

Dwarfs (Good)								
Bulwarkers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	4+	-	5+	30	21/23	250	Big Shield, Headstrong, Phalanx
- Hammer of Measured Force							20	
Earth Elementals								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	5	4+	-	6+	9	-/14	130	Crushing Strength (1), Headstrong, Pathfinder, Shambling
- Brew of Haste							15	
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	
Regiment(10)	8	4+	-	4+	26	-/22	210	Headstrong, Thunderous Charge (1), Vicious
- Mace of Crushing							5	
Berserker Lord								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	4+	8	-/17	120	Hero (Inf), Crushing Strength (1), Headstrong, Individual, Inspiring (Berserkers only)
- Mount on a brock, increasing Speed to 8, gaining Vicious and changing to Hero (Cav)							30	
- Blade of the Beast Slayer							20	
(1)	8	3+	-	4+	8	-/17	120	Hero (Inf), Crushing Strength (1), Headstrong, Individual, Inspiring (Berserkers only)
- Mount on a brock, increasing Speed to 8, gaining Vicious and changing to Hero (Cav)							30	
Herneas Hunter[1]								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	3+	5+	3	12/14	140	Hero (Inf), Crushing Strength (2), Headstrong, Individual, Inspiring (Rangers only), Pathfinder, Stealthy, The Skewerer, Vanguard
Herneas' Rangers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	4+	4+	12	14/16	200	Crushing Strength (1), Elite, Headstrong, Light crossbows (treat as bows), Pathfinder, Stealthy, Vanguard
Regiment(20)	5	4+	4+	4+	12	14/16	200	Crushing Strength (1), Elite, Headstrong, Light crossbows (treat as bows), Pathfinder, Stealthy, Vanguard
Regiment(20)	5	4+	4+	4+	12	14/16	200	Crushing Strength (1), Elite, Headstrong, Light crossbows (treat as bows)

as bows), Pathfinder, Stealthy, Vanguard

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)

Ogres (Neutral)

Hunters **Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	3+	-	4+	18	15/17	220	Brutal, Crushing Strength (1), Ensnare, Pathfinders

Boomers **Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	4+	18	15/17	230	Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)

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- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- 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.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Brew of Haste** The unit has +1 Speed.
- 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.
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Hammer of Measured Force** This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.
- 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.
- Light crossbows** Treat as bow. Range 24".

Maccwar's Potion of the Caterpillar	The unit has the Pathfinder special rule.
Mace of Crushing	Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
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.
Pathfinders	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.
Phalanx	Units that charge this unit's front cannot use the Thunderous Charge special rule.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Shambling	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
Stealthy	Enemies shooting against the unit suffer an additional -1 to hit modifier.
The Skewerer	The Skewerer is a magic crossbow that in rules terms is treated as a bow with Piercing (3).
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 (to a minimum of zero) 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.