

1st Battalion

Baron	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf) <i>Special Rules: Crushing Strength(1), Individual, Very Inspiring</i>	5	3+	-	5+	2	5	14	2	[130]

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

Dogs of War	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde Pikes <i>Special Rules: Ensnare, Phalanx Traits: Mercenary</i>	5	4+	-	5+	4	25	24	2	[270] [70]
Specialist Inf Horde Pikes <i>Special Rules: Ensnare, Phalanx Traits: Mercenary</i>	5	4+	-	5+	4	25	24	2	[270] [70]
Specialist Inf Horde Pikes <i>Special Rules: Ensnare, Phalanx Traits: Mercenary</i>	5	4+	-	5+	4	25	24	2	[270] [70]

Foot Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment <i>Special Rules: Elite(Combat) Traits: Noble</i>	5	3+	-	5+	2	15	16	2	[135]
Core Inf Regiment <i>Special Rules: Elite(Combat) Traits: Noble</i>	5	3+	-	5+	2	15	16	2	[135]
Core Inf Regiment <i>Special Rules: Elite(Combat) Traits: Noble</i>	5	3+	-	5+	2	15	16	2	[135]

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment Change Sp to 9 and Gain Fly Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(2), Thunderous Charge(1), Fly Traits: Noble</i>	9	3+	-	5+	2	20	17	4	[295] [50] [15]
Support Lrg Cav Regiment Change Sp to 9 and Gain Fly Helm of Confidence <i>Special Rules: Crushing Strength(2), Thunderous Charge(1), Fly, Inspiring(Self) Traits: Noble</i>	9	3+	-	5+	2	20	17	4	[295] [50] [15]

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

Total Units: 12
Total Points: 2300

Total Unit Strength: 28

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
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.

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.
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.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, 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.
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.
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.

Artefact	Description
Helm of Confidence	The unit gains the Inspiring (Self) 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.