



League of Rhordia [1995]

Dogs of War	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [270]	5	4+	-	5+	4	30	20/22	2	[175]
Indomitable Will									[10]
The Shields of Hetronburg									[65]
Hammer of Measured Force									[20]
Special Rules: Indomitable Will, Ensnare, Phalanx Keywords: Human, Mercenaries									

Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [190]	8	3+	-	5+	3	16	14/16	3	[190]
Special Rules: Headstrong, Thunderous Charge(2) Keywords: Human, Knight									
Cav Regiment [190]	8	3+	-	5+	3	16	14/16	3	[190]
Special Rules: Headstrong, Thunderous Charge(2) Keywords: Human, Knight									

Mounted Scouts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [110]	9	4+	5+	3+	1	7	10/12	3	[100]
Blackpowder Weapons									[10]
Blackpowder Weapons (18", Piercing(1), Steady Aim)									
Special Rules: Nimble Keywords: Human									
Cav Troop [110]	9	4+	5+	3+	1	7	10/12	3	[100]
Blackpowder Weapons									[10]
Blackpowder Weapons (18", Piercing(1), Steady Aim)									
Special Rules: Nimble Keywords: Human									

Honour Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [250]	7	3+	-	5+	3	18	16/18	4	[240]
Indomitable Will									[10]
Special Rules: Crushing Strength(1), Iron Resolve, Thunderous Charge(2), Indomitable Will Keywords: Aralez, Human									
Lrg Cav Horde [250]	7	3+	-	5+	3	18	16/18	4	[240]
Indomitable Will									[10]
Special Rules: Crushing Strength(1), Iron Resolve, Thunderous Charge(2), Indomitable Will Keywords: Aralez, Human									

Battle Shrine [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 Spellcaster 0 [150]	5	4+	-	5+	1	6	-/14	4	[150]
Lightning Bolt (6)									[0]
Special Rules: Crushing Strength(1), Rallying(2) Keywords: Human, Shrine									

Baron	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [60]	5	3+	-	5+	0	4	10/12	2	[60]
Special Rules: Command, Crushing Strength(1), Individual, Very Inspiring Keywords: Human									

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 Spellcaster 1 [115]	10	5+	-	4+	1	1	10/12	4	[30]
Pegasus Mount									[35]
Conjurer's Staff									[10]
Lightning Bolt (3)									[20]
Bane Chant (2)									[20]
Special Rules: Fly, Nimble Keywords: Human									
Hero (Lrg Cav) 1 Spellcaster 1 [125]	10	5+	-	4+	1	1	10/12	4	[30]
Pegasus Mount									[35]
Inspiring Talisman									[20]
Lightning Bolt (3)									[20]
Bane Chant (2)									[20]
Special Rules: Fly, Nimble, Inspiring 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:

12

Total Unit Strength:

22

Total Primary Core Points:

1995 (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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
Inspiring	If this unit, or any Friendly Core unit within 6 inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. 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	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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.

Hammer of Measured
Force

In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.

Inspiring Talisman

The unit gains the Inspiring special rule. If a unit already has the Inspiring Special Rule, replace it with the Very Inspiring Special Rule. Units with the Very Inspiring Special Rule gain no additional effect.