

Ed Stevenson

Dwarfs (Good)

Ironguard										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
Shieldbreakers										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	4	2	3	12	14/16	125	
Regiment(20)	4	3	-	4	2	3	12	14/16	125	
Regiment(20)	4	3	-	4	2	3	12	14/16	125	
Ironwatch Crossbows										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	5	5	4	2	2	10	14/16	135	
Regiment(20)	4	5	5	4	2	2	10	14/16	135	
Berserker Brock Riders										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	8	4	-	4	3	1	13	-/15	125	
Troop(5)	8	4	-	4	3	1	13	-/15	125	
Ironbelcher Cannon										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	-	5	5	2	0	2	10/12	110	
1	4	-	5	5	2	0	2	10/12	110	
1	4	-	5	5	2	0	2	10/12	110	
Warsmith										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	5	4	5	2	0	4	11/13	95	
Dwarf Lord										Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	3	-	6	2	0	5	13/15	105
Wings of Honeymaze Crushing Strength (1), Headstrong, Individual, Inspiring, Mighty Keywords: Dwarf									
Berserker Lord									Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	4	3	0	7	-/16	110
Blade of the Beast Slayer Mount on a Brock, losing Wild Charge (D3) but increasing Speed to 8 and changing to Hero (Cav - Height: 3) Crushing Strength (1), Individual, Inspiring (Berserkers only), Vicious (Melee) Keywords: Berserker, Dwarf									
Dwarf Army Standard Bearer									Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	-	5	2	0	1	10/12	50
Lute of Insatiable Darkness Headstrong, Individual, Inspiring Keywords: Dwarf									

Hero

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Cannon: (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering)	
Crossbows: (24", Piercing (1), Pot Shot)	
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Grapeshot: (12", Att: 10, Piercing (1) - This attack always hits on a 6+)	
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Pistol: (12", Piercing (1))	
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wings of Honeymaze	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.