

Riffforged Legionaries	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Horde [255]	5	3+	-	5+	4	25	22/23	2	[250]
Staying Stone [5]									
Special Rules: Crushing Strength(1) Keywords: Riffforged									

Thunderseers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [240]	6	4+	-	5+	3	30	15/17	3	[225]
Chalice of Wrath [15]									
Special Rules: Crushing Strength(1), Pathfinder, Spellward, Fury Keywords: Cyclops, Riffforged									

Helstrikers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [280]	10	3+	-	5+	3	18	15/17	4	[265]
Dwarven Ale [15]									
Special Rules: Brutal, Crushing Strength(1), Fly, Lifeleech(1), Thunderous Charge(1), Headstrong Keywords: Manticore, Riffforged									

Fight Wagons	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Legion [285]	7	3+	-	5+	4	30	-/20	3	[285]
Special Rules: Crushing Strength(1) Keywords: Orc									

Storm Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [240]	7	4+	-	5+	2	D6 + 8	18/20	6	[240]
Giant Cleaver [0]									
Wind Blast (6) [0]									
Special Rules: Brutal, Cloak of Death, Crushing Strength(4), Strider, Slayer(Melee D6) Keywords: Giant, Riffforged									

Flagger	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [75]	5	4+	-	4+	0	1	9/11	2	[50]
Lute of Insatiable Darkness [25]									
Bane Chant (2)									
Special Rules: Crushing Strength(1), Individual, Very Inspiring, Strength in Numbers Keywords: Orc									

Stormcaller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 Spellcaster 2 [125]	5	4+	-	5+	0	1	11/13	2	[50]
Blizzard (3) [40]									
Wither and Perish(3) [35]									
Special Rules: Crushing Strength(1), Individual, Stormstrike Keywords: Riffforged									

Thonaar [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [170]	8	3+	-	5+	0	6	14/16	3	[170]
Special Rules: Crushing Strength(2), Individual, Inspiring, Mighty, Stormstrike, Thunderstruck Keywords: Riffforged									

Stormbringer on Helstrike Manticore	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [160]	10	3+	-	5+	1	5	13/15	4	[160]
Special Rules: Brutal, Crushing Strength(2), Fly, Inspiring, Lifeleech(1), Nimble Keywords: Riffforged, Manticore									

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

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

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

Total Units: 12 **Total Unit Strength:** 26
Total Primary Core Points: 2345 (100.0%)

Custom Rule	Description
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.
Strength in Numbers	The Flagger has the Aura (Rampage (n) - Heavy Infantry Only) where n is the number of non- Individual Friendly Heavy Infantry Units within 6" of the Flagger.

Special Rule	Description
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.
Cloak of Death	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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. This includes Difficult Terrain the unit started in. 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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
Lifefeech	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. Lifefeech 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.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.

Stormstrike	Any natural rolls of 6 to hit in melee are resolved with the Blast (2) special rule. This effect does not work if the unit needs more than a 6 to hit.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

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.	
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	
Blizzard [1] Range: 30" Enemy	For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage. If one or more points of damage are dealt, the damaged Enemy unit is given the Frozen special rule.	Indirect, Piercing(1)
Wither and Perish Range: 12" Enemy, CC	If one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next Turn (any rolls the unit makes of a natural 6 will still cause damage, however). Multiple castings of this spell, or combining it with Weakness, do not cause additional modifiers. Additionally, for each hit scored, roll a single D3 and total the results. This total is the amount of attacks to roll for damaging the target.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.