You Cannon Stop Me Having A Blast!

2500 / 2500 VALID

1st Battalion

Baron	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	**8**	3+	-	5+	2	5	14	**3**	[155]
Horse									[25]
Special Rules: *Crushing Strength(1),Individual, Very Inspiring*									

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	11	2	[95]
Shroud of the Saint									[25]
Heal (3)									
Special Rules: *Individual, Very Inspiring, Yielding*									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[105]
Ej Periscope									[5]
Blizzard(4)									[40]
Special Rules: *Individual, Yielding, Leaper* ***Traits:*** *Spellcaster*									

Dogs of War	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	3+	-	5+	4	25	24	2	[220]
Hammer of Measured Force									[20]
Traits: *Mercenary*									

Foot Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	3+	-	5+	2	15	16	2	[135]
Special Rules: *Elite(Combat)* ***Traits:*** *Noble*									
Core Inf Regiment	5	3+	-	**4+**	2	15	16	2	[135]
Two-handed Weapons									[0]
Special Rules: *Elite(Combat),Crushing Strength(1)* ***Traits:*** *Noble*									
Core Inf Regiment	5	3+	-	**4+**	2	15	16	2	[135]
Two-handed Weapons									[0]
Special Rules: *Elite(Combat),Crushing Strength(1)* ***Traits:*** *Noble*									
Core Inf Regiment	5	3+	-	**4+**	2	15	16	2	[135]
Two-handed Weapons									[0]
Special Rules: *Elite(Combat),Crushing Strength(1)* ***Traits:*** *Noble*									

Light Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	4+	**5+**	4+	1	7	12	3	[110]
Shortbows									[15]
Shortbows (18")									
Special Rules: *Feint*									

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	**9**	3+	-	5+	2	20	17	4	[305]
Change Sp to 9 and Gain Fly									[50]
Blessing of the Gods									[25]
Special Rules: *Crushing Strength(2),Thunderous Charge(1),Fly, Elite* ***Traits:*** *Noble*									

Cannon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	2	11	2	[95]
Cannon (48", Blast (D3+1), Piercing (3), Reload, Shattering (D3))									
Grapeshot (12", Att: 12, Piercing (1))									
Special Rules: *Grapeshot*									
Support War Eng	5	-	5+	4+	1	2	11	2	[95]
Cannon (48", Blast (D3+1), Piercing (3), Reload, Shattering (D3))									
Grapeshot (12", Att: 12, Piercing (1))									
Special Rules: *Grapeshot*									

2nd Battalion

Baron on Winged Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	9	3+	-	5+	2	8	14	4	[195]
Healing Brew									[5]
Special Rules: *Crushing Strength(2),Fly, Very Inspiring*									

Bowmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	5+	6+	3+	4	20	22	2	[155]
Bows (24")									
Traits: *Stoic*									
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[120]
The Scrying Gem									[25]
Bows (24")									
Traits: *Stoic*									

Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	5+	2	18	16	3	[215]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									

Cannon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	2	11	2	[95]
Cannon (48", Blast (D3+1),Piercing (3),Reload, Shattering (D3))									
Grapeshot (12", Att: 12, Piercing (1))									
Special Rules: *Grapeshot*									

Total Units: 17 **Total Unit Strength:** 32
Total Points: 2500

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Indomitable Will	4	The unit gains the Headstrong and Inspiring (Self) special rules until the start of its next turn.
Brace for Impact	5	Unengaged units with the Stoic Trait only. Unless the unit moves At the Double! or Charges this Turn, until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeting by any attacks in its front facing.

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Grapeshot	This attack always hits on a 5+ regardless of modifiers.
Headstrong	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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Individual	This rule is explained on page 42.

Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Hammer of Measured Force	In Combat, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Blessing of the Gods	The unit gains the Elite special rule.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Shroud of the Saint	The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2.