

<b>Dwarfs (Good)</b>							
<b>Berserkers</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	4+	-	3+	25	-/22	180 Headstrong
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<b>Ironclad</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(40)	4	4+	-	5+	25	21/23	180 Headstrong
- Staying Stone							5
<b>Berserker Brock Riders</b>							<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	4+	-	4+	26	-/22	210 Headstrong, Thunderous Charge (1), Vicious
Regiment(10)	8	4+	-	4+	26	-/22	210 Headstrong, Thunderous Charge (1), Vicious
<b>Ironbelcher Organ Gun</b>							<b>War Engine</b>
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!
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<b>Army Standard Bearer</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	4	5+	-	5+	1	10/12	50 Hero (Inf), Headstrong, Individual, Inspiring
<b>Berserker Lord</b>							<b>Hero (Inf)</b>
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
- Brew of Haste							15
(1)	5	3+	-	4+	8	-/17	120 Hero (Inf), Crushing Strength (1), Headstrong, Individual, Inspiring (Berserkers only)
<b>Warsmith</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	4	4+	4+	5+	2	11/13	85 Hero (Inf), Crushing Strength (1), Headstrong, Individual, Inspiring (War Engines only), Piercing (1), Pistol (Range 12")



- Brew of Haste** The unit has +1 Speed.
- 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.
- 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.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Pistol (Range 12")** Range: 12". No -1 modifier for moving.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.