

JON GUNNS - FRANTICON SINGLES



LEAGUE OF RHORDIA

NEUTRAL

Pole-Arms Block

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	3	2	3	12	13/15	105
Custom name: Pole Arms (Green) Fire-Oil Indomitable Will									5 10 [120]
Crushing Strength (1) Keywords: Human									
Regiment(20)	5	4	-	3	2	3	12	13/15	105
Custom name: Pole Arms (Grey) Indomitable Will									10 [115]
Crushing Strength (1) Keywords: Human									

Honour Guard

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	5	4	3	18	16/18	240
Brew of Strength Indomitable Will									40 10 [290]
Crushing Strength (1), Iron Resolve, Thunderous Charge (2) Keywords: Aralez, Human									

Mammoth

Monster (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	5	1	12	-/18	[220]
Brutal, Crushing Strength (2), Strider, Thunderous Charge (2) Keywords: Beast									

Duke on Ancient Winged Aralez

Hero (Mon)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	5	1	7	15/17	[230]
Crushing Strength (2), Fly, Iron Resolve, Nimble, Radiance of Life, Thunderous Charge (1), Very Inspiring Keywords: Human									

Baron

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	4	10/12	60
Mace of Crushing Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									5 25 [90]
Crushing Strength (1), Individual, Very Inspiring (Human only) Keywords: Human									

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	
Conjurer's Staff Bane Chant (2)									10	
Individual Spells: Fireball (6), Bane Chant (2) Keywords: Human									20	
									[80]	

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	
Ensnare, Phalanx Keywords: Human									[280]	

Battle Shrine [1]										Monster (Cht) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	5	1	6	-/14	[150]	
Crushing Strength (1), Rallying (2) Spells: Lightning Bolt (6) Keywords: Human, Shrine										

Total Unit Strength: 16
 Total Core: 1650 (100%)

Total Units: 10



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 <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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> .
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
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.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.

Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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.