

Elves (Good)								
Drakon Riders								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	10	3+	-	5+	9	12/14	175	Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
Regiment(3)	10	3+	-	5+	9	12/14	175	Crushing Strength (1), Elite, Fly, Thunderous Charge (1)

Dwarfs (Good)								
Earth Elementals								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	5	4+	-	6+	18	-/17	200	Crushing Strength (1), Headstrong, Pathfinder, Shambling
Horde(6)	5	4+	-	6+	18	-/17	200	Crushing Strength (1), Headstrong, Pathfinder, Shambling

Berserker Brock Riders								
								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	4+	-	4+	26	-/22	210	Headstrong, Thunderous Charge (1), Vicious
- Maccwar's Potion of the Caterpillar							20	

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!

Stone Priest								
								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	4+	-	5+	2	11/13	105	Hero (Inf), Bane-chant (2), Drain Life (6), Headstrong, Individual, Inspiring (Earth Elementals only), Surge (8)
- Bane Chant (2)							15	
- Drain Life (6)							25	
- Mreb's Grimoire of Unspeakable Darkness							30	
(1)	4	4+	-	5+	2	11/13	105	Hero (Inf), Bane-chant (2), Headstrong, Individual, Inspiring (Earth Elementals only), Martyr's Prayer (7), Surge (8)
- Bane Chant (2)							15	
- Martyr's Prayer (7) (L)							25	
- Myrddin's Amulet of the Fire-heart							10	

Greater Earth Elemental								
								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	6+	8	-/18	160	Crushing Strength (3), Headstrong, Pathfinder, Shambling

(1)	5	4+	-	6+	8	-/18	160	Crushing Strength (3), Headstrong, Pathfinder, Shambling
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<b>Craggoth[1]</b>								<b>Monster</b>
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	6+	8	-/18	200	Crushing Strength (3), Pathfinder, Shambling, Vanguard

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Drain Life** 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- 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**  
 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.  
 Move Individuals have the Nimble special rule.  
 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.  
 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.
- 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.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Martyr's Prayer** 12" range. Target friendly units only, including units engaged in combat. Instead of causing damage, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a nerve test for damage taken in this way.

- Mreb's Grimoire of Unspeakable Darkness** Units with the Surge special rule only. This item increases the unit's Surge (n) value by 4. For example, Surge (8) becomes Surge (12).
- Myrddin's Amulet of the Fire-heart** Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.
- Pathfinder** 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.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.