Jon Quayle Clash 2026

2300 / 2300 VALID

1st Battalion

Riftforger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**8**	3+	-	5+	1	4	12	**3**	[155]
Manticore									[15]
Axe of the Giant Slayer									[15]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Slayer(D3),Hellforged Weapons*									
Champion Hero (Cav)	**8**	3+	-	5+	1	4	12	**3**	[155]
Manticore									[15]
Scythe of the Harvester									[15]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Rampage(D3),Hellforged Weapons*									

Morax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	4+	2	20	15	2	[165]
Special Rules: *Crushing Strength(1),Fearless, Wild Charge(D3)* ***Traits:*** *Orc*									
Core Hvy Inf Regiment	5	3+	-	4+	2	20	15	2	[165]
Special Rules: *Crushing Strength(1),Fearless, Wild Charge(D3)* ***Traits:*** *Orc*									

Riftforged Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Forged*									
Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Forged*									

Orclings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
Special Rules: *Height(1), Stealthy*									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
Special Rules: *Height(1), Stealthy*									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
Special Rules: *Height(1), Stealthy*									

2nd Battalion

Riftforger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**8**	3+	-	5+	1	4	12	**3**	[140]
Manticore									[15]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Hellforged Weapons*									
Champion Hero (Cav)	**8**	3+	-	5+	1	4	12	**3**	[140]
Manticore									[15]
Special Rules: *Crushing Strength(2),Individual, Inspiring, Hellforged Weapons*									

Greatax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	4+	2	12	16	2	[130]
Special Rules: *Crushing Strength(2)* ***Traits:*** *Orc*									

Gore Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Orc*									
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Orc*									
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[210]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Orc*									

Stormslayer	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	7	3+	-	4+	2	9	16	5	[185]
Special Rules: *Crushing Strength(2),Fearless, Inspiring(Self),Regeneration(5+),Slayer(D6)* ***Traits:*** *Forged*									

Total Units: 16 **Total Unit Strength:** 25
Total Points: 2300

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.
Green Rage	5	Units with the Orc or Forged Traits only. When this unit attacks in a Combat this Turn, for each successful hit that rolls a natural 6, those hits are doubled, before rolling to damage (in effect they have Blast (2)).
Up and at 'em	4	Units with the Orc Trait only. The unit gains the Wild Charge (n) special rule where n is the number of successful dice rolled to issue this order.

Special Rule	**Description**
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.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Hellforged Weapons	If this unit attempts to issue the Green Rage Command Order, it may roll 3D6 instead of the normal 2.
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.
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.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, 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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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.
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!

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.
Axe of the Giant Slayer	Infantry and Cavalry only. The hero gains the Slayer (D3) special rule in Combat.
Scythe of the Harvester	Infantry and Cavalry only. The hero gains the Rampage (D3) special rule in Combat.