

Aythlan Crookes

Dwarfs (Good)

Ironclad										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	4	4	-	5	2	4	25	21/23	180	
Headstrong Keywords: Dwarf										
Bulwarkers										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	4	-	5	2	3	15	14/16	135	
Brew of Haste Headstrong, Phalanx Keywords: Dwarf										
Ironguard										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
Headstrong Keywords: Dwarf										
Regiment(20)	4	3	-	6	2	3	12	15/17	150	
Headstrong Keywords: Dwarf										
Ironwatch Rifles										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	4	5	5	4	2	3	20	21/23	265	
Blessing of the Gods Headstrong Rifles: (24", Piercing (2), Pot Shot) Keywords: Dwarf, Ironwatch										
Berserker Brock Riders										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	8	4	-	4	3	3	26	-/18	195	
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf										
Regiment(10)	8	4	-	4	3	3	26	-/18	195	
Thunderous Charge (1), Vicious (Melee) Keywords: Berserker, Dwarf										
Steel Behemoth										Monster (Cht)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	4	4	4	6	5	1	D6+12	17/19	260	
Crushing Strength (3), Headstrong, Strider Flame Belcher: (12", Att: 10, Piercing (1), Steady Aim) Keywords: Warsmith										
Dwarf Lord on Large Beast										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	6	4	1	7	15/17	200	
Crushing Strength (1), Headstrong, Inspiring, Nimble, Thunderous Charge (2) Keywords: Beast, Dwarf										

Ironbelcher Organ Gun									War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	5	5	2	0	12	10/12	90
Organ Gun: (24", Piercing (2), Reload) Keywords: Dwarf, Warsmith									
1	4	-	5	5	2	0	12	10/12	90
Organ Gun: (24", Piercing (2), Reload) Keywords: Dwarf, Warsmith									
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
Liliana's Tear Crushing Strength (1), Headstrong, Individual, Inspiring, Mighty Keywords: Dwarf									5
Flame Priest									Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	4	-	5	2	0	1	11/13	65
Bane Chant (2) Individual Spells: Fireball (6), Bane Chant (2) Keywords: Dwarf, Flamesmith									20
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
Aura (Elite (Ranged) - War Engines only), Individual, Inspiring (War Engines only) Pistol: (12", Piercing (1)) Keywords: Dwarf, Warsmith									

Special Rules and Spells:

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.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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.
Liliana's Tear	The unit is not affected by the <i>Dread</i> , <i>Shattering</i> or <i>Brutal</i> special rules on enemy units.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rifles: (24", Piercing (2), Pot Shot)	Range: 24".
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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 recuses 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.