

1st Battalion

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Radiance] Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[105]
Shroud of the Saint									[25]
Heal (3)									
Special Rules: <i>Elite(Combat), Individual, Very Inspiring, Yielding</i>									

Mage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	13	2	[155]
Blizzard(4)									[40]
Celestial Restoration(3)									[35]
Special Rules: <i>Elite(Spells), Individual, Yielding Traits:</i> Spellcaster									

Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	3+	-	5+	4	25	25	2	[305]
Brew of Strength									[40]
Special Rules: <i>Crushing Strength(2), Elite(Combat) Traits:</i> Kindred									
Core Inf Horde	6	3+	-	5+	4	25	25	2	[265]
Special Rules: <i>Crushing Strength(1), Elite(Combat) Traits:</i> Kindred									
Core Inf Horde	6	3+	-	5+	4	25	25	2	[265]
Special Rules: <i>Crushing Strength(1), Elite(Combat) Traits:</i> Kindred									

Critters [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: <i>Fly, Height(1), Pathfinder, Vicious(Combat) Traits:</i> Sylvan									
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: <i>Fly, Height(1), Pathfinder, Vicious(Combat) Traits:</i> 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: <i>Elite(Combat), Thunderous Charge(3)</i>									

Tree Herder [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Hero (Mon)	6	3+	-	6+	2	9	18	5	[255]
Special Rules: <i>Crushing Strength(3), Fearless, Pathfinder, Radiance of Life, Rallying(Sylvan Trait only), Scout, Strider Traits:</i> Sylvan									
Support Hero (Mon)	6	3+	-	6+	2	9	18	5	[285]
Inspiring Talisman									[30]
Special Rules: <i>Crushing Strength(3), Fearless, Pathfinder, Radiance of Life, Rallying(Sylvan Trait only), Scout, Strider, Inspiring Traits:</i> Sylvan									

Total Units: 10 **Total Unit Strength:** 18
Total Points: 2000

Command Order	Target	Description
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
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.
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.

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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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).
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.
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.
Shroud of the Saint	The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2.
Inspiring Talisman	The hero gains the Inspiring special rule.