

1st Battalion

High Paladin	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav) Horse	8	3+	-	5+	2	6	15	3	[185] [30]
Darklord's Onyx Ring									[5]
Special Rules: <i>Crushing Strength(1), Headstrong, Individual, Inspiring, Iron Resolve(1), Thunderous Charge(2)</i>									

War Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf) Blizzard(4)	5	5+	-	4+	1	1	13	2	[125] [40]
Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Iron Resolve(1), Yielding, Cleanse</i> Traits: <i>Spellcaster</i>									

Men-at-arms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	25	24	2	[165]
Special Rules: <i>Iron Resolve(1)</i> Traits: <i>Faithful</i>									
Core (Aux) Inf Troop	5	4+	-	4+	1	10	11	2	[75]
Special Rules: <i>Iron Resolve(1)</i> Traits: <i>Faithful</i>									
Core Inf Horde	5	4+	-	4+	4	25	24	2	[165]
Special Rules: <i>Iron Resolve(1)</i> Traits: <i>Faithful</i>									

Paladin Foot Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	3+	-	5+	2	15	17	2	[170]
Special Rules: <i>Crushing Strength(1), Headstrong, Iron Resolve(1)</i> Traits: <i>Faithful</i>									
Core Inf Regiment	5	3+	-	5+	2	15	17	2	[170]
Special Rules: <i>Crushing Strength(1), Headstrong, Iron Resolve(1)</i> Traits: <i>Faithful</i>									

Gur Panthers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop	10	4+	-	3+	1	6	11	2	[95]
Special Rules: <i>Height(2), Nimble, Pathfinder, Vicious(Combat)</i>									

Ogre Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[215]
Special Rules: <i>Brutal(1), Crushing Strength(2), Iron Resolve(1)</i>									
Specialist Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[215]
Special Rules: <i>Brutal(1), Crushing Strength(2), Iron Resolve(1)</i>									

Paladin Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	3+	-	5+	2	18	17	3	[230]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Headstrong, Iron Resolve(1), Thunderous Charge(3)</i> Traits: <i>Faithful</i>									

Elohi	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Regiment	10	3+	-	5+	2	20	18	3	[290]
Special Rules: <i>Crushing Strength(1), Fearless, Fly, Inspiring, Iron Resolve(1)</i>									

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))	5	-	5+	4+	1	2	12	2	[100]
Special Rules: <i>Iron Resolve(1), Grapeshot</i> Traits: <i>Faithful</i>									
Support War Eng Cannon (48", Blast (D3+1), Piercing (3), Reload, Shattering (D3)) Grapeshot (12", Att: 12, Piercing (1))	5	-	5+	4+	1	2	12	2	[100]
Special Rules: <i>Iron Resolve(1), Grapeshot</i> Traits: <i>Faithful</i>									

Total Units: 14
Total Points: 2300

Total Unit Strength: 27

Command Order	Target	Description
Aegis of Kolosu	4	Units with the Faithful Trait only. For each successful result on the dice rolled to issue this order, the

unit removes one damage it previously suffered.

For the Glory of the Hegemon	5	Infantry, Heavy Infantry, and Cavalry units only. The unit gains the Elite (Combat) special rule until the end of the Turn.
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Special Rule	Description
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
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.
Cleanse	If one or more hits are scored by this unit's Heal spell, the target unit is no longer Weakened or Hexed.
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.
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.
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.
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.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
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.
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.
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).

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.
Darklord's Onyx Ring	Infantry and Cavalry only. Once per game, the hero gains the Regeneration (4+) special rule. This must be used the first time the unit has any damage on it at the beginning of the hero's Turn.