

Flo's Order of The Golden Sash

2300 / 2300 VALID



Kingdoms of Men [2300]

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [240] Indomitable Will Fire-Oil <i>Special Rules: Indomitable Will, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration)</i> Keywords: Human, Knight	5	3+	-	5+	4	25	21/23	2	[225] [10] [5]
Inf Horde [235] Indomitable Will Two-handed Weapons <i>Special Rules: Indomitable Will, Crushing Strength(1)</i> Keywords: Human, Knight	5	3+	-	4+	4	25	21/23	2	[225] [10] [0]

Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Horde [370] Brew of Sharpness <i>Special Rules: Headstrong, Thunderous Charge(2)</i> Keywords: Human, Knight	8	2+	-	5+	4	32	21/23	3	[325] [45]

Beast Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [280] Gain Fly and Speed 10 Gain Thunderous Charge (1) and Vicious Indomitable Will <i>Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will</i> Keywords: Beast, Human	10	3+	-	5+	3	18	15/17	4	[210] [40] [20] [10]
Lrg Cav Horde [300] Gain Fly and Speed 10 Gain Thunderous Charge (1) and Vicious Indomitable Will Brew of Haste <i>Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will</i> Keywords: Beast, Human	11	3+	-	5+	3	18	15/17	4	[210] [40] [20] [10] [20]

General on Winged Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [190] <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring</i> Keywords: Beast, Human	10	3+	-	5+	1	7	14/16	5	[190]
Hero (Mon) 1 [190] <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring</i> Keywords: Beast, Human	10	3+	-	5+	1	7	14/16	5	[190]
Hero (Mon) 1 [190] <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring</i> Keywords: Beast, Human	10	3+	-	5+	1	7	14/16	5	[190]

The Monarch [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [305] Wings Crown of Chivalry <i>Special Rules: Crushing Strength(3), Very Inspiring, Fly, Nimble, Rallying(2 - Knight only)</i> Keywords: Beast, Human	10	3+	-	5+	2	10	17/19	6	[235] [50] [20]

Total Units:

9

Total Unit Strength:

23

Total Primary Core Points:

2300 (100.0%)

Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble 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.

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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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 Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration) and the Piercing special rule (+1 - vs. units with Regeneration).
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.