

Dwarfs (Good)**Ironclad****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	4+	-	5+	25	21/23	180	Headstrong
- Brew of Strength							30	
Horde(40)	4	4+	-	5+	25	21/23	180	Headstrong
- Chant of Hate							25	

Ironguard**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	3+	-	5+	12	15/17	160	Headstrong
- Exchange shields for two-handed weapons (lower Defence to 5+, gain Crushing Strength (1))							0	
Regiment(20)	4	3+	-	5+	12	15/17	160	Headstrong
- Exchange shields for two-handed weapons (lower Defence to 5+, gain Crushing Strength (1))							0	

Rangers**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	4+	4+	12	14/16	180	Crushing Strength (1), Headstrong, Light crossbows (treat as bows), Pathfinder, Vanguard
- Blessing of the Gods							25	

Jarrun Bombard**War Engine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	5+	1	10/12	110	Blast (D6+3), Headstrong, Lob it!, Piercing (2), 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
- Healing Charm							30	

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	

King on Large Beast**Hero (LrgCav)**

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)
- Wine of Elvenkind							40	

1500

Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
Blessing of the Gods	The unit has the Elite special rule.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Chant of Hate	The unit has the Vicious special rule.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Headstrong	Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and is Disordered instead.
Healing Charm	This artefact can only be used by Heroes. The Hero has the Heal (3) spell.
Individual	<p>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.</p> <p>Move Individuals have the Nimble special rule.</p> <p>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.</p> <p>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 (including against Individual War Engines). 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</p>
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".
Lob it!	The Bombard can be fired directly, as normal. Alternatively, you can choose to fire it indirectly, following the Indirect Fire special rule. When firing indirectly, the Bombard has a range of 60", but cannot be fired against targets within 12".
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.
Thunderous	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is

- Charge** in addition to the unit's Crushing Strength (if any), however the unit loses this bonus when Disordered or during Hindered charges.
- 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.
- Wine of Elvenkind** The unit has the Nimble special rule.
- 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.