

Target

1995

Points

ALLIANCE RE-FORGED

Current

1995

Points



LEAGUE OF RHORDIA

NEUTRAL

Pole-Arms Block

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	3	2	4	25	20/22	175
									10
									[185]
									Crushing Strength (1)
									Keywords: Human

Crossbow Block

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	5	3	2	2	10	13/15	115
									15
									[130]
									Exchange Crossbows for Rifles: 24", Piercing (2), Pot Shot
									Rifles (24", Piercing (2), Pot Shot)
									Keywords: Human


Halfling Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	13/15	185
									10
									5
									[200]
									Pipes of Terror
									Relentless
									Nimble, Spellward, Thunderous Charge (1), Relentless
									Keywords: Halfling, Ravenous

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
									[270]
	Crushing Strength (1), Iron Resolve, Thunderous Charge (2)								
	Keywords: Aralez, Human								
Horde(6)	7	3	-	5	4	3	18	16/18	240
	Indomitable Will								10
									[250]
	Crushing Strength (1), Iron Resolve, Thunderous Charge (2)								
	Keywords: Aralez, 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
	Custom name: Duchess Blod Wurst								
	Blade of Slashing								5
									[235]
	Crushing Strength (2), Fly, Iron Resolve, Nimble, Radiance of Life, Thunderous Charge (1), Very Inspiring								
	Keywords: Human								
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
	Conjurer's Staff								10
	Bane Chant (2)								20
	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)								35
	Replace Fireball (6) with Lightning Bolt (3)								0
									[115]
	Fly, Nimble								
	Spells: Bane Chant (2), Lightning Bolt (3)								
	Keywords: Human								

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										

 HALFLINGS									NEUTRAL	
Spearspikes									Infantry	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	5	5	-	4	2	4	30	19/21	165	
Relentless									5	
Phalanx, Spellward									[170]	
Keywords: Halfling, Ravenous										
Iron Beast									Titan	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	4	6	5	1	D6+10	16/18	[210]	
Custom name: Percy										
Aura (Spellward), Crushing Strength (2), Strider										
Halfling Handgun (18", Att: 5, Piercing (1), Steady Aim)										
Keywords: Halfling, Ravenous, Tinker										
Sauceror									Hero (Hv Inf)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	[80]	
Custom name: Stew Potts										
Gastromancy, Individual, Spellward										
Keywords: Halfling, Ravenous										

Total Unit Strength: 23

Total Units: 11

Total Core: 1535 (76.9%)

Total Ally: 460 (23.1%)

SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Bane Chant	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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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. 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.
Gastromancy	Unless disordered, immediately before giving this unit a Movement order, pick one of the following Special Rules and roll three dice. If any of the dice score a 4+, apply the Special Rule to this unit until the start of its following Movement Phase. If an (n) value is listed in the Special Rule, (n) is equal to the number of dice rolled that score a 4+. <ul style="list-style-type: none"> • Aura (Wild Charge (+n) - Ravenous only) • Aura (Brutal (n) - Ravenous only) • Aura (Lifeleech (+n) - Ravenous only) • Rally (n - Ravenous only)
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.
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.

Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
Radiance of Life	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.
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 <i>Rallying</i> are in range.
Relentless	Once per game, when attacking a unit in melee that currently has at least one point of damage, the unit may reroll up to 3 of the dice that failed to hit.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
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.