

FORGE FATHERS

ARMY SPECIAL RULES:

All units are *Headstrong*.

All ranged weapons are *Piercing (1)*, unless otherwise specified.

ALLIES: Corporation, Rebs, Marauders, Asterians.

INFANTRY

STEEL WARRIORS

STEEL WARRIORS TEAM								Cost: 65 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	4	4+	8	24	5	5+	11/13	

Special: Can buy one Dragon Breath.

STEEL WARRIORS SECTION								Cost: 120 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	4	4+	16	24	10	5+	14/16	

Special: Can buy one BFG. Can buy one special melee weapon.

STEEL WARRIORS PLATOON								Cost: 230 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (20)	4	4+	32	24	20	5+	21/23	

Special: Can buy up to two BFGs. Can buy up to two special melee weapons.

DRAKKARIMS

DRAKKARIM TEAM								Cost: 55 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	4	4+	4	12	10	5+	11/13	

Special: Can buy one Dragon Breath. Can buy one special melee weapon.

DRAKKARIM SECTION								Cost: 95 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	4	4+	8	12	20	5+	14/16	

Special: Can buy up to two Dragon Breath. Can buy up to two special melee weapons.

DRAKKARIM PLATOON								Cost: 180 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (20)	4	4+	16	12	40	5+	21/23	

Special: Can buy up to four Dragon Breaths. Can buy up to four special melee weapons.

STORMRAGE VETERANS

STORMRAGE VETERANS TEAM								Cost: 70 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	4	3+	4	24	5	5+	11/13	

Special: Must buy two BFGs. Can buy up to two additional BFGs. Can buy one special melee weapon.

STORMRAGE VETERANS SECTION								Cost: 125 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	4	3+	8	24	10	5+	14/16	

Special: Must buy four BFGs. Can buy up to four additional BFGs. Can buy up to two special melee weapons.

FORGE GUARD

FORGE GUARD TEAM								Cost: 110 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	4	3+	8	24	5	6+	11/13	

Special: Crushing Strength (6). Can buy one BFG.

FORGE GUARD SECTION								Cost: 200 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	4	3+	16	24	10	6+	14/16	

Special: Crushing Strength (6). Can buy up to two BFGs.

VALKYRS

VALKYR TEAM								Cost: 85 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	10	4+	8	24	5	3+	12/14	

Special: Fast. Can buy one special melee weapon. Can buy one BFG.

VALKYR SECTION								Cost: 150 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	10	4+	16	24	10	3+	15/17	

Special: Fast. Can buy up to two special melee weapons. Can buy up to two BFGs.

BROKKRS

BROKKR TEAM								Cost: 45 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	5	4+	4	12	10	3+	12/14	

Special: Can buy one special melee weapon.

BROKKR SECTION								Cost: 85 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	5	4+	8	12	20	3+	15/17	

Special: Can buy up to two special melee weapons.

BROKKR PLATOON								Cost: 160 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (20)	5	4+	16	12	40	3+	22/24	

Special: Can buy up to four special melee weapons.



ORDNANCE

JOTUNN HEAVY HAILSTORM CANNON Cost: 120 pts

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Ord	4	4+	16	60	-	6+	10/12

Special: Piercing (2).

SURTR HEAVY HEAT-CANNON Cost: 110 pts

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Ord	4	4+	1	48	-	6+	10/12

Special: Blast (D6), Piercing (7).

ARMOUR

LIGHT DRAKKAR Cost: 45 pts

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Arm	12	4+	*	*	-	6+	10/12

Special: Fast, Crushing Strength (1). Must buy one BFG [A].

FIRE-WYRM Cost: 100 pts

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Arm	10	4+	*	*	-	10+	10/12

Special: Stabilised, Crushing Strength (3). Must buy one BFG [A]. Can buy two additional identical BFGs, one [R] and one [L], for +50 pts for the pair.

HEAVY DRAKKAR Cost: 170 pts

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Arm	10	4+	*	*	-	11+	10/12

Special: Stabilised, Transport (10), Crushing Strength (4). One Hailstorm autocannon [F]. Must buy two identical BFGs, one [R] and one [L], for +50 pts. Can buy an additional BFG [A] for +30 pts.

AIRCRAFT

ROOK Cost: 90 pts

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Air	-	4+	*	*	-	8+	-/12

Special: must buy four BFGs [F] (not Dragon Breaths!).

HEROES/MONSTERS

HUSCARL Cost: 35 pts

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
H/M	4	3+	3	12	3	5+	11/13

Special: Individual, Inspiring, Piercing (2), Crushing Strength (1).

Can buy one special melee weapon, reducing his normal Attacks by 1.

Can buy a second pistol, increasing his Firepower to 6, and losing the Crushing Strength rule, for +5 pts.

Can buy a Force Dome for +25 pts.

Can wear a 'Forgeguard battlesuit', increasing his Def to 6+ for +15 pts.

IRON ANCESTOR Cost: 160 pts

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
H/M	4	4+	*	*	3	10+	10/12

Special: Inspiring, Crushing Strength (7), Dragon Breath. Can buy one BFG for +15 pts, reducing its Attacks by 1. Can buy two BFGs at +30 pts for both (they can be different weapons), reducing its Attacks by 2 and its Crushing Strength to (3). Can buy a Force Dome for +40 pts.

CHIEF BROKKR Cost: 25 pts

Type	Spd	Hit	Fire	Ran	Att	Def	Ner
H/M	5	3+	2	12	5	4+	12/14

Special: Individual, Inspiring (Valkyrs and Brokkr's only), Crushing Strength (1).

Can buy one special melee weapon, reducing his normal Attacks by 1.

Can ride a 'Valkyr bike', increasing his Speed to 10 and gaining the Fast special rule for +25 pts.

WEAPONRY

BFGs

Hailstorm autocannon Cost: 30 pts

	Fire	Ran	Special
Hailstorm autocannon	4	36	Piercing (2)

Heat-cannon Cost: 30 pts

	Fire	Ran	Special
Heat cannon	1	24	Blast (D3), Piercing (7)

Mjolnir rocket launcher Cost: 30 pts

	Fire	Ran	Special
Mjolnir	1	48	Blast (D3), Piercing (5)

Dragon Breath Cost: 30 pts

Flamer (10) – see main rules.

SPECIAL MELEE WEAPONS

Heat Hammer Cost: 30 pts

Roll separately an extra die in melee for the unit. If this Attack hits, it is resolved at Crushing Strength (6).

EQUIPMENT

Force Dome Cost: see entries

The enemy must re-roll all successful rolls to damage for ranged attacks against the unit.

