

Dwarfs (Good)							
<b>Ironclad</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	4	4+	-	5+	12	14/16	110
- Orcish Skullpole							5
Regiment(20)	4	4+	-	5+	12	14/16	110
- Staying Stone							5
<b>Rangers</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	4+	4+	4+	12	14/16	180
- Piercing Arrow							10
<b>Shieldbreakers</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10)	4	4+	-	4+	10	10/12	90
Troop(10)	4	4+	-	4+	10	10/12	90
Horde(40)	4	4+	-	4+	25	21/23	215
- The Fog							35
<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
- Brew of Strength							30
Regiment(10)	8	4+	-	4+	26	-/22	210
- Brew of Sharpness							45
<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
(1)	4	-	5+	5+	15	10/12	85
(1)	4	-	5+	5+	15	10/12	85
<b>Berserker Lord</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	8	3+	-	4+	8	-/17	120
- Mount on a brock, increasing Speed to 8, gaining Vicious and changing to Hero (Cav)							30
- Blade of the Beast Slayer							20
(1)	8	3+	-	4+	8	-/17	120

(Berserkers only), Vicious

- Mount on a brock, increasing Speed to 8, gaining Vicious and changing to Hero (Cav)

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- Wings of Honeymaze

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**Battle Driller**

**Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	4+	-	5+	(D6+6)*	10/12	70	Base Size: (25x50mm), Brutal, Crushing Strength (1), Headstrong, Height (1), Individual

**Mastiff Hunting Pack\***

**Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	3+	9	11/13	65	Crushing Strength (1 - vs Cavalry only), Height (0)
Regiment(3)	6	4+	-	3+	9	11/13	65	Crushing Strength (1 - vs Cavalry only), Height (0)

**Golloch's Fury: Legendary Steel Behemoth[1]**

**Hero (Mon)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	4+	6+	D6+2 5*	18/20	340	Hero (Mon), Base Size: (50x100mm), Crushing Strength (3), Golloch's Gun, Headstrong, Iron Resolve, Piercing (2), Strider, Very Inspiring

2500

<b>Blade of the Beast Slayer</b>	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.
<b>Brew of Sharpness</b>	The unit has +1 to hit in melee.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Brutal</b>	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.
<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>Golloch's Gun</b>	This unit is equipped with a ranged attack which has a range of 18" with 15 attacks
<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>Iron Resolve</b>	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
<b>Light crossbows</b>	Treat as bow. Range 24".
<b>Orcish Skullpole</b>	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
<b>Pathfinder</b>	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.
- 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.
- Strider** The unit never suffers the penalty for Hindered charges.
- The Fog** The unit has the Stealthy special rule.
- 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.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 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.