

1st Battalion

Lord on Large Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	7	3+	-	6+	2	7	17	4	[200]
Special Rules: <i>Crushing Strength(2),Headstrong, Inspiring, Thunderous Charge(1),Run Them Down!</i>									

Stone Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	5+	-	5+	1	1	13	2	[155]
Ej Periscope									[5]
Bane Chant (2)									[20]
Blizzard(4)									[40]
Special Rules: <i>Headstrong, Individual, Inspiring, Yielding, Leaper, Quake</i> Traits: <i>Spellcaster</i>									
Champion Hero (Inf)	4	5+	-	5+	1	1	13	2	[145]
Bane Chant (2)									[20]
Celestial Restoration(3)									[35]
Special Rules: <i>Headstrong, Individual, Inspiring, Yielding, Quake</i> Traits: <i>Spellcaster</i>									

Bulwarkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	4	4+	-	5+	4	30	25	2	[220]
Special Rules: <i>Headstrong, Phalanx</i> Traits: <i>Holdfast</i>									
Core Inf Horde	4	4+	-	5+	4	30	25	2	[220]
Special Rules: <i>Headstrong, Phalanx</i> Traits: <i>Holdfast</i>									

Ironwatch Crossbows	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	4	4+	6+	4+	4	20	23	2	[205]
Rifles									[0]
Rifles (24", Piercing (2),Reload)									
Special Rules: <i>Headstrong</i> Traits: <i>Ironcraft</i>									

Ironguard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	3+	-	6+	2	15	17	2	[155]
Special Rules: <i>Headstrong</i> Traits: <i>Holdfast</i>									
Core Inf Regiment	4	3+	-	6+	2	15	17	2	[155]
Special Rules: <i>Headstrong</i> Traits: <i>Holdfast</i>									

Berserker Brock Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	4+	-	4+	2	26	18	3	[220]
Special Rules: <i>Fearless, Thunderous Charge(3),Vicious(Combat)</i> Traits: <i>Berserker</i>									
Specialist Cav Regiment	8	4+	-	4+	2	26	18	3	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Fearless, Thunderous Charge(3),Vicious(Combat)</i> Traits: <i>Berserker</i>									

Stoneclaw Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	10	3+	-	4+	2	16	16	4	[200]
Special Rules: <i>Feint, Fly, Pathfinder, Thunderous Charge(2)</i> Traits: <i>Berserker</i>									

Ironbelcher Organ Gun [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	4	-	6+	5+	1	12	12	2	[95]
Organ Gun (24", Piercing (2),Reload)									
Traits: <i>Ironcraft</i>									
Support War Eng	4	-	6+	5+	1	12	12	2	[95]
Organ Gun (24", Piercing (2),Reload)									
Traits: <i>Ironcraft</i>									

Total Units:	13	Total Unit Strength:	28
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.

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
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.
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.
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
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.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
Run Them Down!	While engaged in the same Combat as this unit, friendly units with the Holdfast Trait have Thunderous Charge (+1)
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.

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.
Blizzard Range: 30" Magical Missile	Blast (D3), Frostbite, Piercing (1).

Celestial Restoration
Range: 36"
Friendly, CC, Indirect

Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.

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.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.