

**DWARF WARFAND SPECIAL ABILITY**

TACTICAL REDEPLOYMENT (2) – Select a DWARF COMMAND model in the warband. All DWARF models, including the nominated COMMAND model that are not knocked-down or Engaged, may immediately move up to 3" in any direction, following the normal movement rules. Models are not marked as activated after moving if they are not already. Once any moves are completed, all models that were eligible to move are given a free Brace action (mark them all as such).

<b>Name</b>	Ironwatch		<b>Pts</b>	12	20mm
<b>Race</b>	Dwarf		<b>Type</b>	Warrior	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b> <b>H</b>
4	5+	5+	5+	5+	2 2
<i>Headstrong</i>					
<b>Ranged</b>	2D8	<b>Equipment</b>			
<b>Melee</b>	1D8	Crossbow (Range 15". Piercing (1), Reload.)			
<b>NOTES</b>					
Combined Fire – When involved in a Group Shoot Action, Ironwatch models add +1 dice to their Ranged Attack roll for each other Ironwatch model in the group firing at the same target.					

<b>Name</b>	Ironclad		<b>Pts</b>	12	20mm
<b>Race</b>	Dwarf		<b>Type</b>	Warrior	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b> <b>H</b>
4	6+	4+	4+	5+	2 2
<i>Headstrong</i>					
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	3D8				
Hammer and Anvil - Ironclad models engaged with the same enemy model as one or more friendly Shieldbreakers, have the <i>Swarm</i> special rule.					

<b>Name</b>	Sergeant		<b>Pts</b>	32	20mm
<b>Race</b>	Dwarf		<b>Type</b>	Command	
<b>Power Dice 1 x W</b>					
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b> <b>H</b>
4	5	4+	4+	5+	3 2
<i>Headstrong, Inspiring, Crushing Strength (1)</i>					
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	4D8				

<b>Name</b>	Earth Elemental		<b>Pts</b>	40	40mm
<b>Race</b>	Elemental		<b>Type</b>	Large	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b> <b>H</b>
4	-	5+	4+	4+	5 3
<i>Steady, Smash, Crushing Strength (2)</i>					
<b>Ranged</b>	-	<b>Equipment</b>			
<b>Melee</b>	6D8				

<b>Name</b>	Stone Priest		<b>Pts</b>	28	20mm
<b>Race</b>	Dwarf		<b>Type</b>	Spellcaster	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b> <b>H</b>
4	4+	6+	6+	4+	3 2
<i>Headstrong, Inspiring</i>					
<b>Spells</b>	Fireball (short), Hammer (long)				
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	2D8				

<b>Name</b>	Ironguard		<b>Pts</b>	30	20mm
<b>Race</b>	Dwarf		<b>Type</b>	Support	
<b>Power Dice 1 x R</b>					
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b> <b>H</b>
4	6+	3+	4+	4+	2 2
<i>Headstrong, Crushing Strength (1), Defender</i>					
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	4D8				

<b>Name</b>	Levy		<b>Pts</b>	9	20mm
<b>Race</b>	Dwarf		<b>Type</b>	Grunt	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b> <b>H</b>
4	5+	5+	5+	5+	1 2
<i>Headstrong</i>					
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	2D8	May take a spear for +1pt.			
<b>NOTES</b>					
Spear - Models with spears not Engaged with an enemy model but within 2" of a friendly model that is, grant the Engaged model one bonus die for its Melee attacks. Only 1 bonus die may be given to a model in this way, regardless of the number of spears in range. Models with spears participating in a Group Charge Action to do not have to engage enemy models but must end their move within 2" of a model in the group that is engaged.					

<b>Name</b>	Shieldbreaker		<b>Pts</b>	16	20mm
<b>Race</b>	Dwarf		<b>Type</b>	Warrior	
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b> <b>H</b>
4	6+	4+	5+	5+	2 2
<i>Headstrong, Crushing Strength (1)</i>					
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	3D8				
Shieldbreaker Hammer - the model may reroll one of its Melee attack dice that failed to cause a hit.					