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Elohi	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [280]	10	3+	-	5+	3	18	-/17	3	[270]
Mead of Madness									[10]
<b>Special Rules:</b> <i>Crushing Strength(1), Fly, Inspiring, Iron Resolve, Divine Fervour, Wild Charge(1)</i> <b>Keywords:</b> <i>Angelic</i>									

Ogre Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [235]	6	3+	-	5+	3	18	15/17	3	[235]
<b>Special Rules:</b> <i>Brutal, Crushing Strength(2), Iron Resolve</i> <b>Keywords:</b> <i>Ogre</i>									
Lrg Inf Horde [235]	6	3+	-	5+	3	18	15/17	3	[235]
<b>Special Rules:</b> <i>Brutal, Crushing Strength(2), Iron Resolve</i> <b>Keywords:</b> <i>Ogre</i>									
Lrg Inf Horde [235]	6	3+	-	5+	3	18	15/17	3	[235]
<b>Special Rules:</b> <i>Brutal, Crushing Strength(2), Iron Resolve</i> <b>Keywords:</b> <i>Ogre</i>									

Sisterhood Panther Chariots	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Legion [275]	9	3+	-	4+	4	25	19/21	3	[260]
Sir Jesse's Boots of Striding									[15]
<b>Special Rules:</b> <i>Brutal, Iron Resolve, Thunderous Charge(2), Vicious(Melee)</i> <b>Keywords:</b> <i>Human, Sisterhood</i>									

Phoenix	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
<b>Special Rules:</b> <i>Crushing Strength(1), Fly, Nimble, Regeneration(4+)</i> <b>Keywords:</b> <i>Angelic, Flamebound, Majestic</i>									
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
<b>Special Rules:</b> <i>Crushing Strength(1), Fly, Nimble, Regeneration(4+)</i> <b>Keywords:</b> <i>Angelic, Flamebound, Majestic</i>									
Titan 1 Spellcaster 0 [145]	8	3+	4+	3+	2	3	15/17	6	[145]
Firesparks (18", Att: 10, Steady Aim)									
Heal (5)									[0]
<b>Special Rules:</b> <i>Crushing Strength(1), Fly, Nimble, Regeneration(4+)</i> <b>Keywords:</b> <i>Angelic, Flamebound, Majestic</i>									

Dictator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75]	5	3+	-	5+	0	4	12/14	2	[75]
<b>Special Rules:</b> <i>Command, Crushing Strength(2), Duelist, Individual, Inspiring, Iron Resolve, Mighty</i> <b>Keywords:</b> <i>Human</i>									
Hero (Inf) 1 [75]	5	3+	-	5+	0	4	12/14	2	[75]
<b>Special Rules:</b> <i>Command, Crushing Strength(2), Duelist, Individual, Inspiring, Iron Resolve, Mighty</i> <b>Keywords:</b> <i>Human</i>									
Hero (Inf) 1 [75]	5	3+	-	5+	0	4	12/14	2	[75]
<b>Special Rules:</b> <i>Command, Crushing Strength(2), Duelist, Individual, Inspiring, Iron Resolve, Mighty</i> <b>Keywords:</b> <i>Human</i>									

War Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [65]	5	5+	-	4+	0	1	10/12	2	[35]
Conjurer's Staff									[10]
Bane Chant (2)									[20]
<b>Special Rules:</b> <i>Individual, Iron Resolve</i> <b>Keywords:</b> <i>Human</i>									

Jullius, Dragon of Heaven [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Inf) 1 Spellcaster 0 [315]	10	3+	-	6+	1	8	-/16	3	[315]
Fireball (8)									[0]
<b>Special Rules:</b> <i>Command, Crushing Strength(3), Dread, Elite(Melee), Fly, Iron Resolve, Nimble, Very Inspiring, Divine Fervour</i> <b>Keywords:</b> <i>Angelic</i>									

Total Units: 13      Total Unit Strength: 23  
 Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Divine Fervour	Friendly Core units with the Human keyword, while Engaged with the same enemy unit as a unit with Divine Fervour, have Elite (Melee).
Iron Discipline	Unless Disordered, at the start of each of your Ranged phases, you may select a single Friendly Core unit with the

Human keyword within 12" of the Dictator and Line of Sight. This unit immediately suffers D3 points of damage and gains Vicious (Melee) and Inspiring (Self) until the start of their following Turn. No Nerve tests are required for damage caused in this way.

Divine Fervour	Friendly Core units with the Human keyword, while Engaged with the same enemy unit as a unit with Divine Fervour, have Elite (Melee).
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Special Rule	Description
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Divine Fervour	Friendly Core units with the Human keyword, while Engaged with the same enemy unit as a unit with Divine Fervour, have Elite (Melee).
Divine Fervour	Friendly Core units with the Human keyword, while Engaged with the same enemy unit as a unit with Divine Fervour, have Elite (Melee).
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Iron Discipline	Unless Disordered, at the start of each of your Ranged phases, you may select a single Friendly Core unit with the Human keyword within 12" of the Dictator and Line of Sight. This unit immediately suffers D3 points of damage and gains Vicious (Melee) and Inspiring (Self) until the start of their following Turn. No Nerve tests are required for damage caused in this way.
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).
Mighty	Individuals with the Mighty 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. 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.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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 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).

Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	

Artefact	Description
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.
Mead of Madness	The unit gains the Wild Charge (+1) 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.