

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: 85 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: 150 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: 285 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: 65 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: 120 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: 230 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: 90 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: 160 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: 140 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: 250 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: 105 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: 190 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: 60 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: 105 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: 200 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (20)	5	4+	16	12	40	3+	22/24	

Special: Can buy up to three special melee weapons.



ORDNANCE

JOTUNN HEAVY HAILSTORM CANNON Cost: 150 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: 135 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: 105 pts

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

Special: Fast, Crushing Strength (1). One BFG [A].

FIRE-WYRM Cost: 160 pts

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

Special: Stabilised, Crushing Strength (3). One BFG [A].

Can buy two additional identical BFGs, one [R] and one [L], for +60 pts for the pair instead than the listed price.

HEAVY DRAKKAR Cost: 260 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]. Two identical BFGs, one [R] and one [L].

Can buy an additional BFG [A] for +40 pts.

AIRCRAFT

ROOK Cost: 275 pts

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

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

HEROES/MONSTERS

HUSCARL Cost: 50 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 +10 pts.

Can buy a Force Dome for +30 pts.

Can wear a 'Forgeguard battlesuit', increasing his Def to 6+ for +20 pts.

IRON ANCESTOR Cost: 200 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 at half the listed price, reducing its Attacks by 1. Can buy two BFGs at half the listed price, reducing its Attacks by 2 and its Crushing Strength to (3). Can buy a Force Dome for +60 pts.

CHIEF BROKKR Cost: 40 pts

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

Special: Individual, Inspiring (Valkyrs and Brokks 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 +40 pts.

WEAPONRY

BFGs

Hailstorm autocannon Cost: 40 pts

	Fire	Ran	Special
Hailstorm autocannon	4	36	Piercing (2)

Heat-cannon Cost: 40 pts

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

Mjolnir rocket launcher Cost: 40 pts

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

Dragon Breath Cost: 40 pts

Flamer (10) – see main rules.

SPECIAL MELEE WEAPONS

Heat Hammer Cost: 25 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.

