

UNBOUND FORMATIONS

FORCE COMPOSITION RULES FOR UNBOUND GAMES

Since the first draft of Unbound, one of the fundamental goals has always been to bring a sweeping, cinematic experience to the tabletop. Unbound provides players the means to recreate the grand conflicts that rage within the pages of our anthology books, allowing anyone who has ever allocated focus or forced a warbeast to take part in these epic battles. The Unbound rules are perfect for those who yearn to field an entire Protectorate interdiction on the table against a true “Legion” of Everblight.

The basic Unbound rules, which appeared in *No Quarter* #36, opened the door for players to create and play with the mighty armies they always imagined marching to war. In this latest Unbound installment, we explore a few of the special forces found within the powerful armies of the Iron Kingdoms. Unleashed in times of great conflict, these “Formations” bring new, deadly abilities to the battlefield, giving players more options when building their ultimate fighting force.

OVERVIEW

Formations are benefits available to players of Unbound games based on the composition of their armies. A player can gain the benefit of all Formations for which his army is eligible. Formations are broken down by Faction; however, the benefits are granted based on the models in the army and *not* the primary Faction of the army.

For example, if Magnus the Traitor controls three Nomad warjacks while part of a Khador army, the Nomads in the army still benefit from the Hotrods Formation.

Note that some Formations require a grouping of three or more warjacks or warbeasts in a battlegroup. These requirements must be met at the start of the game and are not contingent on the models remaining in play.



CYGNAR

STORM STRIDER BATTLE ENGINES THUNDERSTORM

Requirement: The army includes two or more Storm Strider battle engines.

Benefit: When a Storm Strider battle engine makes a d3 roll for Lightning Generator, roll 2d3 and discard the lower die roll.



DEFENDER WARJACKS HUNTER-KILLERS

Requirement: One or more of your battlegroups includes three or more Defender warjacks.

Benefit: Defender warjacks in a battlegroup with three or more Defenders gain Concerted Fire. (This activation, models in the same battlegroup with Concerted Fire gain a +1 cumulative bonus to ranged damage rolls for each other model in the battlegroup with Concerted Fire that has hit an enemy model with a ranged attack this activation.)

CHARGER WARJACKS TARGET PRACTICE

Requirement: The army includes three or more Charger warjacks.

Benefit: Charger warjacks gain Swift Hunter. (When a model with Swift Hunter destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".)

