

Warriors

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	6	3	-	5	9	12 / 14	130	-
Special Rules:	Brutal, Crushing Strength (1)							

Warriors

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	6	3	-	5	9	12 / 14	130	-
Special Rules:	Brutal, Crushing Strength (1)							

Warriors

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	6	3	-	5	9	12 / 14	130	-
Special Rules:	Brutal, Crushing Strength (1)							

Berserker Braves

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	6	4	-	4	15	- / 15	150	-
Special Rules:	Brutal, Crushing Strength (1)							

Boomers

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
Regiment	6	4	-	4	9	12 / 14	150	-
Special Rules:	Breath Attack (18), Brutal, Crushing Strength (1), Piercing (1)							

Captain

	Speed	Melee	Ranged	Defence	Attack	Nerve	Pts	Rng
1	6	3	5	5	5	13 / 15	135	-
Special Rules:	Brutal, Crushing Strength (2), Inspiring, Nimble							

Army Special Rules

Breath Attack

The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.

- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.