

THE DWARFS

ALIGNMENT: Good

ARMY SPECIAL RULE: all units are *Headstrong*.

IRONCLAD

IRONCLAD TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	4	4+	-	5+	10	3

Special: Can have banner (+10 pts), musician (+5 pts). Can have Dwarven Throwing Mastiffs for +40 pts.

IRONCLAD REGIMENT Cost: 110 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	4	4+	-	5+	10	6

Special: Can have banner (+15 pts), musician (+10 pts). Can have Dwarven Throwing Mastiffs for +40 pts.

IRONCLAD HORDE Cost: 210 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	4	4+	-	5+	20	13

Special: Can have banner (+20 pts), musician (+15 pts). Can have Dwarven Throwing Mastiffs for +40 pts.

IRONWATCH

IRONWATCH TROOP Cost: 65 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	4	4+	5+	4+	10	3

Special: Crossbow

Can have banner (+10 pts), musician (+5 pts). Can exchange crossbows with rifles, gaining the *Piercing (1)* rule, for +15 pts.

IRONWATCH REGIMENT Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	4	4+	5+	4+	10	6

Special: Crossbow

Can have banner (+15 pts), musician (+10 pts). Can exchange crossbows with rifles, gaining the *Piercing (1)* rule, for +20 pts.

IRONWATCH HORDE Cost: 230 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	4	4+	5+	4+	20	13

Special: Crossbow

Can have banner (+20 pts), musician (+15 pts). Can exchange crossbows with rifles, gaining the *Piercing (1)* rule, for +40 pts.

IRONGUARD

IRONGUARD TROOP Cost: 35 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	4	3+	-	5+	5	2

Special: Can have banner (+10 pts), musician (+5 pts)

IRONGUARD HALF-REGIMENT Cost: 65 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	4	3+	-	5+	10	3

Special: Can have banner (+15 pts), musician (+10 pts)

IRONGUARD REGIMENT Cost: 130 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	4	3+	-	5+	10	6

Special: Can have banner (+20 pts), musician (+15 pts)

SHIELDBREAKERS

SHIELDBREAKERS TROOP Cost: 35 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	4	3+	-	4+	5	2

Special: Crushing Strength (1)

Can have banner (+10 pts), musician (+5 pts)

SHIELDBREAKERS HALF-REGIMENT Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	4	3+	-	4+	10	3

Special: Crushing Strength (1)

Can have banner (+15 pts), musician (+10 pts)

SHIELDBREAKERS REGIMENT Cost: 115 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	4	3+	-	4+	10	6

Special: Crushing Strength (1)

Can have banner (+20 pts), musician (+15 pts)

BERSERKERS

BERSERKERS TROOP Cost: 50 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	5	4+	-	3+	10	4

Special: Can have banner (+10 pts), musician (+5 pts).

BERSERKERS HALF-REGIMENT Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	4+	-	3+	20	6

Special: Can have banner (+15 pts), musician (+10 pts)

BERSERKERS REGIMENT Cost: 170 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	4+	-	3+	25	12

Special: Can have banner (+20 pts), musician (+15 pts)

WAR ENGINES

IRONBELCHER CANNON Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	4	-	5+	5+	6	2

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

IRONBELCHER ORGAN GUN Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	4	-	5+	5+	12	2

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

FIRE BELCHER Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	4	-	-	5+	*	2

Special: Elite (if within 6" of a Warsmith), Breath Attack (20)

HEROES/MONSTERS

KING Cost: 130 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	4	3+	-	6+	5	6

Special: Individual, Inspiring, Crushing Strength (1)

BERSERKER LORD Cost: 130 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	3+	-	4+	8	8

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

WARSMITH Cost: 50 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	4	4+	-	5+	2	2

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

ARMY STANDARD BEARER Cost: 30 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	4	4+	-	5+	1	2

Special: Individual, Inspiring