

<b>Dwarfs (Good)</b>								
<b>Ironclad</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	4	4+	-	5+	10	10/12	75	Headstrong
- Dwarven Throwing Mastiff							10	
Horde(40)	4	4+	-	5+	25	21/23	180	Headstrong
<b>Ironguard</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	3+	-	6+	12	15/17	160	Headstrong
- Dwarven Throwing Mastiff							10	
<b>Shieldbreakers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	4	4+	-	4+	10	10/12	90	Crushing Strength (2), Headstrong
- Dwarven Throwing Mastiff							10	
Troop(10)	4	4+	-	4+	10	10/12	90	Crushing Strength (2), Headstrong
- Dwarven Throwing Mastiff							10	
Regiment(20)	4	4+	-	4+	12	14/16	130	Crushing Strength (2), Headstrong
- Dwarven Throwing Mastiff							10	
<b>Berserker Brock Riders</b>								<b>Cavalry</b>
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	
<b>Army Standard Bearer</b>								<b>Hero (Inf)</b>
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	
<b>Berserker Lord</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	8	-/17	120	Hero (Cav), Crushing Strength (1), Headstrong, Individual, Inspiring (Berserkers only), Vicious
- Mount on a brock, increasing Speed to 8, gaining Vicious and changing to Hero (Cav)							30	
- Blade of Slashing							5	
(1)	8	3+	-	4+	8	-/17	120	Hero (Cav), Crushing Strength (1), Headstrong, Individual, Inspiring (Berserkers only), Vicious
- Mount on a brock, increasing Speed to 8, gaining Vicious and changing to Hero (Cav)							30	
- Blade of the Beast Slayer							20	
<b>King</b>								<b>Hero (Inf)</b>
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	

<b>King on Large Beast</b>	<b>Hero (LrgCav)</b>
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	3+	-	6+	7	13/15	170	Hero (LrgCav), Crushing Strength (1), Headstrong, Inspiring, Thunderous Charge (2)
- Banner of the Griffin							25	

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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.
- Blade of Slashing** Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
- Blade of the Beast Slayer** This artefact can only be used by Heroes. The Hero has Crushing Strength (2) when attacking large infantry, large cavalry, monsters or heroes who do not have the Individual special rule. If the Hero already has Crushing Strength, it is increased by 2 when attacking those same targets.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Dwarven Throwing Mastiff** Mark a unit that has been equipped with throwing mastiffs with one or more such model. The unit has a ranged attack with a range of 12" that can be used only once per game (remove the mastiff markers once the weapon is used up).  
When you release the hounds, roll 5 dice to hit, regardless of the firer's Attacks. Dogs always hit on 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again, as the surviving dogs savage the unfortunate opponents. Repeat this process again and again until you fail to score any damage, at which point even the toughest of the dogs have been put down or have run off to bury some of the enemies' limbs. Against units with the Shambling special rule, you can re-roll any dice that fail to damage... the mastiffs are that keen.
- 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.

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