

## 1st Battalion

<b>Baron on Winged Beast</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	9	3+	-	5+	2	8	14	4	[195]
Healing Brew									[5]
<b>Special Rules:</b> <i>Crushing Strength(2), Fly, Very Inspiring</i>									

<b>Army Standard Bearer [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[95]
Shroud of the Saint									[25]
Heal (3)									
<b>Special Rules:</b> <i>Individual, Very Inspiring, Yielding</i>									

<b>Hero [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	8	3+	-	5+	1	3	12	3	[130]
Horse									[15]
<b>Special Rules:</b> <i>Crushing Strength(1), Individual, Inspiring, Rallying(Stoic or Noble Traits only), Bob or Amanda</i>									

<b>Wizard [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[120]
Ej Periscope									[5]
Heal (3)									[15]
Blizzard(4)									[40]
<b>Special Rules:</b> <i>Individual, Yielding, Leaper</i> <b>Traits:</b> <i>Spellcaster</i>									

<b>Bowmen</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[95]
Bows (24")									
<b>Traits:</b> <i>Stoic</i>									

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

<b>Knights</b>	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]
<b>Special Rules:</b> <i>Headstrong, Thunderous Charge(3)</i> <b>Traits:</b> <i>Noble</i>									

<b>Dogs of War</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	3+	-	5+	4	25	24	2	[200]
<b>Traits:</b> <i>Mercenary</i>									

<b>Foot Guard</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	5	3+	-	4+	2	15	16	2	[135]
Two-handed Weapons									[0]
<b>Special Rules:</b> <i>Elite(Combat), Crushing Strength(1)</i> <b>Traits:</b> <i>Noble</i>									
Specialist Inf Regiment	5	3+	-	5+	2	15	16	2	[135]
<b>Special Rules:</b> <i>Elite(Combat)</i> <b>Traits:</b> <i>Noble</i>									

<b>Halfling Poachers [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	5	4+	5+	3+	2	12	15	2	[145]
Bows (24")									
<b>Special Rules:</b> <i>Pathfinder, Scout, Spellward, Stealthy</i> <b>Traits:</b> <i>Mercenary</i>									



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.

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.
Spellward	All spells, both friendly and enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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
<b>Blizzard</b> Range: 30" Magical Missile	Blast (D3), Frostbite, Piercing (1).
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
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.
Ej Periscope	Infantry only. The hero gains the Leaper 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.