

1st Battalion

The Captain [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	8	3+	-	5+	2	5	15	3	[190]
Horse									[25]
Special Rules: <i>Crushing Strength(1),Rallying(Mercenary Trait only),Individual, Very Inspiring, Master Tactician</i>									

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[70]
Special Rules: <i>Individual, Very Inspiring, Yielding</i>									

Hero [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion <u>Hero (Cav)</u> Horse	8	3+	-	5+	1	3	12	3	[135] [15]
Mace of Crushing									[5]
Special Rules: <i>Crushing Strength(1), Individual, Inspiring, Rallying(Stoic or Noble Traits only), Bob or Amanda</i>									

Bowmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[100]
Crossbows									[5]
Crossbows (24", Piercing (1))									
Traits: Stoic									
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[100]
Black Powder Weapons									[5]
Black Powder Weapons (24", Piercing (2),Reload)									
Traits: Stoic									
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[100]
Black Powder Weapons									[5]
Black Powder Weapons (24", Piercing (2),Reload)									
Traits: Stoic									
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[100]
Crossbows									[5]
Crossbows (24", Piercing (1))									
Traits: Stoic									

Knights	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]
Special Rules: Headstrong, Thunderous Charge(3) Traits: Noble									

Dogs of War	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	3+	-	5+	4	25	24	2	[220]
Hammer of Measured Force									[20]
Traits: Mercenary									

Foot Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	5	3+	-	5+	2	15	17	2	[150]
Staying Stone									[15]
Special Rules: <i>Elite(Combat)</i> Traits: <i>Noble</i>									
Specialist Inf Regiment	5	3+	-	5+	3	15	16	2	[150]
Orb of Towering Presence									[15]
Special Rules: <i>Elite(Combat)</i> Traits: <i>Noble</i>									

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	9	3+	-	5+	2	20	17	4	[305]
Change Sp to 9 and Gain Fly									[50]
Blessing of the Gods									[25]
Special Rules: <i>Crushing Strength(2),Thunderous Charge(1),Fly, Elite</i> Traits: Noble									
Support Lrg Cav Regiment	10	3+	-	5+	2	20	17	4	[300]
Change Sp to 9 and Gain Fly									[50]
Brew of Haste									[20]
Special Rules: <i>Crushing Strength(2),Thunderous Charge(1),Fly</i> Traits: Noble									

Shrine [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht) Lightning Bolt (6) <i>Special Rules: Fearless, Rallying, Faith in Humanity</i>	5	4+	-	5+	2	5	15	5	[165] [0]

Total Units:14Total Unit Strength:29

Total Points:2300

Special Rules, Spells and Artefact descriptions are available with a Kings of War Bronze, Silver or Gold subscription.