

1st Battalion

Baron	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	8	3+	-	5+	2	5	14	3	[170]
Horse									[25]
Axe of the Giant Slayer									[15]
Special Rules: <i>Crushing Strength(1), Individual, Very Inspiring, Slayer(D3)</i>									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion <u>Hero (Cav)</u>	8	5+	-	4+	1	1	12	3	[110]
Horse									[15]
Bane Chant (2)									[20]
Heal (3)									[15]
Special Rules: Individual, Yielding Traits: Spellcaster									
Champion <u>Hero (Cav)</u>	8	5+	-	4+	1	1	12	3	[140]
Horse									[15]
Bane Chant (2)									[20]
Heal (3)									[15]
Host Shadowbeast(8)									[30]
Special Rules: Individual, Yielding Traits: Spellcaster									

Bowmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde Bows (24") <i>Traits: Stoic</i>	5	5+	6+	3+	4	20	22	2	[155]

Shield Wall	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment Spears Special Rules: <i>Phalanx</i> Traits: <i>Stoic</i>	5	4+	-	4+	2	15	15	2	[110] [20]
Core Inf Regiment Spears Special Rules: <i>Phalanx</i> Traits: <i>Stoic</i>	5	4+	-	4+	2	15	15	2	[110] [20]

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									
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									
Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
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									

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: <i>Elite(Combat),Crushing Strength(1)</i> Traits: Noble									
Core Inf Regiment	5	3+	-	4+	2	15	16	2	[160]
Two-handed Weapons									[0]
Chant of Hate									[25]
Special Rules: <i>Elite(Combat),Crushing Strength(1),Vicious</i> Traits: Noble									
Core Inf Regiment	5	3+	-	5+	2	15	16	2	[175]
Brew of Strength									[40]
Special Rules: <i>Elite(Combat),Crushing Strength(1)</i> Traits: Noble									

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

Cannon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng Cannon (48", Blast (D3+1),Piercing (3),Reload, Shattering (D3)) Grapeshot (12", Att: 12, Piercing (1)) <i>Special Rules: Grapeshot</i>	5	-	5+	4+	1	2	11	2	[95]

Total Units:15

Total Points:2400

Total Unit Strength:29