

IRON PACT



Disciplined survivalists bound by oath and order, with the firepower to enforce both.

SIGNATURE RULES

CHAIN OF COMMAND

If the last Leader in your warband is removed from play, select a new fighter to take over: an Oathman if possible, otherwise a Specialist. They gain the Leader keyword for issuing Field Orders. This can happen once per battle.

MOMENTUM SURGE • NEW ORDERS • COST 2

Spend 2 Momentum to issue a new Field Order, replacing the currently active Order with another from the list. The new Order takes effect immediately. Doctrine is rigid; its application is not.

FIELD ORDERS

At the start of each round, if your warband has a Leader on the battlefield, choose one Field Order.

IRON MARK • FOCUS FIRE ON A SINGLE TARGET

Select a visible enemy model within Line of Sight of a Leader. Iron Pact models within 5" of a Leader gain +1 ACC when making Shooting attacks against that model.

SUPPRESSING FIRE • COVER EVERY LANE

Iron Pact models within 5" of a Leader ignore the -1 ACC penalty when making Snap Fire attacks.

LOCK FORMATION • DIG IN AND HOLD

Iron Pact models within 5" of a Leader gain +1 DEF if they have not moved this round.

BREACH AND CLEAR • SEND A FIGHTER THROUGH

Select a friendly Iron Pact model within 5" of a Leader. That model gains +1 FHT. If it Downs an enemy model in melee, it may immediately perform one Free Action.

ADVANCE • PUSH A FIGHTER FORWARD

Select a friendly model within 5" of a Leader. That model gains +2 M.

PACT DISCIPLINE • COMPOSURE IS A RESOURCE

Gain 1 Momentum. Sometimes the most disciplined order is simply: carry on.

LINE MARSHAL

LEADER COMBAT

₣ 40

5	1	4	1	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Rattlegun	15"	1	1	-	
RANGED	Slugger	8"	1	1	Sidearm	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Rifles, SMGs · **Melee:** Blades

DESIGNATE KILLZONE (ACTION)

Place a Killzone marker at a point within Line of Sight. The Killzone extends 3" from the marker. Once per activation, an Iron Pact fighter making a Shooting attack against an enemy within the Killzone may reroll one failed hit roll. A hit generated by this reroll cannot cause Damage, but still applies Nerve Tokens and Critical effects. Only one Killzone may be active per warband; placing a new one removes the previous marker.

COORDINATED FIRE

Once per round, after this model hits with a ranged attack, a friendly model within 5" gains +1 ACC on its next shooting attack this round.

GREENBRACE

CORE SCOUT

₣ 15

6	0	3	0	2
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Pipe Gun	8"	1	1	Sidearm, Crude	
RANGED	Zipgun	15"	1	1	Crude, Reload	
MELEE	Alley Cutter	1"	-	1	Crude	

PROFICIENCIES **Ranged:** Pistols, Rifles · **Melee:** Blades

UNTESTED

If this model begins its activation more than 5" from any friendly fighter that is not Downed, it must take a Nerve Test, even with no Nerve Tokens. It still takes Nerve Tests normally when required.

OATHMAN

CORE FIGHTER

₣ 25

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Scrap Repeater	15"	1	1	Crude	
RANGED	Slugger	8"	1	1	Sidearm	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Rifles, SMGs · **Melee:** Blades

OATH-FORGED RELIABILITY

When this model rolls a natural 1 with a Crude weapon, roll 1D6. On a 4+, ignore the Crude effect.

SHIELD BROTHERS

While within 3" of another friendly Iron Pact model, this model may reroll failed Nerve Tests.

BULWARK GUNNER

SPECIALIST HEAVY GUNNER

₣ 35

5	1	4	0	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Heavy Slug Spitter	20"	3	1	Unwieldy, Recoil, Raking Fire	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Launchers, Heavy Weapons · **Melee:** Blades

SUPPORT FRAME

This model ignores the Unwieldy trait when firing Heavy Weapons.

BRACED POSITION

If this model does not move during its activation, it gains +1 DEF until the start of its next activation.

WEAPON TRAITS

AS FOUND ON IRON PACT WEAPONS

CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
RAKING FIRE	Shots may be split between models within 3" of a previous target.
RECOIL	Each consecutive shot after the first suffers -1 to hit.
RELOAD	Requires 1 Action to reload after firing.
SIDEARM	Can fire in melee with no penalty.
UNWIELDY	Costs 2 actions to use this weapon.

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THE OATHLINE

SUGGESTED WARBAND

7

FIGHTERS

200

THRACKS SPENT

0

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Line Marshal	LEADER COMBAT	5	1	4	1	4	40	40
3	Oathman	CORE FIGHTER	5	1	4	1	3	25	75
1	Greenbrace	CORE SCOUT	6	0	3	0	2	15	15
2	Bulwark Gunner	SPECIALIST HEAVY GUNNER	5	1	4	0	3	35	70

MUSTERED • 1 LEADER • 4 CORE • 2 SPECIALIST

THRACKS 200 / 200

WHY THESE FIGHTERS

LINE MARSHAL

Your only source of Field Orders, and Designate Killzone turns one lane into rerolls for the whole warband.

OATHMAN X3

The 5" bubble everything else runs on. Shield Brothers rerolls Nerve, Oath-Forged Reliability shrugs off jammed Crude weapons.

GREENBRACE X1

Fifteen Thracks of body to sit on a flank objective. Keep it inside the bubble or Untested starts costing you activations.

BULWARK GUNNER X2

A 20" Heavy Slug Spitter with three attacks and Raking Fire. Support Frame cancels Unwieldy, so it fires for one action.

HOW IT PLAYS

- Deploy both Gunners with clean lanes and then leave them there. Braced Position is a free +1 DEF for standing still.
- Open with Lock Formation or Suppressing Fire. Hold Iron Mark for the round the Killzone lands on a real target.
- Everything wants to be within 5" of a Leader. Move as a block, not as seven individuals.
- Watch out: Chain of Command keeps the Orders flowing if the Marshal dies, but the Killzone dies with him.

MOMENTUM SURGE • NEW ORDERS • 2 MOMENTUM • SWAP THE ACTIVE FIELD ORDER MID-ROUND.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Gunners into position with clear lanes and then leave them. Order: Lock Formation. Everyone else advances inside the Marshal's 5" bubble.

■ ROUND 02

Designate Killzone over the lane the enemy must cross. Switch the Order to Iron Mark and focus the biggest threat down.

■ ROUND 03

Suppressing Fire, then Snap Fire anything that closes. Greenbrace slips onto the objective while the line holds its ground.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

GREENBRACE LIMIT: YOU MAY NOT FIELD MORE GREENBRACE THAN OATHMEN.