

Air Elementals (F)										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	10	3	-	4	3	3	18	-/17	230	
Hammer of Measured Force										20
Fly, Nimble, Pathfinder, Regeneration (5+), Shambling										[250]
Keywords: Airbound, Waterbound										
Horde(6)	10	3	-	4	3	3	18	-/17	230	
Liliana's Tear										5
Fly, Nimble, Pathfinder, Regeneration (5+), Shambling										[235]
Keywords: Airbound, Waterbound										

Greater Air Elemental (F)										Monster Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	4	5	1	10	-/18	[200]	
Aura (Brutal - Airbound & Waterbound only), Crushing Strength (1), Fly, Nimble, Pathfinder, Regeneration (5+), Shambling, Thunderous Charge (1)										
Keywords: Airbound, Waterbound										

DWARVES GOOD

Ironwatch Rifles										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	4	5	4	2	3	10	14/16	[150]	
Headstrong Rifles (24", Piercing (2), Pot Shot)										
Keywords: Dwarf, Ironwatch										
Regiment(20)	4	4	5	4	2	3	10	14/16	[150]	
Headstrong Rifles (24", Piercing (2), Pot Shot)										
Keywords: Dwarf, Ironwatch										

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										

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) - Warsmith & Ironwatch Only), Individual, Inspiring										
Pistol (12", Piercing (1))										
Keywords: Dwarf, Warsmith										

Total Unit Strength: 22

Total Core: 1815 (78.9%)

Total Ally: 485 (21.1%)

Total Units: 13

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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.

Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
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.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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).
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.