

Dwarfs (Good)								
Ironclad								Infantry
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
Horde(40)	4	4+	-	5+	25	21/23	180	Headstrong
Berserker Brock Riders								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	4+	-	4+	13	-/16	135	Headstrong, Thunderous Charge (1), Vicious
Regiment(10)	8	4+	-	4+	26	-/22	210	Headstrong, Thunderous Charge (1), Vicious
- Brew of Sharpness							45	
Regiment(10)	8	4+	-	4+	26	-/22	210	Headstrong, Thunderous Charge (1), Vicious
- Brew of Strength							30	
Ironbelcher Organ Gun								War Engine
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!
(1)	4	-	5+	5+	15	10/12	85	Elite (within 6" Warsmith), Headstrong, Piercing (2), Range 24", Reload!
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	
(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	
- Mace of Crushing							5	
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)
Golloch's Fury: Legendary Steel Behemoth[1]								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	4+	6+	D6	18/20	340	Hero (Mon), Base Size:

+2
5*

(50x100mm), Crushing Strength (3),
Golloch's Gun, Headstrong, Iron
Resolve, Piercing (2), Strider, Very
Inspiring

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Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brew of Sharpness	The unit has +1 to hit in melee.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
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.
Golloch's Gun	This unit is equipped with a ranged attack which has a range of 18" with 15 attacks
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	<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>
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.
Iron Resolve	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
Mace of Crushing	Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
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.
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.

- 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.