

1st Battalion

High Paladin	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav) Horse <i>Special Rules: Crushing Strength(1), Headstrong, Individual, Inspiring, Iron Resolve(1), Thunderous Charge(2)</i>	8	3+	-	5+	2	6	15	3	[180] [30]
War Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Heal (3) Bane Chant (2) <i>Special Rules: Crushing Strength(1), Individual, Inspiring, Iron Resolve(1), Yielding, Cleanse Traits: Spellcaster</i>	5	5+	-	4+	1	1	13	2	[120] [15] [20]
Ogre Palace Guard Captain [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf) <i>Special Rules: Brutal(1), Crushing Strength(2), Inspiring, Iron Resolve(1)</i>	6	3+	-	5+	1	5	15	3	[155]
Men-at-arms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment <i>Special Rules: Iron Resolve(1) Traits: Faithful</i>	5	4+	-	4+	2	12	15	2	[95]
Core Inf Regiment <i>Special Rules: Iron Resolve(1) Traits: Faithful</i>	5	4+	-	4+	2	12	15	2	[95]
Core Inf Horde Spears <i>Special Rules: Iron Resolve(1), Phalanx Traits: Faithful</i>	5	4+	-	4+	4	30	24	2	[185] [20]
Gur Panthers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop <i>Special Rules: Height(2), Nimble, Pathfinder, Vicious(Combat)</i>	10	4+	-	3+	1	6	11	2	[95]
Core (Aux) Cav Troop <i>Special Rules: Height(2), Nimble, Pathfinder, Vicious(Combat)</i>	10	4+	-	3+	1	6	11	2	[95]
Sisterhood Scouts	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment Bows (24", Vicious(Ranged)) <i>Special Rules: Iron Resolve(1), Scout Traits: Faithful</i>	5	4+	5+	3+	2	12	16	2	[145]
Ogre Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment <i>Special Rules: Brutal(1), Crushing Strength(2), Iron Resolve(1)</i>	6	3+	-	5+	2	18	17	3	[215]
Paladin Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment Sir Jesse's Boots of Striding <i>Special Rules: Headstrong, Iron Resolve(1), Thunderous Charge(3) Traits: Faithful</i>	8	3+	-	5+	2	18	17	3	[230] [15]
Elohi	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Regiment Brew of Strength <i>Special Rules: Crushing Strength(2), Fearless, Fly, Inspiring, Iron Resolve(1)</i>	10	3+	-	5+	2	20	18	3	[330] [40]
Phoenix [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti Firesparks (18", Att: 10) <i>Special Rules: Crushing Strength(1), Fly, Radiance of Life, Regeneration(4+)</i>	8	3+	4+	3+	2	3	17	5	[180]
Support Ti Firesparks (18", Att: 10) <i>Special Rules: Crushing Strength(1), Fly, Radiance of Life, Regeneration(4+)</i>	8	3+	4+	3+	2	3	17	5	[180]

Total Units:
Total Points:

14
2300

Total Unit Strength:

26

Command Order	Target	Description
Aegis of Kolosu	4	Units with the Faithful Trait only. For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.
For the Glory of the Hegemon	5	Infantry, Heavy Infantry, and Cavalry units only. The unit gains the Elite (Combat) special rule until the end of the Turn.

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.
Cleanse	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
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.
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.
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.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
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.
Radiance of Life	In the Movement Phase, after this unit has completed its order, this unit (regardless of any qualifier) and all friendly units within 6" of this unit remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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.
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.
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
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.
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
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 Strength	The unit gains the Crushing Strength (+1) special rule.