

1st Battalion

Baron	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	5	14	2	[150]
Banner of Command									[20]
Special Rules: Crushing Strength(1),Individual, Very Inspiring									

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[70]
Special Rules: Individual, Very Inspiring, Yielding									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[110]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Special Rules: Individual, Yielding, Inspiring Traits: Spellcaster									

Halberdiers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	3+	4	25	24	2	[170]
Hann's Sanguinary Scripture									[10]
Special Rules: Crushing Strength(1),Lifeleech(1) Traits: Mercenary, Stoic									

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: Headstrong, Thunderous Charge(3) Traits: Noble									

Dogs of War	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	4+	-	5+	4	25	24	2	[270]
Pikes									[70]
Special Rules: Ensnare, Phalanx Traits: Mercenary									
Specialist Inf Horde	5	4+	-	5+	4	25	24	2	[270]
Pikes									[70]
Special Rules: Ensnare, Phalanx Traits: Mercenary									
Specialist Inf Horde	5	2+	-	4+	4	25	24	2	[245]
Two-handed Weapons									[0]
Brew of Sharpness									[45]
Special Rules: Crushing Strength(1) Traits: Mercenary									

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

Shrine [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	5	4+	-	5+	2	5	15	5	[165]
Lightning Bolt (6)									[0]
Special Rules: Fearless, Rallying, Faith in Humanity									

Total Units: 14
Total Points: 2300

Total Unit Strength: 33

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
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.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Faith in Humanity	For each friendly unit with the Stoic Trait within 6", increase the amount of dice rolled with the Shrine's Lightning Bolt by 1 to a maximum bonus of +3.
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.
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.
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.
Lifefeech (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).
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
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.
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
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.
Lightning Bolt Range: 24"	Piercing (1)

Artefact	Description
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 Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.
Inspiring Talisman	The hero gains the Inspiring special rule.