

JON GUNNS - FRANTICON DOUBLES



LEAGUE OF RHORDIA

NEUTRAL

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	20/22	200
Indomitable Will									10
Exchange Spears for Pikes, gaining Ensnare									30
									[240]
Phalanx, Ensnare									
Keywords: Human									

Halfling Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	4	-	4	3	3	16	13/15	150
Sir Jesse's Boots of Striding									15
Nimble, Thunderous Charge (1)									[165]
Keywords: Halfling									
Regiment(10)	8	4	-	4	3	3	16	13/15	[150]
Nimble, Thunderous Charge (1)									
Keywords: Halfling									

Army Standard Bearer

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	9/11	50
Lute of Insatiable Darkness									25
									[75]
Individual, Very Inspiring									
Keywords: Human									

Wizard

Hero (Inf)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	10/12	50
Inspiring Talisman									20
Bane Chant (2)									20
									[90]
Individual									
Spells: Fireball (6), Bane Chant (2)									
Keywords: Human									

Dogs of War [1]

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	30	20/22	270
Indomitable Will									10
									[280]
Ensnare, Phalanx									
Keywords: Human									

Total Unit Strength: 14

Total Core: 1000 (100%)

Total Units: 6



SPECIAL RULES AND SPELLS:

Bane Chant

Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains *Crushing Strength* (+1). This effect only applies once - multiple castings on the same target have no additional effect.

Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
Individual	See page 34.
Indomitable Will	Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game.
Indomitable Will	Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.