Joanna Mitchell - War Up North

2500 / 2500 VALID

1st Battalion

Dragon Kindred Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	4+	5+	2	10	19	5	[315]
Mace of Crushing									[5]
Dragon's Breath (12")									
Special Rules: *Crushing Strength(3),Elite(Combat),Fly, Inspiring*									

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[80]
Special Rules: *Elite(Combat),Individual, Very Inspiring, Yielding*									

Mage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	13	2	[150]
Inspiring Talisman									[30]
Blizzard(4)									[40]
Special Rules: *Elite(Spells),Individual, Yielding, Inspiring* ***Traits:*** *Spellcaster*									

Kindred Archers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	5+	5+	4+	2	10	16	2	[130]
Bows (24")									
Special Rules: *Elite(Ranged)* ***Traits:*** *Kindred*									
Core Inf Regiment	6	5+	5+	4+	2	10	16	2	[130]
Bows (24")									
Special Rules: *Elite(Ranged)* ***Traits:*** *Kindred*									

Kindred Tallspears	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	4+	-	4+	2	15	16	2	[120]
Special Rules: *Elite(Combat),Phalanx* ***Traits:*** *Kindred*									
Core Inf Regiment	6	4+	-	4+	2	15	16	2	[120]
Special Rules: *Elite(Combat),Phalanx* ***Traits:*** *Kindred*									

Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	3+	-	5+	4	25	25	2	[270]
Fire-Oil									[5]
Special Rules: *Crushing Strength(1 / +1 vs. units with Regeneration),Elite(Combat),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Kindred*									
Core Inf Horde	**7**	3+	-	5+	4	25	25	2	[285]
Brew of Haste									[20]
Special Rules: *Crushing Strength(1),Elite(Combat)* ***Traits:*** *Kindred*									

Critters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: *Fly, Height(1),Pathfinder, Vicious(Combat)* ***Traits:*** *Sylvan*									
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: *Fly, Height(1),Pathfinder, Vicious(Combat)* ***Traits:*** *Sylvan*									

Stormwind Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	9	3+	-	5+	2	18	16	3	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Elite(Combat),Thunderous Charge(3)*									

Drakon Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[260]
Hann's Sanguinary Scripture									[10]
Special Rules: *Crushing Strength(1),Elite(Combat),Fly, Thunderous Charge(1),Lifeleech(1)*									

Bolt Thrower [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	6	-	5+	4+	1	2	12	2	[80]
Bolt Thrower (48", Blast (D3),Elite(Ranged),Piercing (2),Reload)									
Support War Eng	6	-	5+	4+	1	2	12	2	[80]
Bolt Thrower (48", Blast (D3),Elite(Ranged),Piercing (2),Reload)									

Dragon Breath [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	6	-	4+	4+	1	15	12	2	[115]
Dragon Breath (12", Elite(Ranged),Shattering (1))									

Total Units: 16 **Total Unit Strength:** 29
Total Points: 2500

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.
Hunting Cat	4	Units with the Kindred Trait only. The unit may make a ranged attack with the following profile (12", Att: 6) and this hits on a 3+ regardless of modifiers.
Rodinar's Presence	4	The unit gains the Headstrong and Inspiring (Self) special rules until the start of its next Turn.

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
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.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Lifeleech (n)	When this unit completes its to-hit and to-damage rolls in Combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of (n).
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
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.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
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).

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).
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.
Brew of Haste	This unit increases its Speed stat by +1.
Inspiring Talisman	The hero gains the Inspiring special rule.