite, Headstrong, Light crossbows (treat as bows), Pathfinder, Stealthy, Vanguard
Herneas's Hunting Party[1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	30	Formation: Herneas's Hunting Party (40)
Steel Juggernaut								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	3+	5+	6+	2	-/13	120	Hero (LrgInf), Blast (D3), Crushing Strength (2), Hand Cannon (Range 24"), Height (1), Nimble, Piercing (2)

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blast</b>	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Fire-Oil</b>	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
<b>Formation:</b>	Formation must contain:
<b>Herneas's</b>	2x Rangers Regiments
<b>Hunting</b>	1x Herneas the Hunter [1]
<b>Party</b>	Each unit of Rangers in this formation is granted the Elite and Stealthy special rules.
<b>Headstrong</b>	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.
<b>Individual</b>	<p>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.</p> <p>Move Individuals have the Nimble special rule.</p> <p>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.</p> <p>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.</p>
<b>Inspiring</b>	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.
<b>Light crossbows</b>	Treat as bow. Range 24".
<b>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.

- 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.
- Piercing Arrow** Whenever the unit rolls to damage with a 'normal' ranged attack, it can re-roll one of the dice that failed to damage.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- 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.