Jon Q - Southern Crown 2026 List

2300 / 2300 VALID

1st Battalion

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

Storm Caller [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	5+	1	1	13	2	[170]
Crown of the Wizard King									[15]
Host Shadowbeast(8)									[30]
Scorched Earth(3)									[30]
Special Rules: *Crushing Strength(1),Individual, Yielding, Bloodfreeze* ***Traits:*** *Spellcaster*									

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*									

Greatax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	3+	-	4+	4	25	25	2	[230]
Special Rules: *Crushing Strength(2)* ***Traits:*** *Orc*									

Morax	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	4+	2	20	15	2	[165]
Special Rules: *Crushing Strength(1), Fearless, Wild Charge(D3)* ***Traits:*** *Orc*									
Core Hvy Inf Regiment	5	3+	-	4+	2	20	15	2	[165]
Special Rules: *Crushing Strength(1), Fearless, Wild Charge(D3)* ***Traits:*** *Orc*									

2nd Battalion

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

Riftforged Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	5	3+	-	5+	4	25	25	2	[235]
Fire-Oil									[5]
Special Rules: *Crushing Strength(1 / +1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Forged*									

Orclings	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
Special Rules: *Height(1),Stealthy*									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
Special Rules: *Height(1),Stealthy*									
Core (Aux) Lrg Inf Troop	5	5+	-	3+	1	12	11	1	[65]
Special Rules: *Height(1),Stealthy*									

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*									
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Orc*									
Core Cav Regiment	8	3+	-	5+	2	18	15	3	[195]
Special Rules: *Crushing Strength(1),Thunderous Charge(1)* ***Traits:*** *Orc*									

Total Units: 15 **Total Unit Strength:** 27
Total Points: 2300

Command Order	Target	Description
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
Bloodfreeze	Lightning Bolt cast by this unit has the Frostbite special rule.
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.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
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.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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.
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
Host Shadowbeast Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). 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.
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.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).

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.
Crown of the Wizard King	The hero gains an additional 6” range on all of its spells that target friendly units.