

<b>Dwarfs (Good)</b>								
<b>Bulwarkers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	4+	-	5+	15	14/16	150	Big Shield, Headstrong, Phalanx
Horde(40)	4	4+	-	5+	30	21/23	250	Big Shield, Headstrong, Phalanx
- Healing Brew							5	
<b>Ironclad</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	4+	-	5+	12	14/16	110	Headstrong
Regiment(20)	4	4+	-	5+	12	14/16	110	Headstrong
<b>Sharpshooters</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	4	5+	4+	5+	5	9/11	100	Base Size: (25x50mm), Headstrong, Piercing (2), Range 36", Reload!
<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
- Brew of Haste							15	
<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!
(1)	4	-	5+	5+	15	10/12	85	Elite (within 6" Warsmith), Headstrong, Piercing (2), Range 24", Reload!
<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
- Healing Charm							30	
(1)	4	5+	-	5+	1	10/12	50	Hero (Inf), Headstrong, Individual, Inspiring
- War-bow of Kaba							5	
<b>King</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	3+	-	6+	5	13/15	120	Hero (Inf), Crushing Strength (1), Headstrong, Individual, Inspiring
- Wings of Honeymaze							40	
<b>Steel Behemoth</b>								<b>Monster</b>
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
<b>Craggoth[1]</b>								<b>Monster</b>

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	6+	8	-/18	200	Crushing Strength (3), Pathfinder, Shambling, Vanguard

**Wall of Iron[1] Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: Wall of Iron

**Ogres (Neutral)**

**Chariots Large Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	8	3+	-	5+	24	16/18	265	Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)
Horde(6)	8	3+	-	5+	24	16/18	265	Base Size: (50x100mm), Brutal, Crushing Strength (1), Thunderous Charge (2)

**Army Standard Hero (LrgInf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	3	11/13	70	Hero (LrgCav), Base Size: (50x100mm), Brutal, Crushing Strength (1), Inspiring, Nimble, Thunderous Charge (1)
							15	- Mount on chariot, gaining Thunderous Charge (1) and Speed 8, changing to Hero (Large Cav) on a 50x100mm base.

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- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- 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 Haste** The unit has +1 Speed.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- 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: Wall of Iron** Formation must contain:  
 2x Ironclad Regiments  
 1x Bulwarker Horde  
 1x King  
 Each unit in this formation is granted the Iron Resolve special rule.
- 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.
- Healing Brew** Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
- Healing Charm** This artefact can only be used by Heroes. The Hero has the Heal (3) spell.
- 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.
- Nimble** 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.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- 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.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Strider** The unit never suffers the penalty for Hindered charges.
- 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.
- War-bow of Kaba** The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 24" and, when rolling to hit, the unit uses a basic Ra value of 4+, regardless of its actual Ra value. The roll to hit is affected as normal by to-hit modifiers, and if a hit is scored, it is resolved at Piercing (1).
- Wings of Honeymaze** This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special rule and increases their speed to 10.