

Blood Orange 2

2300 / 2300 VALID

Kingdoms of Men [2300]

Shield Wall	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [175] Indomitable Will Special Rules: Indomitable Will Keywords: Human	5	4+	-	4+	4	25	20/22	2	[165] [10]

Spear Phalanx	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [190] Indomitable Will Special Rules: Phalanx, Indomitable Will Keywords: Human	5	4+	-	4+	4	30	20/22	2	[180] [10]

Fanatics	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [240] Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Human	5	3+	-	3+	4	30	-/22	2	[240]

Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [200] Indomitable Will Special Rules: Headstrong, Thunderous Charge(2), Indomitable Will Keywords: Human, Knight	8	3+	-	5+	3	16	14/16	3	[190] [10]
Cav Regiment [200] Indomitable Will Special Rules: Headstrong, Thunderous Charge(2), Indomitable Will Keywords: Human, Knight	8	3+	-	5+	3	16	14/16	3	[190] [10]
Cav Regiment [200] Indomitable Will Special Rules: Headstrong, Thunderous Charge(2), Indomitable Will Keywords: Human, Knight	8	3+	-	5+	3	16	14/16	3	[190] [10]

Cannon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [100] Cannon (48", Blast(D3+1), Ignores Concealed, Piercing(3), Reload, Shattering) Grapeshot (12", Att: 10, Always hits on 6+, Piercing(1)) Special Rules: Secured Position Keywords: Artillery, Human	5	-	5+	4+	0	2	9/11	2	[100]
WE 1 [100] Cannon (48", Blast(D3+1), Ignores Concealed, Piercing(3), Reload, Shattering) Grapeshot (12", Att: 10, Always hits on 6+, Piercing(1)) Special Rules: Secured Position Keywords: Artillery, Human	5	-	5+	4+	0	2	9/11	2	[100]
WE 1 [100] Cannon (48", Blast(D3+1), Ignores Concealed, Piercing(3), Reload, Shattering) Grapeshot (12", Att: 10, Always hits on 6+, Piercing(1)) Special Rules: Secured Position Keywords: Artillery, Human	5	-	5+	4+	0	2	9/11	2	[100]

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Cleaver Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]

General	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [120] Horse Mount Special Rules: Crushing Strength(1), Individual, Mighty, Very Inspiring Keywords: Human	8	3+	-	5+	0	5	12/14	3	[85] [35]
Hero (Cav) 1 [120] Horse Mount Special Rules: Crushing Strength(1), Individual, Mighty, Very Inspiring Keywords: Human	8	3+	-	5+	0	5	12/14	3	[85] [35]

Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [50] Special Rules: Aura(Life Leech (+1) - Infantry only), Individual, Very Inspiring Keywords: Human	5	5+	-	4+	0	1	9/11	2	[50]

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [45] Hex(2) Special Rules: Individual Keywords: Human	5	5+	-	4+	0	1	10/12	2	[30] [15]

[F] Bowmen (Outlaws) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [80] Bows (24", Steady Aim) Special Rules: Volley Fire Keywords: Human	5	5+	5+	3+	1	8	9/11	2	[80]

[F] Bowmen (Outlaws) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [80] Bows (24", Steady Aim) Special Rules: Volley Fire Keywords: Human	5	5+	5+	3+	1	8	9/11	2	[80]

[F] The Brigand (Outlaws) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75] Recurve Bow (24", Piercing(1)) Special Rules: Crushing Strength(1), Individual, Inspiring, Volley Fire Keywords: Human, Tracker	5	3+	4+	4+	0	4	11/13	2	[75]

Total Units: 17 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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 Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Ignores Concealed	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting a Concealed Target (although the target unit may still benefit from Cover from another source (e.g. by being Obscured)).
Individual	See the Rules Chapter for Individuals
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	If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly 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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Secured Position	This unit is considered a Scoring Unit with a Unit Strength of 0. Units with this rule add +1 to their US so long as they are outside of 6" of enemy units.
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 Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.

Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 Crushing Strength (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 Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Volley Fire	When issued a Halt order, the unit may choose to have both the Indirect Fire and Ignores Obscured special rules for the rest of the Turn.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	