

Dwarfs (Good)								
Ironclad								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	4+	-	5+	25	21/23	180	Headstrong
- Banner of the Griffin							25	
Horde(40)	4	4+	-	5+	25	21/23	180	Headstrong
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
- Brew of Strength							30	
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!
(1)	4	-	5+	5+	15	10/12	85	Elite (within 6" Warsmith), Headstrong, Piercing (2), Range 24", Reload!
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	-	5+	1	10/12	50	Hero (Inf), Headstrong, Individual, Inspiring
- Lute of Insatiable Darkness							25	
King								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	3+	-	6+	5	13/15	120	Hero (Inf), Crushing Strength (1), Headstrong, Individual, Inspiring
- Wings of Honeymaze							40	
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)
Regiment(3)	6	4+	-	3+	9	11/13	65	Crushing Strength (1 - vs Cavalry only), Height (0)
Regiment(3)	6	4+	-	3+	9	11/13	65	Crushing Strength (1 - vs Cavalry only), Height (0)
Ogres (Neutral)								
Shooters								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

Horde(6)	6	4+	5+	4+	18	15/17	230	Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!
Horde(6)	6	4+	5+	4+	18	15/17	230	Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!

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- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- 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.
- 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.
- Lute of Insatiable Darkness** This artefact can only be used by Heroes.
 The Hero has the Bane-Chant (2) spell.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- 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.
- 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.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.

Wings of This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special
Honeymaze rule and increases their speed to 10.