

Dwarfs (Good)								
Sharpshooters								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	4	5+	4+	5+	5	9/11	100	Base Size: (25x50mm), Headstrong, Piercing (2), Range 36", Reload!
Troop(5)	4	5+	4+	5+	5	9/11	100	Base Size: (25x50mm), Headstrong, Piercing (2), Range 36", Reload!
Troop(5)	4	5+	4+	5+	5	9/11	100	Base Size: (25x50mm), Headstrong, Piercing (2), Range 36", Reload!
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
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	
Regiment(10)	8	4+	-	4+	26	-/22	210	Headstrong, Thunderous Charge (1), Vicious
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!
Berserker Lord								Hero (Inf)
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 the Beast Slayer							20	
Golloch's Fury: Legendary Steel Behemoth[1]								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	4+	6+	D6 +2 5*	18/20	340	Hero (Mon), Base Size: (50x100mm), Crushing Strength (3), Golloch's Gun, Headstrong, Iron Resolve, Piercing (2), Strider, Very

**Flame Priest****Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	4+	-	5+	1	11/13	65	Hero (Inf), Fireball (6), Guiding Light (2), Individual
- Guiding Light (2) (L)							15	
- Crystal Pendant of Retribution							50	
(1)	4	4+	-	5+	1	11/13	65	Hero (Inf), Fireball (6), Individual, Teleport (3), Weakness (2)
- Weakness (2)							20	
- Teleport (3) (L)							15	
- Myrddin's Amulet of the Fire-heart							10	

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**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.

**Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Crystal Pendant of Retribution** When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.

**Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

**Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**Golloch's Gun** This unit is equipped with a ranged attack which has a range of 18" with 15 attacks

**Guiding Light** 12" Range. Hits don't inflict damage. Instead, if one or more hits are scored, for the remainder of the Shoot phase any War Engines with the Indirect Fire or Reload! special rules gain +1 to hit when targeting the unit this spell has been cast on. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.

**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.

**Iron Resolve** If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.

**Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.

- 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.
- Strider** The unit never suffers the penalty for Hindered charges.
- Teleport** 12" Range. Friendly Infantry Heroes that do not possess the Fly special rule only. If one or more hits are scored, you may immediately pick up the target unit and place it entirely within 20" of its original position, facing any direction. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- 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.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Weakness** 24" Range. May target enemy units that are engaged in combat. Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage however). This effect only applies once – multiple castings on the same target have no effect.