

Alignment: Good

Army Special Rules

All units are *Headstrong*.

Dwarven Throwing Mastiffs

The Dwarfs train a breed of war-dog that is infamous for being even more vicious and hard-headed than its creators.

Mark a unit that has been equipped with throwing mastiffs with one or more such model. The unit then counts as being equipped with a throwing weapon that can be used only once per game (remove the mastiff markers once it's used up).

When you release the hounds, roll 5 dice to hit, regardless of the firer's Attacks. Dogs always hit on 4+ regardless of modifiers. Then, for each point of damage caused, roll to hit and to damage again, as the surviving dogs savage the unfortunate opponents.

Repeat this process again and again until you fail to score any damage, at which point even the toughest of the dogs have been put down or have run off to bury some of the enemies' limbs.

Against units with the *Shambling* special rule, you can re-roll any dice that fails to damage... the mastiffs are that keen.

Ironclad

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	85
Regiment (20)	4	4+	-	5+	10	14/16	110
Horde (40)	4	4+	-	5+	20	21/23	210

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Dwarven Throwing Mastiff (+15 pts)

Ironguard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	4	3+	-	5+	5	10/12	55
Half-Regt. (10)	4	3+	-	5+	10	11/13	100
Regiment (20)	4	3+	-	5+	10	14/16	130

Options

- Banner (+15 pts)
- Musician (+10 pts)

Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	4+	10	11/13	85
Regiment (20)	4	4+	-	4+	10	14/16	110
Horde (40)	4	4+	-	4+	20	21/23	210

Special: *Crushing Strength (1)*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Dwarven Throwing Mastiff (+15 pts)

Ironwatch

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	5+	4+	10	11/13	100
Regiment (20)	4	4+	5+	4+	10	14/16	130
Horde (40)	4	4+	5+	4+	20	21/23	245

Special: Crossbows, *Piercing (1)*, *Reload!*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange crossbows for rifles, gaining *Piercing (2)* (+15 pts)

Rangers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	4+	4+	10	11/13	135
Regiment (20)	4	4+	4+	4+	10	14/16	175
Horde (40)	4	4+	4+	4+	20	21/23	330

Special

Light crossbows (treat as bows)

Crushing Strength (1)

Vanguard

Options

- Banner (+15 pts)
- Musician (+10 pts)

Bulwarkers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	95
Regiment (20)	4	4+	-	5+	10	14/16	125
Horde (40)	4	4+	-	5+	20	21/23	245

Special: *Phalanx*

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Dwarven Throwing Mastiff (+15 pts)

Berserker Brock Riders Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	15	14/16	120
Regiment (10)	8	4+	-	4+	30	20/22	230

Special: *Vicious*

Options

- Banner (+15 pts)
- Musician (+10 pts)

Ironbelcher Cannon War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	1	10/12	85

Special

Blast (2D6+1), Piercing (4), Grapeshot, Elite (if within 6" of a Warsmith)

Ironbelcher Organ Gun War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	5+	5+	15	10/12	80

Special

Range 24". *Piercing (2), Elite (if within 6" of a Warsmith)*

Warsmith Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	2	10/12	75

Special

Crushing Strength (1), Individual, Inspiring (War Engines only)

Berserker Lord Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	4+	8	16/18	110

Special

Crushing Strength (1), Individual, Inspiring (Berserkers only)

Options

- Mount on a brock, increasing Speed to 8 (+20 pts)

Battle Driller Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	2D6*	10/12	50

Special

Crushing Strength (1), Individual

* Roll for the number of Attacks every time you resolve a melee

Berserkers Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	5	4+	-	3+	10	12/14	65
Half-Regt. (10)	5	4+	-	3+	20	14/16	115
Regiment (20)	5	4+	-	3+	25	20/22	170

Options

- Banner (+15 pts)
- Musician (+10 pts)

Flame Belcher War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	-	5+	*	10/12	65

Special

Breath Attack (22), Elite (if within 6" of a Warsmith)

Dwarf King Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	-	6+	5	14/16	130

Special

Crushing Strength (1), Individual, Inspiring

Dwarf Army Standard Bearer Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	4+	-	5+	1	10/12	30

Special

Individual, Inspiring

Herneas the Hunter [1] Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	3+	3+	5+	3	12/14	130

Special

*Skewerer (treat as a bow with Piercing (3))
Crushing Strength (2), Individual,
Inspiring (Rangers only), Stealthy, Vanguard*

Steel Behemoth Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	3	6+	-	6+	20	16/18	200

Special

Breath Attack (10), Crushing Strength (3)