

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 | [195] |
| Healing Brew | | | | | | | | | [5] |
| Special Rules: <i>Crushing Strength(2), Fly, Very Inspiring</i> | | | | | | | | | |

| Army Standard Bearer [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|------|
| Champion Hero (Inf) | 5 | 5+ | - | 4+ | 1 | 1 | 11 | 2 | [95] |
| Shroud of the Saint | | | | | | | | | [25] |
| Heal (3) | | | | | | | | | |
| Special Rules: <i>Individual, Very Inspiring, Yielding</i> | | | | | | | | | |

| Hero [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Champion Hero (Cav) | 8 | 3+ | - | 5+ | 1 | 3 | 12 | 3 | [130] |
| Horse | | | | | | | | | [15] |
| Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Rallying(Stoic or Noble Traits only), Bob or Amanda</i> | | | | | | | | | |

| Wizard [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Champion Hero (Inf) | 5 | 5+ | - | 4+ | 1 | 1 | 12 | 2 | [120] |
| Ej Periscope | | | | | | | | | [5] |
| Heal (3) | | | | | | | | | [15] |
| Blizzard(4) | | | | | | | | | [40] |
| Special Rules: <i>Individual, Yielding, Leaper</i> Traits: <i>Spellcaster</i> | | | | | | | | | |

| Bowmen | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|-----------------------------|----|----|----|----|----|-----|----|----|------|
| Core Inf Regiment | 5 | 5+ | 6+ | 3+ | 2 | 10 | 15 | 2 | [95] |
| Bows (24") | | | | | | | | | |
| Traits: <i>Stoic</i> | | | | | | | | | |

| Halberdiers | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|------|
| Core Inf Regiment | 5 | 4+ | - | 3+ | 2 | 12 | 15 | 2 | [90] |
| Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Mercenary, Stoic</i> | | | | | | | | | |
| Core Inf Regiment | 5 | 4+ | - | 3+ | 2 | 12 | 15 | 2 | [90] |
| Special Rules: <i>Crushing Strength(1)</i> Traits: <i>Mercenary, Stoic</i> | | | | | | | | | |

| Shield Wall | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|-----------------------------|----|----|----|----|----|-----|----|----|------|
| Core Inf Regiment | 5 | 4+ | - | 4+ | 2 | 12 | 15 | 2 | [90] |
| Traits: <i>Stoic</i> | | | | | | | | | |

| Knights | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Core Cav Regiment | 8 | 3+ | - | 5+ | 2 | 18 | 16 | 3 | [215] |
| Sir Jesse's Boots of Striding | | | | | | | | | [15] |
| Special Rules: <i>Headstrong, Thunderous Charge(3)</i> Traits: <i>Noble</i> | | | | | | | | | |

| Dogs of War | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Specialist Inf Horde | 5 | 3+ | - | 5+ | 4 | 25 | 24 | 2 | [210] |
| Hann's Sanguinary Scripture | | | | | | | | | [10] |
| Special Rules: <i>Lifeleech(1)</i> Traits: <i>Mercenary</i> | | | | | | | | | |

| Foot Guard | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|----|----|-------|
| Specialist Inf Regiment | 5 | 3+ | - | 4+ | 2 | 15 | 16 | 2 | [135] |
| Two-handed Weapons | | | | | | | | | [0] |
| Special Rules: <i>Elite(Combat), Crushing Strength(1)</i> Traits: <i>Noble</i> | | | | | | | | | |

| Halfling Poachers [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|----|----|-------|
| Specialist Inf Regiment | 5 | 4+ | 5+ | 3+ | 2 | 12 | 15 | 2 | [145] |
| Bows (24") | | | | | | | | | |
| Special Rules: <i>Pathfinder, Scout, Spellward, Stealthy</i> Traits: <i>Mercenary</i> | | | | | | | | | |

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|-----------------------|---|
| Rallying | Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range. |
| Reload | The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase. |
| Scout | The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal. |
| Shattering (n) | If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) 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. |
| 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. |
| Stealthy | Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier. |
| 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. |
| Yielding | Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal. |

| Spell | Description |
|--|--|
| Blizzard Range: 30" Magical Missile | Blast (D3), Frostbite, Piercing (1). |
| Heal Range: 12" Friendly, Self, CC | For each hit scored, instead of causing damage, remove a point of damage from the target unit. |

| Artefact | Description |
|-------------------------------|--|
| Healing Brew | Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered. |
| Mace of Crushing | Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage. |
| Hann's Sanguinary Scripture | The unit gains the Lifeleech (+1) special rule. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn. |
| Ej Periscope | Infantry only. The hero gains the Leaper special rule. |
| Shroud of the Saint | The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2. |