Jon Gunns Clash 2026

2300 / 2300 VALID

1st Battalion

Flagger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Dork] Champion Hero (Inf)	5	4+	-	4+	1	1	11	2	[105]
The Scrying Gem									[25]
Special Rules: *Crushing Strength(1),Individual, Very Inspiring, Yielding*									

Godspeaker [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Torque] Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[155]
Banner of Command									[20]
Bane Chant (2)									[20]
Scorched Earth(3)									[30]
Special Rules: *Crushing Strength(1),Individual, Yielding, Power of the Horde* ***Traits:*** *Spellcaster*									
[Walk] Champion Hero (Inf)	5	4+	-	4+	1	1	12	2	[165]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Veil of Shadows(3)									[30]
Special Rules: *Crushing Strength(1),Individual, Yielding, Inspiring, Power of the Horde* ***Traits:*** *Spellcaster*									

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

Ax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	4+	-	5+	2	12	15	2	[120]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Orc*									
Core (Aux) Hvy Inf Troop	5	4+	-	5+	1	10	11	2	[90]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Orc*									
Core (Aux) Hvy Inf Troop	5	4+	-	5+	1	10	11	2	[90]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Orc*									

Riftforged Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	3+	-	5+	4	25	25	2	[270]
Brew of Strength									[40]
Special Rules: *Crushing Strength(2)* ***Traits:*** *Forged*									
Core Hvy Inf Horde	5	**2+**	-	5+	4	25	25	2	[275]
Brew of Sharpness									[45]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Forged*									

Gore Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
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*									

Thunderseers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	6	4+	-	5+	2	30	17	3	[220]
Special Rules: *Crushing Strength(1),Pathfinder, Spellward, Visions from the Rift*									

Tundra Wolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]
Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)*									
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]
Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)*									

Fight Wagons	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	7	3+	-	5+	2	20	16	4	[240]
Blessing of the Gods									[25]
Special Rules: *Brutal(1),Crushing Strength(1),Fearless, Elite* ***Traits:*** *Orc*									

Total Units: 14 **Total Unit Strength:** 24
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
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.
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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Power of the Horde	For each friendly unit with the Orc Trait within 6” of this unit, increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by one, to a maximum bonus of +3.
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.
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.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9”. Any rule that affects Inspiring also affects Very Inspiring.
Visions from the Rift	After Deployment and all Scout moves, move this unit anywhere wholly within the friendly deployment zone. If both players have this ability, remove all such units and then take it in turns to redeploy them, starting with the player that finished their normal deployment first.
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.

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.
Veil of Shadows Range: 0" Self	If any hits are scored, instead of causing damage, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

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.
Blessing of the Gods	The unit gains the Elite special rule.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
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.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.
Inspiring Talisman	The hero gains the Inspiring special rule.