

DWARFS

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 the weapon is 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	60
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 (+40 pts)

Shieldbreakers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	4+	10	11/13	55
Regiment (20)	4	4+	-	4+	10	14/16	100
Horde (40)	4	4+	-	4+	20	21/23	190

Special: *Crushing Strength (1)*

Options: Banner (+15 pts); Musician (+10 pts)
Dwarven Throwing Mastiff (+40 pts)

Ironguard Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	4	3+	-	5+	5	10/12	35
Half-Regt. (10)	4	3+	-	5+	10	11/13	65
Regiment (20)	4	3+	-	5+	10	14/16	130

Options: Banner (+15 pts); Musician (+10 pts)

Berserkers Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	5	4+	-	3+	10	12/14	50
Half-Regt. (10)	5	4+	-	3+	20	14/16	90
Regiment (20)	5	4+	-	3+	25	20/22	170

Options: Banner (+15 pts); Musician (+10 pts)

Ironwatch Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	5+	4+	10	11/13	70
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)* (+25 pts)

Rangers Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	4+	4+	10	11/13	95
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)

Forces Lists – Dwarfs

Bulwarkers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	4	4+	-	5+	10	11/13	60
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 (+40 pts)

Berserker Brock-Riders

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	15	14/16	130
Regiment (10)	8	4+	-	4+	30	20/22	250

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	60

Special: *Blast (D6)*, *Piercing (3)*
Elite (if within 6" of a Warsmith)

Flame Belcher

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	4	-	-	5+	*	10/12	60

Special: *Breath Attack (20)*
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+	12	10/12	70

Special: Range 24". *Piercing (1)*
Elite (if within 6" of a Warsmith)

Dwarf King H/M

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 H/M

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

Special: *Individual, Inspiring*

Berserker Lord H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	4+	8	16/18	130

Special: *Crushing Strength (1), Individual, Inspiring (Berserkers only)*

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

Warsmith H/M

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

Special: *Crushing Strength (1), Individual, Inspiring (War Engines only)*

Herneas the Hunter [1] H/M

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 H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	3	6+	-	6+	20	16/18	300

Special: *Breath Attack (10), Crushing Strength (3)*

Driller H/M

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