

2300 / 2300 VALID

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Lord on Large Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	7	3+	-	6+	2	7	17	4	[210]
Hann's Sanguinary Scripture									[10]
Special Rules: <i>Crushing Strength(2), Headstrong, Inspiring, Thunderous Charge(1), Lifeleech(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	[140]
Bane Chant (2)									[20]
Veil of Shadows(3)									[30]
Special Rules: Headstrong, Individual, Inspiring, Yielding, Quake Traits: Spellcaster									

Bulwarkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	4+	-	5+	3	15	16	2	[150]
Orb of Towering Presence									
Special Rules: Headstrong, Phalanx Traits: Holdfast									
Core Inf Regiment	4	4+	-	5+	2	15	16	2	[135]
Special Rules: Headstrong, Phalanx Traits: Holdfast									

Shieldbreakers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	3+	-	4+	2	12	16	2	[125]
Special Rules: <i>Crushing Strength(1), Headstrong, Thunderous Charge(1)</i> Traits: <i>Holdfast</i>									

Ironguard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	3+	-	6+	2	15	17	2	[160]
Healing Brew	[5]								
Special Rules: Headstrong Traits: Holdfast									
Core Inf Regiment	4	3+	-	6+	2	15	17	2	[155]
Special Rules: Headstrong Traits: Holdfast									

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									

Steel Behemoth	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	5	4+	5+	6+	2	D6+12	19	5	[285]
Flame Belcher (12", Att: 10, Piercing (1), Shattering (1)) Special Rules: <i>Crushing Strength(3), Headstrong, Inspiring, Strider, Wild Charge(D3)</i> Traits: <i>Ironcraft</i>									

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

Flame Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[125]
Fireball (3)									[0]
Bane Chant (2)									[20]
Special Rules: Individual, Inspiring, Yielding Traits: Spellcaster									

Shieldbreakers		Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment		4	3+	-	4+	2	12	16	2	[125]
Special Rules: <i>Crushing Strength(1),Headstrong, Thunderous Charge(1)</i> Traits: <i>Holdfast</i>										
Core Inf Regiment		4	3+	-	4+	2	12	16	2	[125]
Special Rules: <i>Crushing Strength(1),Headstrong, Thunderous Charge(1)</i> Traits: <i>Holdfast</i>										

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

Total Units:

Total Points:

15

2300

Total Unit Strength:

26

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
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
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.
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.
Lifefeech (n)	When this unit completes its to-hit and to-damage rolls in Combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of (n).
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)
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.

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.
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).
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
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increase the unit's Unit Strength (see page 67) by +1.
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.