

Brotherhood (Good)							
Villein Bowmen							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10)	5	6+	5+	3+	8	8/10	85 Bows (Range 24"), Phalanx, Piercing (1), Reload!
Troop(10)	5	6+	5+	3+	8	8/10	85 Bows (Range 24"), Phalanx, Piercing (1), Reload!
Water Elementals							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	7	4+	-	5+	18	-/17	220 Crushing Strength (1), Pathfinder, Regeneration (5+), Shambling
- Brew of Sharpness							45
Horde(6)	7	4+	-	5+	18	-/17	220 Crushing Strength (1), Pathfinder, Regeneration (5+), Shambling
- Diadem of Dragon-kind							30
Order of the Abyssal Hunt							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	3+	-	4+	18	15/18	220 Crushing Strength (1), Fury, Thunderous Charge (1), Valiant (Villeins only), Vicious (vs Monsters only)
- Maccwar's Potion of the Caterpillar							20
Regiment(10)	8	3+	-	4+	18	15/18	220 Crushing Strength (1), Fury, Thunderous Charge (1), Valiant (Villeins only), Vicious (vs Monsters only)
- Pipes of Terror							15
Order of the Forsaken							Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	10	3+	-	5+	18	15/17	265 Fly, Headstrong, Thunderous Charge (2), Valiant (Villeins only)
- Brew of Strength							30
Exemplar Redeemer							Hero (Cav)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	8	3+	-	5+	5	13/15	170 Hero (Cav), Crushing Strength (1), Headstrong, Individual, Inspiring, Regeneration (5+), Thunderous Charge (2), Valiant
- War-bow of Kaba							5
Devoted							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	5+	-	4+	1	11/13	60 Hero (Inf), Blizzard (2), Critter's Call (8), Heal (2), Individual
- Blizzard (2) (L)							30
- Critter's Call (8) (L)							20
- Myrddin's Amulet of the Fire-heart							10
(1)	9	5+	-	4+	1	11/13	60 Hero (Cav), Heal (2), Individual, Weakness (2)

- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)	15
- Weakness (2)	20
- Inspiring Talisman	20

Exemplar Adjutant **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	5+	-	5+	1	10/12	55	Hero (Cav), Headstrong, Individual, Inspiring, Valiant
- Mount on a barded horse, increasing Speed to 8 and Defense to 5+ and changing to Hero (Cav)							20	
- Lute of Insatiable Darkness							25	

Tsunami[1] **Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	35	Formation: Tsunami

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Blizzard	36" Range, Blast (D6). Indirect.
Brew of Sharpness	The unit has +1 to hit in melee.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Critter's Call	24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Diadem of Dragon-kind	The unit has the Breath Attack (10) rule.
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
Formation: Tsunami	Formation must contain: 2x Water Elementals Hordes 1x Exemplar Redeemer Each unit of Water Elementals in this formation is granted the Thunderous Charge (1) special rule. The Exemplar Redeemer in this formation is granted the Surge (8) spell.
Fury	While wavered, this unit may declare a Counter-Charge.
Headstrong	Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
Heal	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Individual	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
- Lute of Insatiable Darkness** This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Myrddin's Amulet of the Fire-heart** Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.
- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Pipes of Terror** The unit has the Brutal special rule.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
- Valiant** Identical to Rallying!(1) except only Villeins can benefit. Rallying!(1) - Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- War-bow of Kaba** The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 24" and, when rolling to hit, the unit uses a basic Ra value of 4+, regardless of its actual Ra value. The roll to hit is affected as normal by to-hit modifiers, and if a hit is scored, it is resolved at Piercing (1).

Weakness 24" Range. May target enemy units that are engaged in combat. Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage however). This effect only applies once – multiple castings on the same target have no effect.