



## LEAGUE OF RHORDIA

NEUTRAL

### 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
Indomitable Will Exchange Spears for Pikes, gaining Ensnare									10
Phalanx, Ensnare Keywords: Human									30
									[240]

### Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	3	-	5	3	4	32	21/23	330
Brew of Strength Indomitable Will									40
Headstrong, Thunderous Charge (2) Keywords: Human, Knight									10
									[380]

### 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]
Nimble Shortbows (18", Steady Aim) Keywords: Human									
Troop(5)	9	4	5	3	3	1	7	10/12	[100]
Nimble Shortbows (18", 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
Brew of Sharpness Indomitable Will									45
Crushing Strength (1), Iron Resolve, Thunderous Charge (2) Keywords: Aralez, Human									10
									[295]
Horde(6)	7	3	-	5	4	3	18	16/18	240
Maccwar's Potion of the Caterpillar Indomitable Will									20
Crushing Strength (1), Iron Resolve, Thunderous Charge (2) Keywords: Aralez, Human									10
									[270]

### 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									
1	4	-	5	4	2	0	12	9/11	[80]
Volley Gun (24", Piercing (2), Reload) Keywords: Artillery, Human									

Duke on Ancient Winged Aralez									Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	5	1	7	15/17	230
Staying Stone Crushing Strength (2), Fly, Iron Resolve, Nimble, Radiance of Life, Thunderous Charge (1), Very Inspiring Keywords: Human									5 [235]
Wizard									Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	10/12	50
Inspiring Talisman Bane Chant (2) Replace Fireball (6) with Lightning Bolt (3) Individual Spells: Bane Chant (2), Lightning Bolt (3) Keywords: Human									20 20 0 [90]
Wizard									Hero (LrgCav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	5	-	4	4	1	1	10/12	50
Mount on a Pegasus, losing Individual, gaining Fly and Nimble as well as increasing Speed to 10 and changing to Hero (Lrg Cav - Height: 4, Unit Strength: 1) Replace Fireball (6) with Lightning Bolt (3) Fly, Nimble Spells: Lightning Bolt (3) Keywords: Human									35 0 [85]
1	10	5	-	4	4	1	1	10/12	50
The Boomstick Mount on a Pegasus, losing Individual, gaining Fly and Nimble as well as increasing Speed to 10 and changing to Hero (Lrg Cav - Height: 4, Unit Strength: 1) Replace Fireball (6) with Lightning Bolt (3) Fly, Nimble Spells: Lightning Bolt (3) Keywords: Human									30 35 0 [115]
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									

Total Unit Strength: 20  
 Total Core: 2300 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fly</b>	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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Headstrong</b>	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.
<b>Individual</b>	See page 34 (page 30 in gamers edition)

<b>Indomitable Will</b>	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.
<b>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Macewar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Nimble</b>	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.
<b>Phalanx</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Radiance of Life</b>	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
<b>Rallying</b>	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> .
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>The Boomstick</b>	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
<b>Thunderous Charge</b>	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).
<b>Very Inspiring</b>	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.