

1st Battalion

Muster Captain on Winged Aralez	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Mon)	10	3+	-	5+	2	7	16	5	[250]
Special Rules: Aura(Headstrong),Crushing Strength(2),Fly, Inspiring, Iron Resolve, Spellward, Thunderous Charge(1)									

Wild Lancers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	4+	2	16	14	3	[145]
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1) Traits: Muster									
Core Cav Regiment	8	4+	-	4+	2	16	14	3	[145]
Special Rules: Iron Resolve, Nimble, Spellward, Thunderous Charge(1) Traits: Muster									

Forest Troll Gunners	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	4+	5+	4+	3	16	17	3	[230]
Orb of Towering Presence									[15]
Pintle Gun (18", Piercing (1))									
Special Rules: Crushing Strength(1),Pathfinder, Regeneration(5+)									

Wild Runners	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	8	5+	5+	3+	1	7	11	3	[115]
Rifles									[5]
Rifles (18", Piercing (1))									
Special Rules: Feint, Iron Resolve, Spellward Traits: Muster									

Iron Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	5	4+	5+	6+	2	D6+10	18	5	[265]
Steamcannon (12", Piercing (1))									
Special Rules: Crushing Strength(3),Headstrong, Inspiring, Strider, Wild Charge(D3),Cutting Ej Traits: TinkerTech									

Total Units:
Total Points:

6
1150

Total Unit Strength:

12

Command Order	Target	Description
Nimble Feet	5	Units with the Muster Trait only. The unit cannot be issued a Charge! order this Turn, but gains +n Sp, where n is the number of successful dice rolled to issue this order.
Camouflage	4	Infantry units only. The unit gains the Stealthy special rule.
Bear Traps	5	Units with the Muster Trait only. The target unit must have received or be given a Halt! order this Turn and cannot already be Engaged. Until its next Turn, enemy units charging this unit each suffer D6 damage after making contact and moved to their final position. Damage taken this way does not trigger a Nerve test.
Running Repair	5	TinkerTech units only. For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.
Butcher's Block	5	Units with the Pride of the Shires Traits only. The unit gains the Slayer (n+2) special rule, where n is equal to the number of successful dice rolled to issue this order.
Ej Stomping Juice	4	Units with the Muster Trait only. The unit gains the Wild Charge (+n) special rule, where n is the number of successful dice rolled to issue this order. This Command Order can only be issued by units with the Gastromancy Trait
Ferocious Fuel	4	The unit gains the Brutal (+n) special rule, where n is the number of successful dice rolled to issue this order. This Command Order can only be issued by units with the Gastromancy Trait
Shireberry Tonic	4	The unit gains the Lifeleech (+n) special rule, where n is the number of successful dice rolled to issue this order. This Command Order can only be issued by units with the Gastromancy Trait

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6" of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would

confer the Wild Charge (1) special rule to all friendly units within 6" with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit's profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can't add it again!). 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.

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.
Cutting Ej	When attacking with the Steamcannon, successful hits that roll a natural 6 have Blast (2).
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.), as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
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.
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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.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
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.
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.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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.
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.
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!

Artefact	Description
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.