Banbury Dualing Barons

2400 / 2400 VALID

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]
Mace of Crushing									[5]
Special Rules: *Crushing Strength(2),Fly, Very Inspiring*									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[95]
Celestial Restoration(3)									[35]
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	[170]
Black Powder Weapons									[15]
Black Powder Weapons (24", Piercing (2),Reload)									
Traits: *Stoic*									

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

Shield Wall	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	**30**	24	2	[180]
Spears									[25]
Special Rules: *Phalanx* ***Traits:*** *Stoic*									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[90]
Traits: *Stoic*									

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	7	3+	-	5+	2	20	17	4	[230]
Special Rules: *Crushing Strength(2), Thunderous Charge(1)* ***Traits:*** *Noble*									
Support Lrg Cav Regiment	7	3+	-	5+	2	20	17	4	[230]
Special Rules: *Crushing Strength(2), Thunderous Charge(1)* ***Traits:*** *Noble*									

2nd 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]
Blade of Slashing									[5]
Special Rules: *Crushing Strength(2),Fly, Very Inspiring*									

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	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***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)*									
Specialist Cav Troop	9	4+	-	4+	1	7	12	3	[95]
Special Rules: *Feint, Thunderous Charge(1)*									

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	7	3+	-	5+	2	20	17	4	[230]
Special Rules: *Crushing Strength(2),Thunderous Charge(1)* ***Traits:*** *Noble*									

Total Units:	15	**Total Unit Strength:**	31
Total Points:	2400		

Command Order	Target	Description
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.
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.
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.
Individual	This rule is explained on page 42.
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.
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
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Mace of Crushing	Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage.
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.