War of the roses 2k

2000 / 2000 VALID

1st Battalion

Baron on Winged Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	9	3+	-	5+	2	8	14	4	[205]
Torc of Command									[15]
Special Rules: *Crushing Strength(2),Fly, Very Inspiring*									

Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									
Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									
Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									
Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									

Light Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	4+	-	4+	1	7	12	3	[95]
Special Rules: *Feint, Thunderous Charge(1)*									
Specialist Cav Troop	9	4+	-	4+	1	7	12	3	[95]
Special Rules: *Feint, Thunderous Charge(1)*									

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	**9**	3+	-	5+	2	20	17	4	[305]
Change Sp to 9 and Gain Fly									[50]
The Scrying Gem									[25]
Special Rules: *Crushing Strength(2),Thunderous Charge(1),Fly* ***Traits:*** *Noble*									

Mammoth	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	8	4+	-	5+	2	12	18	5	[250]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Rampage(D6 - Combat),Strider, Thunderous Charge(2),Wild Charge(1)*									
Support Mon (Cht)	8	4+	-	5+	2	12	18	5	[250]
Special Rules: *Brutal(1),Crushing Strength(2),Fearless, Rampage(D6 - Combat),Strider, Thunderous Charge(2),Wild Charge(1)*									

Total Units: 10 **Total Unit Strength:** 18
Total Points: 2000

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Indomitable Will	4	The unit gains the Headstrong and Inspiring (Self) special rules until the start of its next turn.
Brace for Impact	5	Unengaged units with the Stoic Trait only. Unless the unit moves At the Double! or Charges this Turn, until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeting by any attacks in its front facing.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.

Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

Artefact	Description
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Torc of Command	Command Orders attempted by this unit can be issued to units within 18" instead of the normal 12".