

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
Regiment(20)	5	4+	4+	4+	12	14/16	180	Crushing Strength (1), Headstrong, Light crossbows (treat as bows), Pathfinder, Vanguard
Earth Elementals								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	5	4+	-	6+	18	-/17	200	Crushing Strength (1), Headstrong, Pathfinder, Shambling
Horde(6)	5	4+	-	6+	18	-/17	200	Crushing Strength (1), Headstrong, Pathfinder, Shambling
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	
Regiment(10)	8	4+	-	4+	26	-/22	210	Headstrong, Thunderous Charge (1), Vicious
- Blessing of the Gods							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	
(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	
Stone Priest								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	4+	-	5+	2	11/13	105	Hero (Inf), Headstrong, Individual, Inspiring (Earth Elementals only), Surge (8)
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)

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**Blessing of the Gods** The unit has the Elite special rule.

**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:** Formation must contain:

**Herneas's** 2x Rangers Regiments

**Hunting** 1x Herneas the Hunter [1]

**Party** 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".

**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.

**Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

**Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.

**Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve

tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.

- 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.