The Legend of Don Estelle

2300 / 2300 VALID

1st Battalion

Gnaeus Sallustis [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	9	3+	-	5+	2	7	17	4	[240]
Special Rules: *Crushing Strength(2),Fearless, Inspiring, Iron Resolve(1),Master of the Field*									

Aestelle [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	3+	4+	4+	1	5	14	2	[145]
Bows (24")									
Special Rules: *Aura(Iron Resolve (+1)),Crushing Strength(1),Elite(Combat),Individual, Vicious(Combat)*									

War Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[110]
Barkskin(5)									[25]
Special Rules: *Crushing Strength(1),Individual, Inspiring, Iron Resolve(1),Yielding* ***Traits:*** *Spellcaster*									

Men-at-arms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[95]
Special Rules: *Iron Resolve(1)* ***Traits:*** *Faithful*									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[95]
Special Rules: *Iron Resolve(1)* ***Traits:*** *Faithful*									

Men-at-arms Crossbows	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	6+	4+	2	10	15	2	[115]
Crossbows (24", Piercing (1))									
Special Rules: *Iron Resolve(1)* ***Traits:*** *Faithful*									
Core Inf Regiment	5	5+	6+	4+	2	10	15	2	[115]
Crossbows (24", Piercing (1))									
Special Rules: *Iron Resolve(1)* ***Traits:*** *Faithful*									

Paladin Monster Slayers [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	3+	-	4+	4	25	24	2	[255]
Special Rules: *Crushing Strength(2),Headstrong, Iron Resolve(1),Slayer(D6 - Combat)* ***Traits:*** *Faithful*									

Sisterhood Infantry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	3+	4	30	25	2	[220]
Special Rules: *Crushing Strength(1),Iron Resolve(1),Vicious(Combat),Wild Charge(D3)* ***Traits:*** *Faithful, Sisterhood*									

Paladin Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	8	3+	-	5+	1	9	14	3	[150]
Special Rules: *Headstrong, Iron Resolve(1),Thunderous Charge(3)* ***Traits:*** *Faithful*									
Specialist Cav Troop	8	3+	-	5+	1	9	14	3	[150]
Special Rules: *Headstrong, Iron Resolve(1),Thunderous Charge(3)* ***Traits:*** *Faithful*									

Elohi	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Troop	10	3+	-	5+	1	10	15	3	[205]
Special Rules: *Crushing Strength(1),Fearless, Fly, Inspiring, Iron Resolve(1)*									
Support Lrg Inf Troop	10	3+	-	5+	1	10	15	3	[205]
Special Rules: *Crushing Strength(1),Fearless, Fly, Inspiring, Iron Resolve(1)*									

Cannon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	2	12	2	[100]
Cannon (48", Blast (D3+1),Piercing (3),Reload, Shattering (D3))									
Grapeshot (12", Att: 12, Piercing (1))									
Special Rules: *Iron Resolve(1),Grapeshot* ***Traits:*** *Faithful*									
Support War Eng	5	-	5+	4+	1	2	12	2	[100]
Cannon (48", Blast (D3+1),Piercing (3),Reload, Shattering (D3))									
Grapeshot (12", Att: 12, Piercing (1))									
Special Rules: *Iron Resolve(1),Grapeshot* ***Traits:*** *Faithful*									

Total Units: 15 **Total Unit Strength:** 26
Total Points: 2300

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.
For the Glory of the Hegemon	5	Units charging this Turn only. The unit gains the Elite (Combat) special rule.
Cleanse	4	The unit gains Iron Resolve (+1) until the start of its next Turn, and any ongoing effects from spells, and the Frozen status, currently affecting this unit are removed.
Aegis of Kolosu	4	Units with the Faithful Trait only. Until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeted by ranged attacks in its front facing.
Borne by Angels	5	Infantry and Large Infantry units only. The unit gains the Fly special rule while executing an Advance! or At the Double! movement order.
Fell the Beast	4	Infantry and Cavalry units only. The unit gains the Slayer (+nD3 – Combat) special rule, where n is the number of successful results on the dice rolled to issue this order.

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. An Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Blast (n)	For each of the unit’s attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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.
Grapeshot	This attack always hits on a 5+ regardless of modifiers.
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.
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.
Master of the Field	Gnaeus may issue two Command Orders per Turn
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.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
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.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
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**
Barkskin Range: 12" Friendly, Self, CC	Instead of hitting on 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5+ unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, instead of causing damage, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.