

RHORDIA 2.5K MASTERS TOM R



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 Exchange Spears for Pikes, gaining Ensnare									10
Phalanx, Ensnare Keywords: Human									30
									[240]

Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	3	-	5	3	4	32	21/23	330
Brew of Strength Indomitable Will									40
Headstrong, Thunderous Charge (2) Keywords: Human, Knight									10
									[380]

Mounted Scouts*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	5	3	3	1	7	10/12	[100]
Nimble Shortbows (18", Steady Aim) Keywords: Human									
Troop(5)	9	4	5	3	3	1	7	10/12	[100]
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
Brew of Sharpness Indomitable Will									45
Crushing Strength (1), Iron Resolve, Thunderous Charge (2) Keywords: Aralez, Human									10
									[295]
Horde(6)	7	3	-	5	4	3	18	16/18	240
Maccwar's Potion of the Caterpillar Indomitable Will									20
Crushing Strength (1), Iron Resolve, Thunderous Charge (2) Keywords: Aralez, Human									10
									[270]

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									
1	4	-	5	4	2	0	12	9/11	[80]
Volley Gun (24", Piercing (2), Reload) Keywords: Artillery, Human									

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										
Wizard										Hero (Lrg Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	4	4	1	1	10/12	50	
Inspiring Talisman Bane Chant (2) Mount on a Pegasus, losing Individual, gaining Fly and Nimble as well as increasing Speed to 10 and changing to Hero (Lrg Cav - Height: 4, Unit Strength: 1) Replace Fireball (6) with Lightning Bolt (3)										
Fly, Nimble Spells: Bane Chant (2), Lightning Bolt (3) Keywords: Human										
1	10	5	-	4	4	1	1	10/12	50	
Mount on a Pegasus, losing Individual, gaining Fly and Nimble as well as increasing Speed to 10 and changing to Hero (Lrg Cav - Height: 4, Unit Strength: 1) Replace Fireball (6) with Lightning Bolt (3)										
Fly, Nimble Spells: Lightning Bolt (3) Keywords: Human										
1	10	5	-	4	4	1	1	10/12	50	
Mount on a Pegasus, losing Individual, gaining Fly and Nimble as well as increasing Speed to 10 and changing to Hero (Lrg Cav - Height: 4, Unit Strength: 1) Replace Fireball (6) with Lightning Bolt (3)										
Fly, Nimble Spells: Lightning Bolt (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										

Total Unit Strength: 21
Total Core: 2300 (100%)

Total Units: 14



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 Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
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.
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.
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.

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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar'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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.