

1st Battalion

| Supreme Iron-caster on Great Winged Halfbreed | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|----------------------|
| Warlord Hero (Ti) Fireball (6.) Lightning Bolt (5) Special Rules: <i>Crushing Strength(2),Fly, Inspiring, Vicious(Combat),Enhance, Arcane Rage</i> Traits: <i>Spellcaster</i> | 10 | 4+ | - | 5+ | 2 | 5 | 18 | 5 | [280] [0] [30] |

| Decimators | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Core (Aux) Inf Troop Blunderbuss (14", Piercing (1),Vicious(Ranged)) Traits: <i>Ironborn</i> | 4 | 4+ | 4+ | 4+ | 1 | 8 | 12 | 2 | [110] |
| Core (Aux) Inf Troop Blunderbuss (14", Piercing (1),Vicious(Ranged)) Traits: <i>Ironborn</i> | 4 | 4+ | 4+ | 4+ | 1 | 8 | 12 | 2 | [110] |
| Core (Aux) Inf Troop Blunderbuss (14", Piercing (1),Vicious(Ranged)) Traits: <i>Ironborn</i> | 4 | 4+ | 4+ | 4+ | 1 | 8 | 12 | 2 | [110] |

| Immortal Guard | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|---------------|
| Core Inf Regiment Special Rules: <i>Fearless, Regeneration(5+), Vicious(Combat)</i> Traits: <i>Ironborn</i> | 4 | 3+ | - | 5+ | 2 | 15 | 17 | 2 | [175] |
| Core Inf Regiment Chalice of Wrath Special Rules: <i>Fearless, Regeneration(5+), Vicious(Combat),Retaliate!</i> Traits: <i>Ironborn</i> | 4 | 3+ | - | 5+ | 2 | 15 | 17 | 2 | [190] [15] |
| Core Inf Regiment Special Rules: <i>Fearless, Regeneration(5+), Vicious(Combat)</i> Traits: <i>Ironborn</i> | 4 | 3+ | - | 5+ | 2 | 15 | 17 | 2 | [175] |

Total Units:

7

Total Unit Strength:

11

Total Points:

1150

| Command Order | Target | Description |
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| Mutated Throwing Mastiff | 4 | Units with the Ironborn Trait only. The unit may make a ranged attack with the following profile (Range 15", Att 8) and this hits on an 4+ regardless of modifiers. |
| Last Breath | 4 | Units with the Slave Trait only. The unit is immediately Routed and removed from the board. Any units that were Engaged with it suffer 2D3 hits (4D3 if the unit given the order is a Horde) with Crushing Strength (2). No Nerve tests are taken as a result of this damage. |

| Special Rule | Description |
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| Arcane Rage | The Iron-caster may cast up to two different spells at the same or different targets, in each of its Ranged Phases. |
| 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. |
| Enhance | The Heal Spell has the Elite special rule when targeting units with the Elemental Trait. |
| Fearless | When taking Nerve tests, this unit treats Wavering as Steady. |
| 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. |
| 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. |
| 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.

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| Retaliate! | If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw! |
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| Vicious | Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase. |
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| Spell | Description |
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| Fireball Range: 12" Magical Missile | Blast (D3), Shattering (1). |
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| Lightning Bolt Range: 24" Magical Missile | Piercing (1) |
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| Artefact | Description |
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| Chalice of Wrath | The unit gains the Retaliate! special rule. |
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