Dan W Wright Bost Up 2

2300 / 2300 VALID

1st Battalion

Lord on Large Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	7	3+	-	6+	2	7	17	4	[200]
Special Rules: *Crushing Strength(2),Headstrong, Inspiring, Thunderous Charge(1),Run Them Down!*									

Flame Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	4+	-	5+	1	1	13	2	[140]
Bane Chant (2)									[20]
Fireball (5)									[15]
Special Rules: *Individual, Inspiring, Yielding* ***Traits:*** *Spellcaster*									

Warsmith [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	4	5+	4+	5+	1	4	13	2	[125]
Pistol (12", Piercing (1))									
Special Rules: *Aura(Elite (Ranged) - Ironcraft Trait only),Individual, Inspiring, Radiance of Life(Ironcraft Trait only),Yielding*									

Ironclad	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	4+	-	5+	2	12	16	2	[120]
Special Rules: *Headstrong* ***Traits:*** *Holdfast*									
Core Inf Regiment	4	4+	-	5+	2	12	16	2	[120]
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Core Inf Regiment	4	4+	-	5+	2	12	16	2	[120]
Special Rules: *Headstrong* ***Traits:*** *Holdfast*									
Core Inf Regiment	4	4+	-	5+	2	12	16	2	[120]
Special Rules: *Headstrong* ***Traits:*** *Holdfast*									

Shieldbreakers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	3+	-	4+	2	12	16	2	[125]
Special Rules: *Crushing Strength(1),Headstrong, Thunderous Charge(1)* ***Traits:*** *Holdfast*									
Core Inf Regiment	4	3+	-	4+	2	12	16	2	[125]
Special Rules: *Crushing Strength(1),Headstrong, Thunderous Charge(1)* ***Traits:*** *Holdfast*									
Core (Aux) Inf Troop	4	3+	-	4+	1	10	12	2	[95]
Special Rules: *Crushing Strength(1),Headstrong, Thunderous Charge(1)* ***Traits:*** *Holdfast*									
Core (Aux) Inf Troop	4	3+	-	4+	1	10	12	2	[95]
Special Rules: *Crushing Strength(1),Headstrong, Thunderous Charge(1)* ***Traits:*** *Holdfast*									

Flame Belcher	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	4	-	4+	5+	1	15	12	2	[115]
Flame Belch (14", Shattering (1))									
Traits: *Ironcraft*									
Support War Eng	4	-	4+	5+	1	15	12	2	[115]
Flame Belch (14", Shattering (1))									
Traits: *Ironcraft*									

2nd Battalion

Berserker Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	**3**+	2	7	16	2	[185]
Wings of Honeymaze									[25]
Special Rules: *Crushing Strength(2),Fearless, Individual, Inspiring, Vicious(Combat),Wild Charge(D3),Fly*									

Berserker Brock Riders [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	**3+**	-	4+	2	26	18	3	[265]
Brew of Sharpness									[45]
Special Rules: *Fearless, Thunderous Charge(3),Vicious(Combat)* ***Traits:*** *Berserker*									
Core Cav Regiment	8	4+	-	4+	2	26	18	3	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Fearless, Thunderous Charge(3),Vicious(Combat)* ***Traits:*** *Berserker*									

Total Units: 16 **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.
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. If the unit started its Turn Engaged, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one enemy unit.

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. An Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
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.
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.
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.
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.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6” of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Run Them Down!	While engaged in the same Combat as this unit, friendly units with the Holdfast Trait have Thunderous Charge (+1)
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.
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!
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**
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).

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.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Wings of Honeymaze	Infantry only. The hero gains the Fly special rule, but decreases its Defence stat by -1 to a minimum of 2+.