

1st BATTALION

Halfbreed Lord									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Bob hoofmister] Warlord Hero (Cav)	8	3+	-	5+	2	6	14+	3	[200]
★ Special Rules: Crushing Strength (2), Individual, Inspiring, Rallying (Mutant Trait only), Regeneration (5+), Vicious (Combat), Abyssal Halfbreeds (Regiments) in this Battalion are Core choices									
Iron-caster [2]									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Stumpy stumpface] Champion Hero (Inf)	4	4+	-	5+	1	1	13+	2	[195]
☞ Shroud of the Saint									25
⚡ Fireball (6)									35
⚡ Heal (5)									15
⚡ Surge (8)									30
★ Special Rules: Individual, Inspiring, Yielding, Enhance Traits: Spellcaster									
Immortal Guard									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	3+	-	5+	2	15	17+	2	[215]
☞ Brew of Strength									40
★ Special Rules: Fearless, Regeneration (5+), Vicious (Combat), Crushing Strength (1) Traits: Ironborn									
Core Inf Regiment	4	3+	-	5+	2	15	17+	2	[175]
★ Special Rules: Fearless, Regeneration (5+), Vicious (Combat) Traits: Ironborn									
Gargoyles									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10+	2	[105]
★ Special Rules: Fly, Regeneration (4+) Traits: Mutant									
Lesser Obsidian Golems									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Troop	5	4+	-	6+	1	8	14+	3	[130]
★ Special Rules: Crushing Strength (2), Fearless, Shambling, Vicious (Combat) Traits: Elemental									
Specialist Mon Inf Troop	5	4+	-	6+	1	8	14+	3	[130]
★ Special Rules: Crushing Strength (2), Fearless, Shambling, Vicious (Combat) Traits: Elemental									
Abyssal Halfbreeds									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	4+	2	18	17+	3	[245]
☞ Blessing of the Gods									25
★ Special Rules: Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious (Combat), Elite Traits: Mutant									
Specialist Cav Troop	8	3+	-	4+	1	9	14+	3	[145]
★ Special Rules: Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious (Combat) Traits: Mutant									

Grotesques									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment Brew of Sharpness ★ Special Rules: Brutal (1), Crushing Strength (2), Regeneration (5+), Retaliate!, Strider, Vicious (Combat) Traits: Mutant	7	3+	-	5+	2	20	18+	4	[315] 45
Hex Caster [2]									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Hero (Inf) Ej Periscope Hex (3) Weakness (3) Scorched Earth(3) ★ Special Rules: Cloak of Death, Fearless, Spellward, Leaper, Feedback Traits: Elemental, Spellcaster	5	4+	-	5+	1	3	11+	2	[185] 5 0 20 30
Hellfane									
	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti Masterwork Pistols (18", Att: 5, Piercing(1)) ★ Special Rules: Crushing Strength (2), Fearless, Rampage (6 - Combat), Strider, Thunderous Charge (2), Vicious (Combat) Traits: Elemental	6	3+	5+	6+	2	9	18+	5	[260]

Slots: Aux 1/3 | Specialist 3/3 | Support 3/3 | Commanders 2/3

Total Units:	12	Total Unit Strength:	18
Total Points:	[2300]		
Artefacts Points:	[140]	Inspiring Units:	2
Average Defense:	5.10	Ranged Shots	5

Command Orders

Rule	Target	Description
Mutated Throwing Mastiff	4+	Units with the Ironborn Trait only. The unit may make a ranged attack with the following profile (Range 15", Att 8) and this hits on an 4+ regardless of modifiers.
Last Breath	4+	Units with the Slave Trait only. The unit is immediately Routed and removed from the board. Any units that were Engaged with it suffer 2D3 hits (4D3 if the unit given the order is a Horde) with Crushing Strength (2). No Nerve tests are taken as a result of this damage.

Special & Custom Rules

Rule	Description
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.
Cloak of Death	In the Movement Phase, after this unit has completed its order, all enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
Enhance	The Heal Spell has the Elite special rule when targeting units with the Elemental Trait.

Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Feedback	In addition to its normal effects, a spell cast by this unit that scores at least one hit on the target, causes one damage (which will ensure a Ne check is taken at the end of the Ranged phase). If the spell cast would normally cause damage and does so, no extra damage is granted by Feedback however.
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.
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
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.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!
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.
Spellward	All spells, both friendly and enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
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.

Spells

Spell	Range	Targets	Description
Fireball	12"	Magical Missile	Blast (D3), Shattering (1).
Heal	12"	Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Hex	30"	Target	If any hits are scored, instead of causing damage, the target enemy unit is Hexed until the end of its next Turn. Hexed units receive two points of damage for each hit they score with a spell. A Nerve test is not required for damage caused by this spell.
Scorched Earth	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	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!
Weakness	24"	CC	If any hits are scored, instead of causing damage, the target unit is Weakened until the end of its next Turn. Weakened units have a -1 modifier when rolling to damage enemy units (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.

Artefacts

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Shroud of the Saint	The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2.