

1st Battalion

Vohdler [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Mon Inf)	6	4+	-	5+	2	9	14	3	[170]
Special Rules: <i>Crushing Strength(2),Inspiring, Pathfinder, Spellward, Visions from the Grand Seer</i>									

Riftforger [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	8	3+	-	5+	1	4	12	3	[155]
Manticore									[15]
Helm of Confidence									[15]
Special Rules: <i>Crushing Strength(2),Individual, Inspiring, Hellforged Weapons</i>									

Storm Caller [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	4+	-	5+	1	1	13	2	[170]
Celestial Restoration(2)									[25]
Host Shadowbeast(5)									[20]
Scorched Earth(3)									[30]
Special Rules: <i>Crushing Strength(1),Individual, Yielding, Bloodfreeze</i> Traits: <i>Spellcaster</i>									

Riftforged Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Forged</i>									
Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Forged</i>									
Core Hvy Inf Regiment	5	3+	-	5+	2	12	16	2	[135]
Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Forged</i>									
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Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Forged</i>									

Reborn Legionaries	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Regiment	5	3+	-	5+	2	12	17	2	[175]
Hann's Sanguinary Scripture									[10]
Special Rules: <i>Crushing Strength(2),Inspiring(Self),Lifeleech(1)</i> Traits: <i>Forged</i>									

Thunderseers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Mon Inf Troop	6	4+	-	5+	1	15	14	3	[155]
Special Rules: <i>Crushing Strength(1),Pathfinder, Spellward, Visions from the Rift</i>									

Tundra Wolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]
Special Rules: <i>Nimble, Pathfinder, Thunderous Charge(1)</i>									

Helstrikers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	9	2+	-	5+	2	18	17	4	[295]
Brew of Sharpness									[45]
Special Rules: <i>Brutal(1),Crushing Strength(1),Fly, Lifeleech(1),Thunderous Charge(1)</i> Traits: <i>Forged</i>									

Storm Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	4+	-	5+	2	D6+8	20	6	[265]
Giant Cleaver									[0]
Wind Blast (6)									[0]
Special Rules: <i>Brutal(1),Cloak of Death, Crushing Strength(4),Height(6),Strider, Slayer(D6 - Combat)</i>									
Support Ti	7	4+	-	5+	2	D6+8	20	6	[265]
Giant Club									[0]
Wind Blast (6)									[0]
Special Rules: <i>Brutal(1),Cloak of Death, Crushing Strength(4),Height(6),Strider, Rampage(D6 - Combat)</i>									

Total Units:13Total Unit Strength:22

Total Points:2300

Command Order	Target	Description
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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.
Green Rage	5	Units with the Orc or Forged Traits only. When this unit attacks in a Combat this Turn, for each successful hit that rolls a natural 6, those hits are doubled, before rolling to damage (in effect they have Blast (2)).
Up and at 'em	4	Units with the Orc Trait only. The unit gains the Wild Charge (n) special rule where n is the number of successful dice rolled to issue this order.

Special Rule	Description
Bloodfreeze	Lightning Bolt cast by this unit has the Frostbite special rule.
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.
Cloak of Death	In the Movement Phase, after this unit has completed its order, all enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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.
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.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Hellforged Weapons	If this unit attempts to issue the Green Rage Command Order, it may roll 3D6 instead of the normal 2.
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.
Lifefeech (n)	When this unit completes its to-hit and to-damage rolls in Combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of (n).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, 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.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, 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.
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.
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.
Visions from the Grand Seer	After Deployment and all Scout moves, move one friendly unit anywhere wholly within the friendly deployment zone. If both players have this ability, remove all such units and then take it in turns to redeploy them, starting with the player that finished their normal deployment first.
Visions from the Rift	After Deployment and all Scout moves, move this unit anywhere wholly within the friendly deployment zone. If both players have this ability, remove all such units and then take it in turns to redeploy them, starting with the player that finished their normal deployment first.

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.
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Spell	Description
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Host Shadowbeast Range: 12" CC, Self, Friendly Hero/Inf, Hero/Cav only	This spell can be used even if the model is Engaged. For each hit scored, instead of causing damage, until the start of its following Turn, the target may make an additional attack when attacking in Combat. These attacks are rolled separately from their normal attacks and always hit on a 3+, with the Crushing Strength (3) special rule. These attacks are never doubled or trebled or affected by artefacts, spells or any other special rules (including additional Crushing Strength above 3). A spellcaster may cast Host Shadowbeast onto themselves and can do so even when Engaged with an enemy unit. Multiple castings on the same target have no additional effect.
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.
Wind Blast Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways (on the side opposite the spellcaster) if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops just out of contact with enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on Speed 0 units.

Artefact	Description
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Helm of Confidence	The unit gains the Inspiring (Self) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.