

BETRAND'S REGIMENTS OF RENOWN - 2000



LEAGUE OF RHORDIA

NEUTRAL

Pole-Arms Block

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	3	2	3	12	13/15	105
Indomitable Will									10
Crushing Strength (1)									[115]
Keywords: Human									

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	20/22	200
Hammer of Measured Force									20
Indomitable Will									10
Exchange Spears for Pikes, gaining Ensnare									30
Phalanx, Ensnare									[260]
Keywords: Human									

Mounted Scouts*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	5	3	3	1	7	10/12	100
Exchange Shortbows for Blackpowder Weapons: 18", Piercing (1), Steady Aim									15
Nimble									[115]
Blackpowder Weapons (18", Piercing (1), Steady Aim)									
Keywords: Human									
Troop(5)	9	4	5	3	3	1	7	10/12	100
Exchange Shortbows for Blackpowder Weapons: 18", Piercing (1), Steady Aim									15
Nimble									[115]
Blackpowder Weapons (18", Piercing (1), Steady Aim)									
Keywords: Human									

Honour Guard

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	5	4	3	18	16/18	240
Maccwar's Potion of the Caterpillar									20
Indomitable Will									10
Crushing Strength (1), Iron Resolve, Thunderous Charge (2)									[270]
Keywords: Aralez, Human									

Volley Gun

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	5	4	2	0	12	9/11	[80]
Volley Gun (24", Piercing (2), Reload)									
Keywords: Artillery, Human									
1	4	-	5	4	2	0	12	9/11	[80]
Volley Gun (24", Piercing (2), Reload)									
Keywords: Artillery, Human									


Duke										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	5	12/14	85	
Sacred Horn Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									15	
Crushing Strength (1), Individual, Mighty, Very Inspiring Keywords: Human									35	
									[135]	

Baron										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	4	10/12	60	
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25	
Crushing Strength (1), Individual, Very Inspiring (Human only) Keywords: Human									[85]	

Wizard										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	10/12	50	
Replace Fireball (6) with Lightning Bolt (3) Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									0	
Individual Spells: Lightning Bolt (3) Keywords: Human									25	
									[75]	

Dogs of War [1]										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	4	-	5	2	4	30	20/22	270	
Indomitable Will									10	
Ensnare, Phalanx Keywords: Human									[280]	

Battle Shrine [1]										Monster (Cht) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	5	1	6	-/14	[150]	
Crushing Strength (1), Rallying (2) Spells: Lightning Bolt (6) Keywords: Human, Shrine										

 OGRES										NEUTRAL
Siege Breakers										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	3	-	5	3	3	18	15/17	[240]	
Big Shield, Brutal, Crushing Strength (2) Keywords: Ogre										

Total Unit Strength: 20

Total Core: 1760 (88.0%)

Total Ally: 240 (12.0%)

Total Units: 13

SPECIAL RULES AND SPELLS:

Big Shield

All attacks (Ranged and Melee) against the target unit's front facing treat its defence as 6+.

Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
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.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Individual	See page 34 (page 30 in gamers edition)
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 one point of damage previous suffered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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 values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sacred Horn	The unit gains an additional 3" range to all of its Auras.
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 <i>Crushing Strength</i> (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 <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.