The Paws of War

2500 / 2500 VALID

1st Battalion

Duke (on Great Winged Beast) [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Mon)	9	3+	-	5+	2	10	17	5	[280]
Special Rules: *Aura(Iron Resolve (+1 Noble Trait only)),Crushing Strength(3),Elite(Combat),Fly, Very Inspiring*									

Hero [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**8**	3+	-	5+	1	3	12	**3**	[130]
Horse									[15]
Special Rules: *Crushing Strength(1),Individual, Inspiring, Rallying(Stoic or Noble Traits only),Bob or Amanda*									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[130]
Inspiring Talisman									[30]
Blizzard(4)									[40]
Special Rules: *Individual, Yielding, Inspiring* ***Traits:*** *Spellcaster*									

Bowmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[100]
Crossbows									[5]
Crossbows (24", Piercing (1))									
Traits: *Stoic*									
Core Inf Regiment	5	5+	6+	3+	2	10	15	2	[100]
Crossbows									[5]
Crossbows (24", Piercing (1))									
Traits: *Stoic*									
Core Inf Horde	5	5+	6+	3+	4	20	22	2	[195]
Black Powder Weapons									[15]
Blessing of the Gods									[25]
Black Powder Weapons (24", Piercing (2),Reload)									
Special Rules: *Elite* ***Traits:*** *Stoic*									
Core Inf Horde	5	5+	6+	3+	4	20	22	2	[175]
Black Powder Weapons									[15]
Fire-Oil									[5]
Black Powder Weapons (24", Piercing (2),Reload)									
Special Rules: *Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Stoic*									

Shield Wall	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	**15**	15	2	[110]
Spears									[20]
Special Rules: *Phalanx* ***Traits:*** *Stoic*									
Core Inf Regiment	5	4+	-	4+	2	**15**	15	2	[110]
Spears									[20]
Special Rules: *Phalanx* ***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*									

Light Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	4+	-	4+	1	7	12	3	[95]
Special Rules: *Feint, Thunderous Charge(1)*									

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]
Chant of Hate									[25]
Special Rules: *Crushing Strength(2),Thunderous Charge(1),Fly, Vicious* ***Traits:*** *Noble*									
Support Lrg Cav Regiment	**9**	3+	-	5+	2	20	17	4	[295]
Change Sp to 9 and Gain Fly									[50]
Pipes of Terror									[15]
Special Rules: *Crushing Strength(2),Thunderous Charge(1),Fly, Brutal(1)* ***Traits:*** *Noble*									

Shrine [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht)	5	4+	-	5+	2	5	15	5	[165]
Lightning Bolt (6)									[0]
Special Rules: *Fearless, Rallying, Faith in Humanity*									

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: 15 **Total Unit Strength:** 30
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
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. 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 Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). 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.
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
Bob or Amanda	You may name the Hero either “Bob” or “Amanda”, for free.
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
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.
Faith in Humanity	For each friendly unit with the Stoic Trait within 6”, increase the amount of dice rolled with the Shrine’s Lightning Bolt by 1 to a maximum bonus of +3.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
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.
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
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).
Lightning Bolt Range: 24" Magical Missile	Piercing (1)

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
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.
Pipes of Terror	This unit gains the Brutal (+1) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
Inspiring Talisman	The hero gains the Inspiring special rule.