

## Harris 1995 Points

League of Rhordia (Neutral)								
<b>Musket Block</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	5+	3+	10	13/15	135	Piercing (2), Reload!, Rifles
<b>Dogs of War*</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	4+	-	5+	30	20/22	270	Ensnare, Phalanx
- Brew of Strength							30	
Horde(40)	4	4+	-	5+	30	20/22	270	Ensnare, Phalanx
<b>Household Knights</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	16	14/16	195	Fury, Thunderous Charge (2)
<b>Halfling Knights</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	7	4+	-	4+	8	10/12	90	Nimble, Thunderous Charge (1)
<b>Honour Guard</b>								<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	3+	-	5+	24	15/17	275	Crushing Strength (1), Iron Resolve, Thunderous Charge (2)
- Whip of Celerity							10	
<b>Halfling Iron Beast</b>								<b>Monster</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	6+	D6 +1 5	16/18	210	Base Size: (50x100mm), Breath Attack (10), Crushing Strength (2), Strider, Thunderous Charge (1)
(1)	5	5+	-	6+	D6 +1 5	16/18	210	Base Size: (50x100mm), Breath Attack (10), Crushing Strength (2), Strider, Thunderous Charge (1)
<b>Duke on Ancient Winged Aralez</b>								<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	7	15/17	225	Hero (Mon), Crushing Strength (2), Fly, Heal (4), Iron Resolve, Thunderous Charge (1), Very Inspiring
<b>Army Standard Bearer</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	9/11	50	Hero (Inf), Individual, Very Inspiring
- Banner of the Griffin							25	
							1995	

<b>Banner of the Griffin</b>	This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
<b>Breath Attack</b>	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Ensnare</b>	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
<b>Fury</b>	While wavered, this unit may declare a Counter-Charge.
<b>Heal</b>	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
<b>Individual</b>	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
<b>Iron Resolve</b>	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. 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.
<b>Phalanx</b>	Units that charge this unit's front cannot use the Thunderous Charge special rule.

- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Rifles** Range: 24".
- Strider** The unit never suffers the penalty for Hindered charges.
- Thunderous Charge** All melee hits inflicted by the 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 1 when Hindered.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.
- Whip of Celerity** While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".