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|---|-----------|-----------|-----------|-----------|-----------|------------|-----------|-----------|------------|
| [F] Riftforged Legionaries (The Iron Boots) [1] Heavy Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Regiment (20) [155] | 5 | 3+ | - | 5+ | 3 | 12 | 15/17 | 2 | [155] |
| <i>Special Rules: Crushing Strength(1) Keywords: Riftforged, The Iron Boots</i> | | | | | | | | | |

| [F] Riffforged Legionaries (The Iron Boots) [1] Heavy Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Regiment (20) [155] | 5 | 3+ | - | 5+ | 3 | 12 | 15/17 | 2 | [155] |
| <i>Special Rules: Crushing Strength(1) Keywords: Riffforged, The Iron Boots</i> | | | | | | | | | |

| [F] Reborn Legionaries (The Iron Boots)* [1] Heavy Infantry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Regiment (20) [205] | 5 | 3+ | - | 5+ | 3 | 12 | 16/18 | 2 | [205] |
| <i>Special Rules: Aura(Wild Charge (D3 - Orc only)),Crushing Strength(2),Inspiring Keywords: Riffforged, The Iron Boots</i> | | | | | | | | | |

Total Units:

15

Total Unit Strength:

26

Total Primary Core Points:

2295 (100.0%)

| Custom Rule | Description |
|-------------------|---|
| Arcane Smithy | This unit may cast their Bane Chant or Host Shadow Beast spell while engaged with an enemy unit, even if the Riffforger was issued a Charge order this turn. If they do so, they may only target Friendly Core units engaged with the same enemy as themselves, regardless of Line of Sight. The Riffforger itself is also a valid target for either spell when cast in this way. |
| Thunderstruck | Thonaar's Stormstrike ability triggers on rolls of 5+. In addition, if an enemy is damaged by Thonaar's Stormstrike attack, that enemy suffers -1 to its hit rolls during its next turn. |
| Anvil of the Rift | After successfully casting Bane Chant or Host Shadowbeast, the Stormforged Shrine may choose to cast either spell again with 1 less die on another appropriate Riffforged unit within 12" regardless of Line of Sight. This may continue until a casting is failed, no unit may be targeted twice with the same spell. |
| Power of the Rift | For each other friendly core Riffforged unit within 6", increase the amount of dice rolled with Bane Chant, Host Shadowbeast, Lightning Bolt by 1 to a maximum bonus of +3 |

| Special Rule | Description |
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| Aura | (x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement. |
| Brutal | When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. |
| Fly | The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered. |
| Individual | See the Rules Chapter for Individuals |
| Inspiring | If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. 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. |
| Lifeflech | When this unit completes its to-hit and to-damage rolls in Melee 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. Lifeflech has a maximum total of 3. |
| Mighty | Individuals with the Mighty special rule are no longer Yielding. |
| Nimble | The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn. |
| Stormstrike | Any natural rolls of 6 to hit are resolved with the Blast (2) special rule. This effect does not work if the unit needs more than a 6 to hit. |

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| Thunderous Charge | All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero). |
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| Spell | Description | Special Rules |
|---|--|---|
| Bane Chant Range: 12" Friendly, CC | If one or more hits are scored, 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. | |
| Lightning Bolt Range: 24" Enemy | Roll to damage the enemy as normal. | Piercing(1), Hits on a 5+ against units in Cover. |
| Veil of Shadows[1] Range: 0" Self | If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn. | |
| Alchemist's Curse[1] Range: 12" Enemy | Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell. | Piercing(4), Hits on a 5+ against units in Cover |
| Host Shadowbeast Range: 12" Friendly Individuals or Self (individuals only),CC | If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect. | |

| Artefact | Description |
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