BROCKS, ROCKS, GLOCKS N BIRDS

2500 / 2500 VALID

1st Battalion

Banick Kholearm [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	4+	-	5+	2	6	14	2	[240]
Bane Chant (2)									[0]
Fireball (5)									[0]
Scorched Earth(3)									[30]

Special Rules: *Brutal(1),Crushing Strength(2),Headstrong, Individual, Inspiring, Pathfinder, Scout, Refined Magic* ***Traits:*** *Spellcaster*

Stone Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	5+	-	5+	1	1	13	2	[165]
Bane Chant (2)									[20]
Surge (8)									[35]
Host Shadowbeast(5)									[20]

Special Rules: *Headstrong, Individual, Inspiring, Yielding, Quake* ***Traits:*** *Spellcaster*

Warsmith [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	5+	4+	5+	1	4	13	2	[145]
Sacred Horn									[20]
Pistol (12", Piercing (1))									

Special Rules: *Aura(Elite (Ranged) - Ironcraft Trait only),Individual, Inspiring, Radiance of Life(Ironcraft Trait only),Yielding*

Ironclad	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	4+	-	5+	2	12	16	2	[120]

Special Rules: *Headstrong* ***Traits:*** *Holdfast*

Shieldbreakers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	4	3+	-	4+	4	25	25	2	[215]

Special Rules: *Crushing Strength(1),Headstrong, Thunderous Charge(1)* ***Traits:*** *Holdfast*

Core Inf Horde	4	3+	-	4+	4	25	25	2	[215]

Special Rules: *Crushing Strength(1),Headstrong, Thunderous Charge(1)* ***Traits:*** *Holdfast*

Berserkers [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	5	4+	-	4+	2	20	18	2	[150]

Special Rules: *Fearless, Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Berserker*

Rangers [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	5	4+	5+	4+	2	12	16	2	[180]
Crossbows (24", Piercing (1))									

Special Rules: *Crushing Strength(1),Feint, Pathfinder, Scout* ***Traits:*** *Ironcraft*

Earth Elementals	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	5	4+	-	6+	2	14	17	3	[180]

Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Shambling* ***Traits:*** *Elemental*

Core Lrg Inf Regiment	5	4+	-	6+	2	14	17	3	[180]

Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Shambling* ***Traits:*** *Elemental*

Berserker Brock Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	4+	-	4+	2	26	18	3	[235]
Sir Jesse's Boots of Striding									[15]

Special Rules: *Fearless, Thunderous Charge(3),Vicious(Combat)* ***Traits:*** *Berserker*

Stoneclaw Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop	10	3+	-	4+	1	8	13	4	[140]

Special Rules: *Feint, Fly, Pathfinder, Thunderous Charge(2)* ***Traits:*** *Berserker*

Flame Belcher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	4	-	4+	5+	1	15	12	2	[115]
Flame Belch (14", Shattering (1))									

Traits: *Ironcraft*

Iron Belcher Cannon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng Cannon (48", Blast (D3+1),Piercing (3),Reload, Shattering (D3)) Grapeshot (12", Att: 12, Piercing (1)) ***Special Rules:*** *Grapeshot* ***Traits:*** *Ironcraft*	4	-	5+	5+	1	2	12	2	[110]
Support War Eng Cannon (48", Blast (D3+1),Piercing (3),Reload, Shattering (D3)) Grapeshot (12", Att: 12, Piercing (1)) ***Special Rules:*** *Grapeshot* ***Traits:*** *Ironcraft*	4	-	5+	5+	1	2	12	2	[110]

Total Units: 15 **Total Unit Strength:** 28
Total Points: 2500

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Throwing Mastiff	4	Units with the Holdfast Trait only. The unit may make a ranged attack with the following profile (12", Att: 6, Piercing (1)) and this hits on a 4+ regardless of modifiers.
Fury of the Ancients	5	Units with the Holdfast or Berserker Trait only. If the unit started its Turn Engaged, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one enemy unit.

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. An Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Blast (n)	For each of the unit’s attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit’s entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Grapeshot	This attack always hits on a 5+ regardless of modifiers.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.

Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Quake	Units with the Elemental Trait hit by this unit's Surge spell have TC(1) until the end of the Turn.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6” of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Refined Magic	This unit's Fireball spell always hits on a 4+ regardless of any other modifiers. Units with the Elemental Trait hit by this unit's Bane Chant additionally have Elite (Combat) until the end of the Turn.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this unit have a (+n) modifier when rolling to damage. This bonus is in addition to the unit’s Crushing Strength (if any). However, the unit loses this bonus when Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10” away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
Host Shadowbeast Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). A spellcaster may cast Host Shadowbeast onto themselves and can do so even when Engaged with an enemy unit. Multiple castings on the same target have no additional effect.

Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Sacred Horn	The range of the unit’s Aura is increased to 9”.