

League of Rhordia [1000]

Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [215]	8	3+	-	5+	3	16	14/16	3	[190]
Indomitable Will									[10]
Helm of the Drunken Ram									[15]
Special Rules: Headstrong, Thunderous Charge(3),Indomitable Will Keywords: Human, Knight									
Cav Regiment [215]	8	3+	-	5+	3	16	14/16	3	[190]
Indomitable Will									[10]
Blood of the Old King									[15]
Special Rules: Headstrong, Thunderous Charge(2),Indomitable Will Keywords: Human, Knight									
Cav Regiment [205]	8	3+	-	5+	3	16	15/16	3	[190]
Indomitable Will									[10]
Staying Stone									[5]
Special Rules: Headstrong, Thunderous Charge(2),Indomitable Will Keywords: Human, Knight									

Baron	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [100]	10	3+	-	4+	0	4	10/12	2	[60]
Wings of Honeymaze									[40]
Special Rules: Command, Crushing Strength(1),Individual, Very Inspiring, Fly Keywords: Human									

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 1 [90]	10	5+	-	4+	1	1	10/12	4	[30]
Pegasus Mount									[35]
War-Bow of Kaba									[5]
War-Bow of Kaba (24", Att: 1, Ra: 4+, Piercing(1),Steady Aim)									
Bane Chant (2)									[20]
Special Rules: Fly, Nimble Keywords: Human									

Duke Hetronburg [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [175]	8	3+	-	5+	1	7	14/16	4	[175]
Special Rules: Command, Crushing Strength(2),Iron Resolve, Nimble, Rallying(2 - Cavalry only),Thunderous Charge(1),Very Inspiring Keywords: Aralez, Human									

Total Units:6Total Unit Strength:11

Total Primary Core Points:1000 (100.0%)

Special Rule	Description
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See the Rules Chapter for Individuals
Indomitable Will	Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game.
Iron Resolve	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. If no value is specified, the unit has Iron Resolve (1).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.

Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Thunderous Charge	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24inches, Att: 1, Ra: 4+, Piercing (1), Steady Aim.
Blood of the Old King	Once per game, the unit gains Elite (Melee) and Vicious (Melee) for one Turn. This must be declared before the unit rolls any attacks.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.