# Plymouth Pirates - Thyme and Tide

2300 / 2300 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 | [175] |
| Throwing Cleavers (12", Piercing (1)) | | | | | | | | | |
| ***Special Rules:*** *Crushing Strength(1),Duellist(2),Elite, Individual, Inspiring, Rallying, Scout, Spellward* | | | | | | | | | |

| Mama Beata [U] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Champion Hero (Inf) | 5 | 5+ | - | 4+ | 1 | 1 | 15 | 2 | [130] |
| ***Special Rules:*** *Individual, Inspiring, Spellward, Master Cook* ***Traits:*** *Gastromancy* | | | | | | | | | |

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

| Poachers | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Core Inf Regiment | 5 | 4+ | 5+ | 3+ | 2 | 12 | 15 | 2 | [145] |
| Bows (24") | | | | | | | | | |
| ***Special Rules:*** *Pathfinder, Scout, Spellward, Stealthy* ***Traits:*** *Muster* | | | | | | | | | |
| Core Inf Regiment | 5 | 4+ | 5+ | 3+ | 2 | 12 | 15 | 2 | [145] |
| Bows (24") | | | | | | | | | |
| ***Special Rules:*** *Pathfinder, Scout, Spellward, Stealthy* ***Traits:*** *Muster* | | | | | | | | | |
| Core Inf Regiment | 5 | 4+ | 5+ | 3+ | 2 | 12 | 15 | 2 | [145] |
| Bows (24") | | | | | | | | | |
| ***Special Rules:*** *Pathfinder, Scout, Spellward, Stealthy* ***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* | | | | | | | | | |
| 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* | | | | | | | | | |

## 2nd Battalion

| 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 | [185] |
| Pintle Gun (18", Piercing (1)) | | | | | | | | | |
| ***Special Rules:*** *Crushing Strength(1),Inspiring, Pathfinder, Regeneration(5+)* | | | | | | | | | |

| Braves | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Core Inf Regiment | 5 | 5+ | - | 4+ | 2 | 12 | 14 | 2 | [95] |
| War-Bow of Kaba | | | | | | | | | [5] |
| War-Bow of Kaba (24", Att: 1, Piercing (1)) | | | | | | | | | |
| ***Special Rules:*** *Spellward* ***Traits:*** *Muster* | | | | | | | | | |
| Core Inf Regiment | 5 | 5+ | - | 4+ | 2 | 12 | 14 | 2 | [90] |
| ***Special Rules:*** *Spellward* ***Traits:*** *Muster* | | | | | | | | | |

| Forest Trolls | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Core Lrg Inf Regiment | 6 | 4+ | - | 5+ | 2 | 16 | 17 | 3 | [205] |
| Pipes of Terror | | | | | | | | | [15] |
| ***Special Rules:*** *Crushing Strength(2),Pathfinder, Regeneration(5+),Brutal(1)* | | | | | | | | | |
| Core Lrg Inf Regiment | 6 | 4+ | - | 5+ | 2 | 16 | 17 | 3 | [205] |
| Mead of Madness | | | | | | | | | [15] |
| ***Special Rules:*** *Crushing Strength(2),Pathfinder, Regeneration(5+),Wild Charge(1)* | | | | | | | | | |

| Howitzer [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Support War Eng | 5 | - | 6+ | 4+ | 1 | 2 | 11 | 2 | [75] |
| Artillery Strike (48", Blast (D3+1),Indirect, Piercing (3),Reload) | | | | | | | | | |
| ***Traits:*** *TinkerTech* | | | | | | | | | |
| Support War Eng | 5 | - | 6+ | 4+ | 1 | 2 | 11 | 2 | [75] |
| Artillery Strike (48", Blast (D3+1),Indirect, Piercing (3),Reload) | | | | | | | | | |
| ***Traits:*** *TinkerTech* | | | | | | | | | |

| | | | |
|---|---|---|---|
| **Total Units:** | 15 | **Total Unit Strength:** | 26 |
| **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. |
| 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 | 3 | 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 |
|---|---|
| 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. |
| 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. |
| 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. |
| Master Cook | Mama Beta may issue 1 extra Gastromancy Command Order per Turn, and rolls 3 dice when attempting |

| | Gastromancy |
|---|---|
| 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. |
| Reload | The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase. |
| 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 |
|---|---|
| War-Bow of Kaba | The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Sh: 4+, Piercing (1) |
| Mead of Madness | The unit gains the Wild Charge (+1) special rule. |
| Pipes of Terror | This unit gains the Brutal (+1) special rule. |