

Seb Reeves - Dangerous over short distances

1150 / 1150 VALID

1st Battalion

| Feast Master | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|-------|
| Warlord Hero (Inf) | 5 | 3+ | 4+ | 4+ | 2 | 5 | 14 | 2 | [185] |
| Hann's Sanguinary Scripture | | | | | | | | | [10] |
| Throwing Cleavers (12", Piercing (1)) | | | | | | | | | |
| Special Rules: <i>Crushing Strength(1), Duellist(2), Elite, Individual, Inspiring, Rallying, Scout, Spellward, Lifeleech(1)</i> | | | | | | | | | |

| Gunnery Sergeant on Troll [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|-------|
| Champion Hero (Lrg Inf) | 6 | 3+ | 4+ | 5+ | 1 | 5 | 15 | 3 | [190] |
| Liliana's Tear | | | | | | | | | [5] |
| Pintle Gun (18", Piercing (1)) | | | | | | | | | |
| Special Rules: <i>Crushing Strength(1), Inspiring, Pathfinder, Regeneration(5+)</i> | | | | | | | | | |

| Spearspikes | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|-------|
| Core Inf Regiment | 5 | 5+ | - | 4+ | 2 | 15 | 14 | 2 | [105] |
| Healing Brew | | | | | | | | | [5] |
| Special Rules: <i>Phalanx, Spellward Traits: Muster</i> | | | | | | | | | |
| Core Inf Regiment | 5 | 5+ | - | 4+ | 2 | 15 | 14 | 2 | [100] |
| Special Rules: <i>Phalanx, Spellward Traits: Muster</i> | | | | | | | | | |

| Poachers | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Core Inf Regiment | 5 | 4+ | 5+ | 3+ | 2 | 12 | 15 | 2 | [150] |
| Fire-Oil | | | | | | | | | [5] |
| Bows (24") | | | | | | | | | |
| Special Rules: <i>Pathfinder, Scout, Spellward, Stealthy, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) Traits: Muster</i> | | | | | | | | | |

| Forest Trolls | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Specialist Lrg Inf Troop | 6 | 4+ | - | 5+ | 1 | 8 | 14 | 3 | [155] |
| Aegis of the Elohi | | | | | | | | | [15] |
| Special Rules: <i>Crushing Strength(2), Pathfinder, Regeneration(5+), Iron Resolve</i> | | | | | | | | | |

| 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: <i>Crushing Strength(3), Headstrong, Inspiring, Strider, Wild Charge(D3), Cutting Ej Traits: TinkerTech</i> | | | | | | | | | |

Total Units: 7 **Total Unit Strength:** 12
Total Points: 1150

| 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 Gastronomy 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 |
|-----------------------|--|
| 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). |
| Duellist (n) | When attacking an enemy Hero in Combat, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to. If the allocated target also has the Duellist special rule, no additional attacks are granted. |
| Elite | Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase. |
| 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. |
| 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. |
| Lifeleech (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). |
| Pathfinder | The unit may move At The Double! through Difficult Terrain as though it were Open Terrain. |
| 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. |
| Rallying | Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range. |
| 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. |
| Scout | The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal. |
| 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. |
| Stealthy | Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier. |
| Strider | This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles. |
| 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 |
|--------------|---|
| 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). |
| 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.

Liliana's Tear

The unit is not affected by the Dread, Shattering, or Brutal special rules.

Hann's Sanguinary
Scripture

The unit gains the Lifeleech (+1) special rule.

Aegis of the Elohi

The unit gains the Iron Resolve (+1) special rule.