Pride of The Shire V

2400 / 2400 VALID

1st Battalion

Duke (on Great Winged Beast) [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Mon)	9	3+	-	5+	2	10	17	5	[280]
Special Rules: *Aura(Iron Resolve (+1)),Crushing Strength(3),Elite(Combat),Fly, Very Inspiring*									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[140]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Host Shadowbeast(8)									[30]
Special Rules: *Individual, Yielding, Inspiring* ***Traits:*** *Spellcaster*									

Shield Wall	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	**15**	15	2	[115]
Spears									[20]
War-Bow of Kaba									[5]
War-Bow of Kaba (24", Att: 1, Piercing (1))									
Special Rules: *Phalanx* ***Traits:*** *Stoic*									
Core Inf Regiment	5	4+	-	4+	2	**15**	15	2	[110]
Spears									[20]
Special Rules: *Phalanx* ***Traits:*** *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*									
Core Cav Regiment	8	**2+**	-	5+	2	18	16	3	[245]
Brew of Sharpness									[45]
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*									

Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	4+	-	5+	2	D6+8	20	6	[225]
Giant Cleaver									[0]
Special Rules: *Brutal(1), Crushing Strength(4), Height(6), Strider, Slayer(D6 - Combat)*									

2nd Battalion

Baron	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	**8**	3+	-	5+	2	5	14	**3**	[170]
Horse									[25]
Scythe of the Harvester									[15]
Special Rules: *Crushing Strength(1),Individual, Very Inspiring, Rampage(D3)*									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[95]
Bane Chant (2)									[20]
Heal (3)									[15]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									

Bowmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	6+	3+	4	20	22	2	[160]
Fire-Oil									[5]
Bows (24")									
Special Rules: *Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Stoic*									

Foot Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
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*									
Core Inf Regiment	5	3+	-	5+	2	15	16	2	[175]
Brew of Strength									[40]
Special Rules: *Elite(Combat),Crushing Strength(1)* ***Traits:*** *Noble*									

Total Units: 14
Total Points: 2400

Total Unit Strength: 28