



## League of Rhordia [2345]

Spear Phalanx	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [120]</b> Pikes <i>Special Rules: Phalanx, Ensnare</i> <b>Keywords: Human</b>	5	4+	-	4+	3	15	13/15	2	[110] [10]
<b>Inf Regiment [120]</b> Pikes <i>Special Rules: Phalanx, Ensnare</i> <b>Keywords: Human</b>	5	4+	-	4+	3	15	13/15	2	[110] [10]

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [225]</b> Two-handed Weapons <i>Special Rules: Crushing Strength(1)</i> <b>Keywords: Human, Knight</b>	5	3+	-	4+	4	25	21/23	2	[225] [0]

Dogs of War	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [135]</b> Beasts of Targun Spire <i>Special Rules: Crushing Strength(1), Fury, Pathfinder</i> <b>Keywords: Human, Mercenaries</b>	5	4+	-	4+	3	15	13/15	2	[105] [30]

Mounted Scouts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Troop [100]</b> Shortbows (18", Steady Aim) <i>Special Rules: Nimble</i> <b>Keywords: Human</b>	9	4+	5+	3+	1	7	10/12	3	[100]
<b>Cav Troop [100]</b> Shortbows (18", Steady Aim) <i>Special Rules: Nimble</i> <b>Keywords: Human</b>	9	4+	5+	3+	1	7	10/12	3	[100]

Honour Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Cav Horde [265]</b> Indomitable Will Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Iron Resolve, Thunderous Charge(2), Indomitable Will</i> <b>Keywords: Aralez, Human</b>	7	3+	-	5+	3	18	16/18	4	[240] [10] [15]
<b>Lrg Cav Horde [260]</b> Indomitable Will Pipes of Terror <i>Special Rules: Crushing Strength(1), Iron Resolve, Thunderous Charge(2), Indomitable Will, Brutal</i> <b>Keywords: Aralez, Human</b>	7	3+	-	5+	3	18	16/18	4	[240] [10] [10]

Mammoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon (Chariot) 1 [220]</b> <i>Special Rules: Brutal, Crushing Strength(2), Rampage(Melee - D6), Strider, Thunderous Charge(2)</i> <b>Keywords: Beast</b>	7	4+	-	5+	1	12	-/18	5	[220]

Battle Shrine [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon (Chariot) 1 Spellcaster 0 [150]</b> Lightning Bolt (6) <i>Special Rules: Crushing Strength(1), Rallying(2)</i> <b>Keywords: Human, Shrine</b>	5	4+	-	5+	1	6	-/14	4	[150] [0]

Baron	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 [85]</b> Horse Mount <i>Special Rules: Crushing Strength(1), Individual, Very Inspiring</i> <b>Keywords: Human</b>	8	3+	-	5+	0	4	10/12	3	[60] [25]
<b>Hero (Cav) 1 [85]</b> Horse Mount <i>Special Rules: Crushing Strength(1), Individual, Very Inspiring</i> <b>Keywords: Human</b>	8	3+	-	5+	0	4	10/12	3	[60] [25]

Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [75]</b> Shroud of the Saint Heal (3) <i>Special Rules: Aura(Life Leech (+1) - Infantry only), Individual, Very Inspiring</i> <b>Keywords: Human</b>	5	5+	-	4+	0	1	9/11	2	[50] [25]

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Cav) 1</b> Spellcaster 1 [85] Pegasus Mount Lightning Bolt (3) <i>Special Rules: Fly, Nimble</i> <i>Keywords: Human</i>	10	5+	-	4+	1	1	10/12	4	[30] [35] [20]
<b>Hero (Lrg Cav) 1</b> Spellcaster 1 [85] Pegasus Mount Lightning Bolt (3) <i>Special Rules: Fly, Nimble</i> <i>Keywords: Human</i>	10	5+	-	4+	1	1	10/12	4	[30] [35] [20]

Duke on Ancient Winged Aralez	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Mon) 1</b> [235] Staying Stone <i>Special Rules: Crushing Strength(2), Fly, Iron Resolve, Nimble, Radiance of Life, Thunderous Charge(1), Very Inspiring</i> <i>Keywords: Human, Aralez</i>	10	3+	-	5+	1	7	16/17	5	[230] [5]

**Total Units:** 16      **Total Unit Strength:** 26  
**Total Primary Core Points:** 2345 (100.0%)

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread 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.
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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. 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.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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 Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a

unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.

Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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 Crushing Strength (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 Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

Spell	Description	Special Rules
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Pipes of Terror	This unit gains the Brutal special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.