

1st Battalion

Berserker Lord on Giant Brock	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	8	3+	-	4+	2	9	18	4	[220]
<i>Special Rules:</i> Crushing Strength(2),Fearless, Inspiring, Vicious(Combat),Thunderous Charge(1),Wild Charge(D3)									

Ironclad	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Troop	4	4+	-	5+	1	10	12	2	[90]
<i>Special Rules:</i> Headstrong <i>Traits:</i> Holdfast									
Core (Aux) Inf Troop	4	4+	-	5+	1	10	12	2	[90]
<i>Special Rules:</i> Headstrong <i>Traits:</i> Holdfast									
Core (Aux) Inf Troop	4	4+	-	5+	1	10	12	2	[90]
<i>Special Rules:</i> Headstrong <i>Traits:</i> Holdfast									

Shieldbreakers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	4	3+	-	4+	4	25	25	2	[215]
<i>Special Rules:</i> Crushing Strength(1),Headstrong, Thunderous Charge(1) <i>Traits:</i> Holdfast									
Core Inf Horde	4	3+	-	4+	4	25	25	2	[215]
<i>Special Rules:</i> Crushing Strength(1),Headstrong, Thunderous Charge(1) <i>Traits:</i> Holdfast									
Core Inf Horde	4	3+	-	4+	4	25	25	2	[215]
<i>Special Rules:</i> Crushing Strength(1),Headstrong, Thunderous Charge(1) <i>Traits:</i> Holdfast									

Ironguard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	4	3+	-	6+	2	15	17	2	[155]
<i>Special Rules:</i> Headstrong <i>Traits:</i> Holdfast									
Specialist Inf Regiment	4	3+	-	6+	2	15	17	2	[155]
<i>Special Rules:</i> Headstrong <i>Traits:</i> Holdfast									

Berserker Brock Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	4+	2	26	18	3	[235]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules:</i> Fearless, Thunderous Charge(3),Vicious(Combat) <i>Traits:</i> Berserker									

Steel Juggernaut [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Hero (Lrg Inf)	5	3+	5+	6+	1	5	13	3	[150]
Hand Cannon (24", Piercing (2))									
<i>Special Rules:</i> Crushing Strength(2),Fearless <i>Traits:</i> Ironcraft									

Steel Behemoth	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	5	4+	5+	6+	2	D6+12	19	5	[285]
Flame Belcher (12", Att: 10, Piercing (1),Shattering (1))									
<i>Special Rules:</i> Crushing Strength(3),Headstrong, Inspiring, Strider, Wild Charge(D3) <i>Traits:</i> Ironcraft									
Support Mon (Cht)	5	4+	5+	6+	2	D6+12	19	5	[285]
Flame Belcher (12", Att: 10, Piercing (1),Shattering (1))									
<i>Special Rules:</i> Crushing Strength(3),Headstrong, Inspiring, Strider, Wild Charge(D3) <i>Traits:</i> Ironcraft									

Total Units:13Total Unit Strength:28

Total Points:2400

Command Order	Target	Description
Throwing Mastiff	4	Units with the Holdfast Trait only. The unit may make a ranged attack with the following profile (12", Att: 6, Piercing (1)) and this hits on a 4+ regardless of modifiers.
Fury of the Ancients	5	Units with the Holdfast or Berserker Trait only. The unit gains the Retaliate! special rule.

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.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.

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.
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.
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.
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
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.