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Keywords: Dwarf, Flamesmith, Warsmith VE 1 [90] 4 0+ 4+ 5+ 0 15 10/12 2 [90] Flame Belcher (14", Shattering, Steady Aim) Keywords: Dwarf, Flamesmith, Warsmith Yes 10/12 2 [90] Dwarf Stone Priest Sp Me Ra De US Att Ne Ht Pts dero (Inf) 1 Spelicaster 2 [105] 4 5+ - 5+ 0 1 11/13 2 [50] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound Earthbound Earthbound Earthbound Dwarf Lord Sp Me Ra De US Att Ne Ht Pts Horn of Heroes Special Rules: Crushing Strength(1), Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf Idea Idea Pts Idea	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa	4 Seywords: Dw Sp 4 ly Aim) arsmith	0+ varf, Warsmit Me 0+	5+ th Ra 4+	5+ De 5+	0 US 0	12 Att 15	10/12 Ne 10/12	2 Ht 2	[90] Pts [90]
VE 1 [90] 4 0+ 4+ 5+ 0 15 10/12 2 [90] Flame Belcher (14", Shattering, Steady Aim) Keywords: Dwarf, Flamesmith, Warsmith Presson 15 10/12 2 [90] Dwarf Stone Priest Sp Me Ra De US Att Ne Ht Pts Iero (Inf) 1 Spellcaster 2 [105] 4 5+ - 5+ 0 1 11/13 2 [50] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound Image: Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound Image: Special Rules: Crushing Strength(1), Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf Image: Special Rules: Crushing Strength(1), Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf Image: Special Rules: Crushing Strength(1), Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf Image: Special Rules: Crushing Strength(1), Headstrong, Individual, Inspiring, Mighty, Secure Position Keywords: Dwarf Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7<	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90]	4 Seywords: Dw Sp 4 ly Aim) arsmith 4	0+ varf, Warsmit Me 0+	5+ th Ra 4+	5+ De 5+	0 US 0	12 Att 15	10/12 Ne 10/12	2 Ht 2	[90] Pts [90]
Flame Belcher (14", Shattering, Steady Aim) Keywords: Dwarf, Flamesmith, Warsmith Dwarf Stone Priest Sp Me Ra De US Att Ne Ht Pts tero (Inf) 1 Spellcaster 2 [105] 4 5+ - 5+ 0 1 11/13 2 [50] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound Pus Att Ne Ht Pts Dwarf Lord Sp Me Ra De US Att Ne Ht Pts Itero (Inf) 1 [115] 4 3+ - 6+ 0 5 13/15 2 [105] Mem of Heroes Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf Information (Information (Info	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead	4 Seywords: Dw Sp 4 ly Aim) arsmith 4 ly Aim)	0+ varf, Warsmit Me 0+	5+ th Ra 4+	5+ De 5+	0 US 0	12 Att 15	10/12 Ne 10/12	2 Ht 2	[90] Pts [90]
Keywords: Dwarf, Flamesmith, Warsmith Dwarf Stone Priest Sp Me Ra De US Att Ne Ht Pts Hero (Inf) 1 Spellcaster 2 [105] 4 5+ - 5+ 0 1 11/13 2 [50] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound [20] [35] Dwarf Lord Sp Me Ra De US Att Ne Ht Pts Hero (Inf) 1 [115] 4 3+ - 6+ 0 5 13/15 2 [105] Horn of Heroes Special Rules: Crushing Strength(1), Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf [10] [10] [10] Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa	4 Seywords: Dw Sp 4 ly Aim) arsmith 4 ly Aim) arsmith	0+ varf, Warsmit Me 0+ 0+	5+ Ra 4+ 4+	5+ De 5+ 5+	0 US 0	12 Att 15 15	10/12 Ne 10/12 10/12	2 Ht 2 2	[90] Pts [90] [90]
Dwarf Stone Priest Sp Me Ra De US Att Ne Ht Pts tero (Inf) 1 Spellcaster 2 [105] 4 5+ - 5+ 0 1 11/13 2 [50] Bane Chant (2) Alchemist's Curse[1](2) [20] [35] [35] [35] Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound Me Ra De US Att Ne Ht Pts dero (Inf) 1 [115] 4 3+ - 6+ 0 5 13/15 2 [105] Horn of Heroes Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf [10] [10	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa NE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa NE 1 [90]	4 Seywords: Dw Sp 4 ly Aim) arsmith 4 ly Aim) arsmith 4	0+ varf, Warsmit Me 0+ 0+	5+ Ra 4+ 4+	5+ De 5+ 5+	0 US 0	12 Att 15 15	10/12 Ne 10/12 10/12	2 Ht 2 2	[90] Pts [90] [90]
Hero (Inf) 1 Spellcaster 2 [105] 4 5+ - 5+ 0 1 11/13 2 [50] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound [20] [35] Dwarf Lord Sp Me Ra De US Att Ne Ht Pts Hero (Inf) 1 [115] 4 3+ - 6+ 0 5 13/15 2 [105] Horn of Heroes Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf [10] [10] Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead	4 Seywords: Dw Sp 4 ly Aim) arsmith 4 ly Aim) arsmith 4 ly Aim) 4	0+ varf, Warsmit Me 0+ 0+	5+ Ra 4+ 4+	5+ De 5+ 5+	0 US 0	12 Att 15 15	10/12 Ne 10/12 10/12	2 Ht 2 2	[90] Pts [90] [90]
Itero (Inf) 1 Spellcaster 2 [105] 4 5+ - 5+ 0 1 11/13 2 [50] [20] [20] [35] [20] [35]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead	4 Seywords: Dw Sp 4 ly Aim) arsmith 4 ly Aim) arsmith 4 ly Aim) 4	0+ varf, Warsmit Me 0+ 0+	5+ Ra 4+ 4+	5+ De 5+ 5+	0 US 0	12 Att 15 15	10/12 Ne 10/12 10/12	2 Ht 2 2	[90] Pts [90] [90]
Alchemist's Curse[1](2) [35] Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound [35] Dwarf Lord Sp Me Ra De US Att Ne Ht Pts Hero (Inf) 1 [115] 4 3+ - 6+ 0 5 13/15 2 [105] Horn of Heroes Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf [10] Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa	4 Sp 4 4 4 4 4 4 4 4 4 4 4 4 4	0+ varf, Warsmit Me 0+ 0+ 0+	5+ fh 4+ 4+ 4+	5+ De 5+ 5+	0 US 0 0	12 Att 15 15	Ne 10/12 10/12 10/12 10/12	2 Ht 2 2 2	[90] Pts [90] [90]
Special Rules: Headstrong, Individual, Inspiring Keywords: Dwarf, Earthbound Dwarf Lord Sp Me Ra De US Att Ne Ht Pts Hero (Inf) 1 [115] 4 3+ - 6+ 0 5 13/15 2 [105] Horn of Heroes Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf [10] Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	 VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa 	4 Sp 4 4 4 4 4 4 4 4 4 4 4 4 4	0+ varf, Warsmit 0+ 0+ 0+ 0+	5+ fh 4+ 4+ 4+	5+ 5+ 5+ 5+	0 US 0 0	12 Att 15 15 15 Att	10/12 Ne 10/12 10/12 10/12 Ne	2 Ht 2 2 2 Ht	[90] Pts [90] [90] [90] Pts
Dwarf Lord Sp Me Ra De US Att Ne Ht Pts Hero (Inf) 1 [115] 4 3+ - 6+ 0 5 13/15 2 [105] Horn of Heroes Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf [10] Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa	4 Sp 4 4 4 4 4 4 4 4 4 4 4 4 4	0+ varf, Warsmit 0+ 0+ 0+ 0+	5+ fh 4+ 4+ 4+	5+ 5+ 5+ 5+	0 US 0 0	12 Att 15 15 15 Att	10/12 Ne 10/12 10/12 10/12 Ne	2 Ht 2 2 2 Ht	[90] Pts [90] [90] [90] [90] Pts [50] [20]
Hero (Inf) 1 [115] 4 3+ - 6+ 0 5 13/15 2 [105] Horn of Heroes Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf [105] [105] Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa	4 Sp 4 4 4 4 4 4 4 4 4 4 4 4 4	0+ varf, Warsmit 0+ 0+ 0+ 0+ 0+	5+ th 4+ 4+ 4+ 4+ <u>Ra</u> -	5+ 5+ 5+ 5+ 5+	0 US 0 0	12 Att 15 15 15 Att	10/12 Ne 10/12 10/12 10/12 Ne	2 Ht 2 2 2 Ht	[90] Pts [90] [90] [90] [90] Pts [50] [20]
Hero (Inf) 1 [115] 4 3+ - 6+ 0 5 13/15 2 [105] Horn of Heroes Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf [105] [105] Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	 VE 1 [90] Organ Gun (24", Piercing(2),Reload) <i>Special Rules:</i> Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa Dwarf Stone Priest Hero (Inf) 1 Spellcaster 2 [105] Bane Chant (2) Alchemist's Curse[1](2) 	4 Sp 4 4 4 4 4 4 4 4 4 4 4 4 4	0+ varf, Warsmit 0+ 0+ 0+ 0+ 0+	5+ th 4+ 4+ 4+ 4+ <u>Ra</u> -	5+ 5+ 5+ 5+ 5+	0 US 0 0	12 Att 15 15 15 Att	10/12 Ne 10/12 10/12 10/12 Ne	2 Ht 2 2 2 Ht	[90] Pts [90] [90] [90] [90] Pts [50] [20]
Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf [10] Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hto (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [10] [10]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa Dwarf Stone Priest Hero (Inf) 1 Spellcaster 2 [105] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individe	4 Sp 4 Iy Aim) 4 Iy Aim 4 Iy Ai	0+ varf, Warsmit Me 0+ 0+ 0+ Me 5+ Keywords:	5+ th 4+ 4+ 4+ Ra - Dwarf, Earti	5+ 5+ 5+ 5+ 5+ 5+	0 US 0 0 0 US 0	12 Att 15 15 15 Att 1	10/12 Ne 10/12 10/12 10/12 10/12 11/13	2 Ht 2 2 2 Ht 2	[90] Pts [90] [90] [90] [90] [90] [90] [90] [90]
Special Rules: Crushing Strength(1),Headstrong, Individual, Inspiring, Mighty, Secured Position Keywords: Dwarf Faber Ironheart [1] Sp Me Ra De US Att Ne Ht Pts Hero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa Dwarf Stone Priest Hero (Inf) 1 Spellcaster 2 [105] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individe Dwarf Lord	4 Sp 4 4 4 4 4 4 4 4 4 4 4 4 4	0+ varf, Warsmit Me 0+ 0+ 0+ Me 5+ Keywords: Me	5+ th 4+ 4+ 4+ Ra - Dwarf, Earti	5+ 5+ 5+ 5+ 5+ bbound	0 US 0 0 US US	12 Att 15 15 15 Att Att	10/12 Ne 10/12 10/12 10/12 Ne Ne	2 Ht 2 2 2 Ht 2 Ht	[90] Pts [90] [90] [90] [90] [90] [90] [90] [90]
lero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa Dwarf Stone Priest Hero (Inf) 1 Spellcaster 2 [105] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individe Dwarf Lord Hero (Inf) 1 [115]	4 Sp 4 4 4 4 4 4 4 4 4 4 4 4 4	0+ varf, Warsmit Me 0+ 0+ 0+ Me 5+ Keywords: Me	5+ th 4+ 4+ 4+ Ra - Dwarf, Earti	5+ 5+ 5+ 5+ 5+ bbound	0 US 0 0 US US	12 Att 15 15 15 Att Att	10/12 Ne 10/12 10/12 10/12 Ne Ne	2 Ht 2 2 2 Ht 2 Ht	[90] Pts [90] [90] [90] Pts [50] [20] [35] Pts [105]
lero (Lrg Inf) 1 [175] 5 3+ 5+ 6+ 1 7 -/15 3 [175]	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa Dwarf Stone Priest Hero (Inf) 1 Spellcaster 2 [105] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individ Dwarf Lord Hero (Inf) 1 [115] Horn of Heroes	4 Sp 4 4 4 4 4 4 4 4 4 4 4 4 4	0+ varf, Warsmit Me 0+ 0+ 0+ 0+ 5+ Keywords: Keywords: Me 3+	5+ th A+ 4+ 4+ A+ Dwarf, Earth Ra -	5+ 5+ 5+ 5+ 5+ be 5+ 0e 6+	0 US 0 0 US 0	12 Att 15 15 15 Att 1 Att 5	Ne 10/12 10/12 10/12 10/12 Ne 11/13	2 Ht 2 2 2 Ht 2 Ht	[90] Pts [90] [
	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa Dwarf Stone Priest Hero (Inf) 1 Spellcaster 2 [105] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individe Dwarf Lord Hero (Inf) 1 [115] Horn of Heroes Special Rules: Crushing Strength(4 Sp 4 Iy Aim) 4 Iy Aim 4 Iy Headstrong	0+ varf, Warsmit Me 0+ 0+ 0+ 0+ 5+ Keywords: Me 3+ g, Individual,	5+ th Ra 4+ 4+ 4+ 0warf, Eartu Ra - Inspiring, M	5+ De 5+ 5+ 5+ De 5+ bound De 6+ lighty, Secu	0 US 0 0 US 0 US 0 red Position	12 Att 15 15 15 Att 1 Att 5 Keywords:	10/12 Ne 10/12 10/12 10/12 10/12 10/12 Ne 11/13 Ne 13/15 Dwarf	2 Ht 2 2 Ht 2 Ht 2 Ht 2	[90] Pts [90] [90] [90] [90] [90] [90] [90] [90]
	VE 1 [90] Organ Gun (24", Piercing(2),Reload) Special Rules: Secured Position K Flame Belcher VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa VE 1 [90] Flame Belcher (14", Shattering, Stead Keywords: Dwarf, Flamesmith, Wa Dwarf Stone Priest Hero (Inf) 1 Spellcaster 2 [105] Bane Chant (2) Alchemist's Curse[1](2) Special Rules: Headstrong, Individ Dwarf Lord Hero (Inf) 1 [115] Horn of Heroes Special Rules: Crushing Strength(4 Seywords: Dw Sp 4 ly Aim) arsmith 4 ly Aim) arsmith 4 ly Aim) arsmith 5 4 dual, Inspiring 4 dual, Inspiring 5 4 (1),Headstrong 5 5 1 1 5 1 5 1 1 5 1 1 5 1 5 1 5 1 1 1 5 1 1 1 5 1 1 1 1 1 1 1 1 1 1 1 1 1	0+ varf, Warsmit Me 0+ 0+ 0+ 0+ 5+ Keywords: Me 3+ g, Individual, Me	5+ th Ra 4+ 4+ 4+ 0warf, Earth Ra - Inspiring, M Ra	5+ De 5+ 5+ 5+ De 5+ bbound De 6+ lighty, Secu	0 US 0 0 US 0 red Position	12 Att 15 15 15 Att 1 Keywords: Att	10/12 Ne 10/12 10/12 10/12 Ne 11/13 Ne 13/15 Dwarf Ne	2 Ht 2 2 Ht 2 Ht 2 Ht	[90] Pts [90] [90] [90] [90] [90] [90] [90] [90]

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[F] Bulwarkers (The Guard)	Royal	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160]		4	3+	-	5+	3	15	14/16	2	[145]
Throwing Mastiff Special Rules: Head	dstrong, Phalanx.	Ordered N	larch, Throw	ving Mastiff	Keywords:	Dwarf				[15]
	3,,		, .	5						
[F] Bulwarkers (The Guard)	Royal	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160]		4	3+	-	5+	3	15	14/16	2	[145]
Throwing Mastiff	datrang Dhalany	Ordered	Arab Throu	ving Mootiff	Kouwordou	Durarf				[15]
Special Rules: Head	ustrong, Phalanx,	Ordered iv		nng masun i	Neywords:	Dwan				
[F] Ironclad (The Ro	yal Guard)	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [255] Throwing Mastiff		4	3+	-	5+	4	25	22/24	2	[200] [15]
Brew of Strength										[40]
Special Rules: Head	dstrong, Ordered	March, Thi	rowing Masti	iff, Crushing	Strength(1)	Keywords:	Dwarf			
[F] Dwarf Army Stan	dard Bearer	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
(The Royal Guard) Hero (Inf) 1 [105]		4	3+	-	5+	0	1	11/13	2	[80]
Lute of Insatiable Darkn	ness									[25]
Bane Chant (2) Special Rules: Aura	(Elite(Melee) - In	fantry Onlv),Headstron	g, Individual	, Very Inspir	ring, For the	King! Kevw	ords: Dwarf		
		, <u> </u>	,		, , , , , , , , , , , , , , , , , , ,	<u> </u>	J			
Total Units:			17		otal Unit S	trength:			23	
Total Primary Core Poir	nts:	2	2300 (100.0%	%)						
Custom Rule	Descriptio	on								
	•		ha Pana Ch	ont ontion it	may ofter a	octing Surg	o on o Erion	dly Core Eart	bbound un	i+
Stoneshapers						ardless of ra				π,
	D i . i .									
Special Rule	Descriptio									
Aura								nd all Friend		
	grant the s	pecial rule	to the unit w	vith that nam	e or keywor	d in addition	to the unit w	with the Aura	itself. Effect	cts of Auras
								(Thunderous anged comba		
	Crushing S	Strength etc	c.) if they are	within the A	Aura when the	he combat is	being resol	ved. Units on	ly gain spe	cial rules
	that affect their move		(such as Pa	thfinder, Str	ider, Wild C	harge etc.) il	f they are wi	thin the Aura	at the beg	inning of
Crushing Strength			lee attacks f	rom this uni	t have a +(n) modifier wł	nen rolling to	o damage.		
For the King!	Friendly ur	nits within 6	" may re-roll	I failed Head	strong rolls					
Headstrong	If a unit wit	th this rule l	begins its tu	rn Wavering	, roll a die b	efore declar	ing a Moven	nent order (in	cluding Ha	It) for this
C C								st any counte		
Individual	See the Ru	ules Chapte	er for Individ	uals						
Inspiring								ult, the oppon		
			nd result star self and the			y also have	a qualifier fo	or its Inspiring	rule. In thi	s case the
Mighty			ighty specia			ding.				
Nimble	The unit ca	an make a s	single extra i	pivot of up to	o 90 degree	s around its	centre while	executing ar	ny Moveme	ent order,
	including a	Charge. It	cannot mak	e this extra	pivot when o	ordered to H	alt. When D	isordered by	a unit in M	elee with
								until the end		-
Ordered March			he Double o		it can make	a single piv	ot around its	s centre of up	to 90 degr	ees from its
Pholony						oue Charas		In addition	Coversit	
Phalanx								. In addition, nit's front suff		
		,				<u> </u>	-			

Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to	o damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase	е.
Secured Position	This unit is considered a Scoring Unit with a Unit Strength of 0.	
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the sub at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread sp attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be same unit.	ecial rules, the
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.	
Throwing Mastiff	The unit is equipped with a single use ranged attack with the following profile – Throwing Mastiff (1); This attack always hits on a 4+. Once used, the unit's Throwing Mastiff is destroyed and car for the remainder of the game.	
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affect affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects Inspiring (Self).	
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.	
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, th variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's tur for each unit that has a variable wild charge before issuing any movement orders.	ne (n) value may be a
Wild Charge	with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, the variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's ture of the controlling player's ture of the controlling player.	ne (n) value may be a
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Spell Bane Chant Range: 12"	 with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, th variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's tur for each unit that has a variable wild charge before issuing any movement orders. Description If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). 	ne (n) value may be a rn, roll a separate D3
Spell Bane Chant Range: 12" Friendly, CC Alchemist's Curse [1] Range: 12"	 with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, th variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's tur for each unit that has a variable wild charge before issuing any movement orders. Description If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect. Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the 	ne (n) value may be a rn, roll a separate D3 Special Rules Piercing(4), Hits on a 5+ against
Spell Bane Chant Range: 12" Friendly, CC Alchemist's Curse [1] Range: 12" Enemy	 with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, th variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's tur for each unit that has a variable wild charge before issuing any movement orders. Description If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect. Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell. 	he (n) value may be a rn, roll a separate D3 Special Rules Piercing(4), Hits on a 5+ against units in Cover
Spell Bane Chant Range: 12" Friendly, CC Alchemist's Curse [1] Range: 12" Enemy Artefact Sir Jesse's Boots of	 with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, th variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's tur for each unit that has a variable wild charge before issuing any movement orders. Description If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect. Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell. Description 	he (n) value may be a rn, roll a separate D3 Special Rules Piercing(4), Hits on a 5+ against units in Cover
Spell Bane Chant Range: 12" Friendly, CC Alchemist's Curse [1] Range: 12" Enemy Artefact Sir Jesse's Boots of Striding	 with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, th variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's tur for each unit that has a variable wild charge before issuing any movement orders. Description If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect. Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell. Description Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Tu 	he (n) value may be a rn, roll a separate D3 Special Rules Piercing(4), Hits on a 5+ against units in Cover