

Dwarfs (Good)								
Bulwarkers								Infantry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Horde(40)	The Shield Wall	4	4+	-	5+	30	21/23	250
	- Hammer of Measured Force							20
								Infantry
Ironclad								
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	Red Wall Fyrd	4	4+	-	5+	12	14/16	110
Regiment(20)	Red Hand Fyrd	4	4+	-	5+	12	14/16	110
								Infantry
Sharpshooters								
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	Sharp's	4	5+	4+	5+	5	9/11	100
								Base Size: (25x50mm), Headstrong, Piercing (2), Range 36", Reload!
Troop(5)	Hagman's	4	5+	4+	5+	5	9/11	100
								Base Size: (25x50mm), Headstrong, Piercing (2), Range 36", Reload!
Troop(5)	Harper's	4	5+	4+	5+	5	9/11	100
								Base Size: (25x50mm), Headstrong, Piercing (2), Range 36", Reload!
Troop(5)	Sweet William	4	5+	4+	5+	5	9/11	100
								Base Size: (25x50mm), Headstrong, Piercing (2), Range 36", Reload!
								Large Infantry
Earth Elementals								
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	Ancestor Souls	5	4+	-	6+	18	-/17	200
								Crushing Strength (1), Headstrong, Pathfinder, Shambling
								Cavalry
Berserker Brock Riders								
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	The Avalanch	8	4+	-	4+	26	-/22	210
								Headstrong, Thunderous Charge (1), Vicious
	- Blessing of the Gods							25
								War Engine
Ironbelcher Organ Gun								
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!
								Hero (Inf)
Army Standard Bearer								
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)	Cnut Daamuz	4	5+	-	5+	1	10/12	50
								Hero (Inf), Headstrong, Individual, Inspiring
	- Diadem of Dragon-kind							30
(1)	Athelwulf	4	5+	-	5+	1	10/12	50
								Hero (Inf), Headstrong, Individual, Inspiring
	- Kevinar's Flying Hammer							5
								Hero (Inf)
King								
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)	Dinnidek Daamuz	4	3+	-	6+	5	13/15	120
								Hero (Inf), Crushing Strength (1),

Headstrong, Individual, Inspiring

- Wings of Honeymaze

40

Stone Priest

Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) Daerun Daamuz	4	4+	-	5+	2	11/13	105	Hero (Inf), Headstrong, Individual, Inspiring (Earth Elementals only), Martyr's Prayer (7), Surge (8)
- Martyr's Prayer (7) (L)							25	

Greater Earth Elemental

Monster

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

Steel Behemoth

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) Indefatigable	4	5+	-	6+	(D 6+ 20) *	18/20	250	Base Size: (50x100mm), Breath Attack (10), Crushing Strength (3), Headstrong, Piercing (1), Strider

Wall of Iron[1]

Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: Wall of Iron

2350

- Big Shield** All attacks (ranged and melee) from enemies that are in the unit's front arc treat its defence as 6+.
- Blessing of the Gods** The unit has the Elite special rule.
- 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+.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Diadem of Dragon-kind** The unit has the Breath Attack (10) rule.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Formation: Wall of Iron** Formation must contain:
 2x Ironclad Regiments
 1x Bulwarker Horde
 1x King
 Each unit in this formation is granted the Iron Resolve special rule.
- 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.
- Kevinar's Flying Hammer** The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of modifiers, and if a hit is scored, it is resolved at Piercing (2).

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