

1st Battalion

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]

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[125]
Inspiring Talisman Celestial Restoration(3)									[30] [35]
<i>Special Rules: Individual, Yielding, Inspiring Traits: Spellcaster</i>									

Frenzied Rabble [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Regiment <i>Special Rules: Fearless, Iron Resolve(1),Retaliate!, Wild Charge(D3)</i>	5	3+	-	3+	2	20	15	2	[140]

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

Shield Wall	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment <i>Traits: Stoic</i>	5	4+	-	4+	2	12	15	2	[90]
Core Inf Regiment <i>Traits: Stoic</i>	5	4+	-	4+	2	12	15	2	[90]

Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop <i>Special Rules: Headstrong, Thunderous Charge(3) Traits: Noble</i>	8	3+	-	5+	1	9	13	3	[135]
Core Cav Regiment Sir Jesse's Boots of Striding	8	3+	-	5+	2	18	16	3	[215] [15]
<i>Special Rules: Headstrong, Thunderous Charge(3) Traits: Noble</i>									

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

Light Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop <i>Special Rules: Feint, Thunderous Charge(1)</i>	9	4+	-	4+	1	7	12	3	[95]

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment <i>Special Rules: Crushing Strength(2),Thunderous Charge(1) Traits: Noble</i>	7	3+	-	5+	2	20	17	4	[230]
Support Lrg Cav Regiment <i>Special Rules: Crushing Strength(2),Thunderous Charge(1) Traits: Noble</i>	7	3+	-	5+	2	20	17	4	[230]
Support Lrg Cav Troop Change Sp to 9 and Gain Fly	9	3+	-	5+	1	10	14	4	[180] [30]
<i>Special Rules: Crushing Strength(2),Thunderous Charge(1),Fly Traits: Noble</i>									
Support Lrg Cav Troop Change Sp to 9 and Gain Fly	9	3+	-	5+	1	10	14	4	[180] [30]
<i>Special Rules: Crushing Strength(2),Thunderous Charge(1),Fly Traits: Noble</i>									

Total Units:
Total Points:

17
2300

Total Unit Strength:

27

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
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.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
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.
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.
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!
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.
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
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.

Artefact	Description
Sir Jesse's Boots of	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.

Striding

Inspiring Talisman

The hero gains the Inspiring special rule.