



LEAGUE OF RHORDIA

NEUTRAL

Crossbow Block

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	5	3	2	3	20	20/22	200
Fire-Oil Exchange Crossbows for Rifles: 24", Piercing (2), Pot Shot									5
Rifles (24", Piercing (2), Pot Shot) Keywords: Human									25
									[230]

Halfling Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	3	-	5	3	4	32	20/22	315
Hammer of Measured Force Relentless									20
Nimble, Spellward, Thunderous Charge (1), Relentless Keywords: Halfling, Ravenous									5
									[340]

Mounted Scouts*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	5	3	3	2	14	13/15	[155]
Nimble Shortbows (18", Steady Aim) 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
Sir Jesse's Boots of Striding									15
Crushing Strength (1), Iron Resolve, Thunderous Charge (2) Keywords: Aralez, Human									[255]
Horde(6)	7	3	-	5	4	3	18	16/18	240
Maccwar's Potion of the Caterpillar									20
Crushing Strength (1), Iron Resolve, Thunderous Charge (2) Keywords: Aralez, Human									[260]

Volley Gun

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	5	4	2	0	12	9/11	[80]
Volley Gun (24", Piercing (2), Reload) Keywords: Artillery, Human									
1	4	-	5	4	2	0	12	9/11	[80]
Volley Gun (24", Piercing (2), Reload) Keywords: Artillery, Human									

Cannon

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	5	4	2	0	2	9/11	[100]
Cannon (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+) Keywords: Artillery, 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), Rampage (Melee - D6), 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	
Blade of Slashing										
Crushing Strength (2), Fly, Iron Resolve, Nimble, Radiance of Life, Thunderous Charge (1), Very Inspiring										
Keywords: Human										
Halfling Master Sergeant										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	3	10/12	55	
Lute of Insatiable Darkness										
Mount on a war pony, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										
Crushing Strength (1), Individual, Inspiring, Spellward										
Keywords: Halfling, Ravenous										
Wizard										Hero (Cav) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	10/12	50	
Conjurer's Staff										
Heal (3)										
Replace Fireball (6) with Lightning Bolt (3)										
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										
Knowledgeable [1] - Spellcaster tier +1										
Library Veil of Shadows [1](3)										
Individual										
Spells: Heal (3), Lightning Bolt (3), Veil of Shadows [1] (3)										
Keywords: Human										
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										
The Loyalists [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Halfling Braves (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	4	5	-	4	2	3	25	19/21	[140]	
Headstrong, Iron Resolve, Stealthy										
Keywords: Expendable, Halfling										
Horde(40)	4	5	-	4	2	3	25	19/21	[140]	
Headstrong, Iron Resolve, Stealthy										
Keywords: Expendable, Halfling										

Halfling Knights (F)									Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	8	3	-	5	3	1	8	10/12	[120]
Headstrong, Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Halfling, Ravenous									
Troop(5)	8	3	-	5	3	1	8	10/12	[120]
Headstrong, Iron Resolve, Nimble, Spellward, Thunderous Charge (1) Keywords: Halfling, Ravenous									
Halfling Master Sergeant (F)									Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	3	10/12	75
Pipes of Terror									10
Mount on a war pony, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25
Loyalist Standard [1] - gain Aura (Spellward)									15
									[125]
Aura (Elite (Melee) - Halfling only), Crushing Strength (1), Headstrong, Individual, Inspiring, Iron Resolve, Spellward, Aura (Spellward) Keywords: Halfling									

Total Unit Strength: 26
Total Core: 3000 (100%)

Total Units: 18



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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 no value is specified, the unit has Brutal (1). 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.
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.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Ignore Cover	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
Individual	See page 34 (page 30 in gamers edition)
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.
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 Chant (2) spell.
Macewar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.

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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
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 value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
Relentless	Once per game, when attacking a unit in melee that currently has at least one point of damage, the unit may reroll up to 3 of the dice that failed to hit.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
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.