

Forge Fathers FACTION ORDERS

For the Forge Star (1): The unit gains the Weight of Fire (2) and Marksman Keywords. If the unit is a Vehicle the cost of this order is (2).

'Tis But a Scratch (1): The unit gains the Resilient (1) and Frenzy (2) Keywords. BOOSTED for +1 Command Point to instead gain the Resilient (2), Frenzy (2) and Vicious (Assault) Keywords. Can be used on non-Vehicle units only.

Farangir Overcomes (2): Increase each Hailstorm Pistol and/or Rifle in the unit by +1D for a Shoot action.

CHIEF BROKKR

Command Pts: 86

SP	SH	AS	AR	HP	NE	HE	Base	US
6/12	5+	4+	5+	2	5+	2	25mm	1

Counter Charge, Headstrong, Inspiring (Brokkr only), Small Unit, Tactician (B)

Command Order: Scrap Heap Challenge [Aura] (1): All friendly Brokkr units within 12" increase their Speed to 6/15 and gain Unflinching.

Weapon Stats

Unit	Weapon	Range	Dice	AP	Keywords
1 x Chief Brokkr	Burst Pistol	R12	2D	-	Blaze Away
	Heavy Forge Hammer	Assault	2D	AP2	Anti-tank
2 x Brokkr	Burst Pistol	R12	2D	-	Blaze Away
	Forge Hammer	Assault	2D	AP1	-
1 x Drone (Bomb Bot)	Bomb Bot	Assault	3D	AP3	Anti-tank

TYPE	SP	SH	AS	AR	HP	NE	HE	Base	US
Brokkr	6/12	5+	4+	5+	1	5+	2	25mm	1

BROKKR

Troop Pts: 130

SP	SH	AS	AR	HP	NE	HE	Base	US
6/12	5+	4+	5+	1	5+	2	25mm	1

Counter Charge, Headstrong

Weapon Stats

Unit	Weapon	Range	Dice	AP	Keywords
4 x Brokkr	Burst Pistol	R12	2D	-	Blaze Away
	Forge Hammer	Assault	2D	AP1	-
2 x Brokkr (Magma Rifle)	Magma Rifle	R12	2D	AP2	Anti-tank
	Assault Weaponry	Assault	1D	-	-
1 x Drone (Bomb Bot)	Bomb Bot	Assault	3D	AP3	Anti-tank

REKKHYRR

Troop Pts: 80

SP	SH	AS	AR	HP	NE	HE	Base	US
6/12	4+	5+	6+	1	4+	2	25mm	1

Headstrong

Weapon Stats

Unit	Weapon	Range	Dice	AP	Keywords
1 x Rekkhyrr Leader	Hailstorm Pistol	R12	1D	AP1	-
	Forge Hammer	Assault	2D	AP1	-
4 x Rekkhyrr	Dragon Breath Flamer	R12	2D	-	It Burns!
	Assault Weaponry	Assault	1D	-	-

STEEL WARRIORS

Troop Pts: 135

SP	SH	AS	AR	HP	NE	HE	Base	US
6/12	4+	5+	6+	1	4+	2	25mm	1

Headstrong, Suppressive Fire
Weapon Stats

Unit	Weapon	Range	Dice	AP	Keywords
1 x Steel Warrior Leader	Hailstorm Pistol	R12	1D	AP1	-
	Forge Hammer	Assault	2D	AP1	-
2 x Steel Warriors	Mk2 Hailstorm Rifle	R18	1D	AP1	Blaze Away
	Assault Weaponry	Assault	1D	-	-
1 x Steel Warrior (Hailstorm Autocannon)	Hailstorm Autocannon	R18	2D	AP1	Pinning
	Assault Weaponry	Assault	1D	-	-
1 x Steel Warrior (Mjolnir Missile Launcher)	Mjolnir Missile Launcher	R36	2D	AP4	Anti-Aircraft, Anti-tank, Targeting Systems
	Assault Weaponry	Assault	1D	-	-

HEAVY INFERNO DRILL

Support Pts: 70

SP	SH	AS	AR	HP	NE	HE	Base	US
6/9	4+	-	5+	3	5+	3	60mm	0

Bulky, Construct, Headstrong, Tracked
Weapon Stats

Unit	Weapon	Range	Dice	AP	Keywords
1 x Heavy Inferno Drill	Heavy Inferno Drill	R36	3D	AP5	Anti-tank

MASTER ARTIFICER

Command Pts: 136

SP	SH	AS	AR	HP	NE	HE	Base	US
6/12	5+	4+	6+	3	5+	2	40mm	2

Controlled Fire, Counter Charge, Headstrong, Tactician (B)
Command Order: Hammer and Tongs [Instant] (2): Recover one Health Point previously lost on a single Vehicle within 6".

Weapon Stats

Unit	Weapon	Range	Dice	AP	Keywords
1 x Master Artificer	Hailstorm Pistols	R12	2D	AP1	-
	Saw and Claw	Assault	3D	AP1	Frenzy (1)
1 x Artificer (Magma Rifle)	Magma Rifle	R12	2D	AP2	Anti-tank
	Assault Weaponry	Assault	1D	-	-
1 x Artificer (Heavy Forge Hammer)	Heavy Forge Hammer	Assault	2D	AP2	Anti-tank
1 x have Welding Laser	Welding Laser	R9	2D	AP2	Anti-tank
1 x have Buzz Saw	Buzz Saw	Assault	3D	AP1	Frenzy (1)

FORGE GUARD

Specialist Pts: 245

SP	SH	AS	AR	HP	NE	HE	Base	US
6/9	4+	5+	7+	2	3+	2	25mm	2

Controlled Fire, Headstrong, Resilient (1)
Weapon Stats

Unit	Weapon	Range	Dice	AP	Keywords
3 x Forge Guard	Mk2 Hailstorm Rifle	R18	1D	AP1	Blaze Away
	Forge Hammer	Assault	2D	AP1	-
1 x Forge Guard (Magma Cannon)	Magma Cannon	R36	2D	AP2	Anti-tank
	Forge Hammer	Assault	2D	AP1	-
1 x Forge Guard (Hailstorm Autocannon)	Hailstorm Autocannon	R18	2D	AP1	Pinning
	Forge Hammer	Assault	2D	AP1	-
1 x Forge Guard (Mjolnir Missile Launcher)	Mjolnir Missile Launcher	R36	2D	AP4	Anti-Aircraft, Anti-tank, Targeting Systems
	Forge Hammer	Assault	2D	AP1	-
	Mk2 Hailstorm Rifle	R18	1D	AP1	Blaze Away

SP	SH	AS	AR	HP	NE	HE	Base	US
6/12	5+	5+	7+	4	4+	4	60mm	2

Controlled Fire, Counter Charge, Headstrong, Heavy Armour, Vehicle, Walker

Weapon Stats

Unit	Weapon	Range	Dice	AP	Keywords
1 x Juggernaut Excavator	Mining Laser	R36	3D	AP5	Anti-tank, Slow Reload
	Power Hammer	Assault	4D	AP2	-

Type	Current	Available
Troops	3	
Command	1 + 1	0 + 1
Specialists	1	1
Support	2	0

Command Dice	Count
(B)	2
Units: 8	

KEYWORD DEFINITIONS

Anti-Aircraft	This weapon may ignore the -1 to hit modifier for shooting at vehicles with the <i>Fly</i> Keyword. A Vehicle with the <i>Fly</i> Keyword that suffers one or more damage from an Anti-Aircraft weapon will gain a Pin Marker.
Anti-tank	A Vehicle that suffers one or more damage from an Anti-Tank weapon will gain a Pin Marker. Anti-Tank weapons ignore the <i>Heavy Armour</i> Keyword on target units.
Blaze Away	Models carrying a weapon with this Keyword may perform a <i>Blaze Away</i> action or <i>Suppressive Fire Assault</i> Reaction.
Bulky	A unit containing one or more models with this Keyword cannot be placed in a Transport Vehicle or enter a building.
Construct	A unit with this Keyword cannot be Pinned.
Controlled Fire	A unit with this Keyword can perform the <i>Controlled Fire</i> Assault Reaction.
Counter Charge	A unit with this Keyword can perform the <i>Counter Charge</i> Assault Reaction.
Frenzy	A unit with this Keyword may re-roll (n) dice that failed to hit during an <i>Assault</i> .
Headstrong	When a unit with this Keyword activates it may remove a Pin Marker on a roll of 5+ on a D8. If the unit successfully removes a Pin Marker it may act as if it had not been Pinned. If 4 or less is rolled the unit will remove its Pin Marker, but will only have a single short action as per the normal rules for Pinning. An unactivated, Pinned unit with this Keyword may remove its Pin marker on a 5+ when an Assault is made against it, but may not then perform an Assault reaction.
Heavy Armour	This unit is so heavily armoured that successful damage against it must be re-rolled with only those dice that score an unmodified 5+ on the re-roll each causing a point of damage. Weapons with the <i>Anti-Tank</i> Keyword will ignore Heavy Armour.
Inspiring	A unit with this Keyword, and other friendly units within 6" of this unit, may re-roll failed Nerve tests.
It Burns!	Weapons with this Keyword always hit on a 4+, irrespective of the shooting unit's Shoot stat and any modifiers. If at least one hit is caused, the target unit must immediately take an unmodified Nerve test (before damage is rolled). If the test is failed, the target unit is marked as activated. Roll to damage the target unit as normal.
Marksman	A unit or weapon with this Keyword may re-roll any result of 1 when rolling to hit during a <i>Shoot</i> or <i>Blaze Away</i> action.
Pinning	Weapons with this Keyword will Pin a unit they hit during a <i>Shoot</i> action (even if they do not cause any damage).
Resilient	A unit with this Keyword may force a re-roll of (n) successful dice that caused damage on it. The player of the unit potentially taking the damage can choose which dice are re-rolled. Resilient may not be used by units with the <i>Construct</i> or <i>Vehicle</i> Keywords.
Slow Reload	<i>Shoot</i> actions are long actions for weapons with this Keyword. Vehicles may shoot as a short action but at -1 to hit modifier.
Small Unit	This unit consists of a small number of models who are trained to use the terrain to best advantage. <i>Shoot</i> actions against this unit suffer a -1 modifier to hit.
Suppressive Fire	A unit with this keyword may perform a <i>Suppressive Fire Assault Reaction with all models with the Blaze Away Keyword</i> .
Tactician	A unit with this Keyword will add (n) dice to the Command Dice Pool while it is In Play.
Targeting Systems	Models with this Keyword may perform a <i>Shoot</i> action against a different target unit than other models in the shooting unit. A maximum of two units may be targeted by the shooting unit in a single Shoot action. Declare all targets (and which models are shooting them) before any dice are rolled to hit. If a unit has multiple weapon options it may choose which weapons to fire at each enemy unit, but may still only target a maximum of two units. Cannot be used during an Assault Reaction.
Tracked	A unit with this Keyword may cross Difficult Terrain and Obstacles as if they were Open Terrain.
Vehicle	A unit with this Keyword is subject to the rule for Vehicles (pages 38 & 39).
Vicious	(Assault) A unit or weapon with this Keyword can re-roll all results of 1 when rolling to damage against the target's Armour value as part of an <i>Assault</i> .
Walker	A unit with this Keyword may cross Obstacles as if they were Open Terrain. It is still affected by Difficult Terrain.
Weight of	A unit or weapon with this Keyword may re-roll (n) unsuccessful dice when rolling to hit with a <i>Shoot</i> or <i>Blaze Away</i> action.

