Dravak "The Eternal Flame of Hadjuk!”

2300 / 2300 VALID

1st Battalion

Supreme Iron-caster on Great Winged Halfbreed	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Dravak The Eternal Flame] Warlord Hero (Ti)	10	4+	-	5+	2	5	18	5	[325]
Fire-Oil									[5]
Fireball (6).)									[0]
Blizzard(4)									[40]
Scorched Earth(3)									[30]

Special Rules: *Crushing Strength(2 / +1 vs. units with Regeneration),Fly, Inspiring, Vicious(Combat),Enhance, Piercing(+1 vs. units with Regeneration),Arcane Rage* ***Traits:*** *Spellcaster*

Iron-caster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Azgor Onyx Carver] Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[135]
Heal (3)									[15]
Surge (8)									[30]

Special Rules: *Individual, Inspiring, Yielding, Enhance* ***Traits:*** *Spellcaster*

Grotesque Champion [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Kraggoh Widow Maker] Champion Hero (Lrg Cav)	7	3+	-	5+	1	7	17	4	[230]
Liliana’s Tear									[5]

Special Rules: *Brutal(1),Crushing Strength(2),Inspiring, Rallying(Mutant Trait only),Regeneration(5+),Retaliate!, Strider, Vicious(Combat)*

Blacksouls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Troop	4	4+	-	5+	1	10	12	2	[85]

Special Rules: *Vicious(Combat)* ***Traits:*** *Ironborn*

Decimators	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	4+	4+	4+	2	10	16	2	[140]
Blunderbuss (14", Piercing (1),Vicious(Ranged))									
Traits: *Ironborn*									
Core Inf Regiment	4	4+	4+	4+	2	10	16	2	[140]
Blunderbuss (14", Piercing (1),Vicious(Ranged))									
Traits: *Ironborn*									

Gargoyles	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	10	4+	-	3+	1	10	10	2	[110]
Blade of Slashing									[5]

Special Rules: *Fly, Regeneration(4+)* ***Traits:*** *Mutant*

Orcs [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	5+	-	4+	2	12	14	2	[90]

Special Rules: *Crushing Strength(1)* ***Traits:*** *Slave*

Lesser Obsidian Golems	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	5	**3+**	-	6+	2	16	17	3	[230]
Brew of Sharpness									[45]

Special Rules: *Crushing Strength(2),Fearless, Shambling, Vicious(Combat)* ***Traits:*** *Elemental*

Abyssal Halfbreeds	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	3+	-	4+	2	18	17	3	[235]
Sir Jesse’s Boots of Striding									[15]

Special Rules: *Crushing Strength(1),Regeneration(5+),Thunderous Charge(1),Vicious(Combat)* ***Traits:*** *Mutant*

Orc Gore Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	8	4+	-	4+	1	9	11	3	[90]

Special Rules: *Thunderous Charge(2)* ***Traits:*** *Slave*

Greater Obsidian Golem	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	6	4+	-	6+	2	12	18	5	[210]

Special Rules: *Crushing Strength(3),Fearless, Shambling, Strider, Vicious(Combat)* ***Traits:*** *Elemental*

Angkor Heavy Mortar [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	4	-	6+	5+	1	3	12	2	[140]
Angkor Heavy Mortar (48", Blast (D3+2),Indirect, Piercing (2),Reload, Shattering (D3),Vicious(Ranged))									
Support War Eng	4	-	6+	5+	1	3	12	2	[140]
Angkor Heavy Mortar (48", Blast (D3+2),Indirect, Piercing (2),Reload, Shattering (D3),Vicious(Ranged))									

Total Units: 14 **Total Unit Strength:** 21
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Mutated Throwing Mastiff	4	Units with the Ironborn or Slave Trait only. The unit may make a ranged attack with the following profile (Range 15", Att 8) and this hits on a 4+ regardless of modifiers.
Last Breath	4	Units with the Slave or Mutant Trait only. Until the end of the following enemy Turn, if this unit is Routed, any units that were Engaged with it suffer 2D3 hits (4D3 if the unit given the order is a Horde) with Crushing Strength (2) as if it had been attacked in Combat. These hits are resolved by the player that Routed the unit with The Last Breath order. No Nerve tests are taken as a result of this damage and units can proceed to post-Combat Outcomes as normal. The player issuing this Command may choose to immediately Rout and remove this unit from the board.

Special Rule	Description
Arcane Rage	The Iron-caster may cast up to two different spells at the same or different targets, in each of its Ranged Phases.
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
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.
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
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.
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.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
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!
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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.
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.
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**
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
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.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
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).

Liliana’s Tear	The unit is not affected by the Dread, Shattering, or Brutal special rules.
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.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.