

1st Battalion

Siegemaster [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	6+	1	3	13	2	[140]
Special Rules: Aura(Elite (Ranged)),Crushing Strength(2),Individual, Inspiring(War Engines only)									
Champion Hero (Inf)	6	4+	-	6+	1	3	13	2	[140]
Special Rules: Aura(Elite (Ranged)),Crushing Strength(2),Individual, Inspiring(War Engines only)									

Yan Lieutenant [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	8	3+	-	4+	1	3	14	3	[130]
Special Rules: Crushing Strength(1),Individual, Iron Resolve(1),Very Inspiring									
Champion Hero (Cav)	8	3+	-	4+	1	3	14	3	[130]
Special Rules: Crushing Strength(1),Individual, Iron Resolve(1),Very Inspiring									

Chakrams	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Troop	5	5+	4+	3+	1	10	11	2	[100]
Chakrams (12", Piercing (1))	Special Rules: Iron Resolve(1) Traits: Yan								
Core Inf Regiment	5	5+	4+	3+	2	12	15	2	[125]
Chakrams (12", Piercing (1))	Special Rules: Iron Resolve(1) Traits: Yan								
Core Inf Regiment	5	5+	4+	3+	2	12	15	2	[125]
Chakrams (12", Piercing (1))	Special Rules: Iron Resolve(1) Traits: Yan								
Core Inf Regiment	5	5+	4+	3+	2	12	15	2	[125]
Chakrams (12", Piercing (1))	Special Rules: Iron Resolve(1) Traits: Yan								
Core Inf Regiment	5	5+	4+	3+	2	12	15	2	[125]
Chakrams (12", Piercing (1))	Special Rules: Iron Resolve(1) Traits: Yan								
Core Inf Regiment	5	5+	4+	3+	2	12	15	2	[125]
Chakrams (12", Piercing (1))	Special Rules: Iron Resolve(1) Traits: Yan								

Warrior Pack	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Hvy Inf Troop	7	4+	-	4+	1	12	12	2	[110]
Special Rules: Crushing Strength(1),Strider Traits: Hemicyon									

Yan Warrior Monks	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	5	3+	-	3+	2	20	17	2	[160]
Special Rules: Ensnare, Fearless, Iron Resolve(1),Thunderous Charge(1) Traits: Yan									
Specialist Inf Regiment	5	3+	-	3+	2	20	17	2	[160]
Special Rules: Ensnare, Fearless, Iron Resolve(1),Thunderous Charge(1) Traits: Yan									
Specialist Inf Regiment	5	3+	-	3+	2	20	17	2	[160]
Special Rules: Ensnare, Fearless, Iron Resolve(1),Thunderous Charge(1) Traits: Yan									

Witch Cage	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	7	4+	-	4+	2	5	14	3	[130]
Special Rules: Aura(Spellward),Crushing Strength(1),Height(3),Strider, Arcane Silence, Spellsteal Traits: Hemicyon, Hunter									

Hwathca [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	6+	4+	1	4	12	2	[95]
Rocket Volley (48", Blast (D3),Indirect, Piercing (1),Reload, Shattering (D3))									
Support War Eng	5	-	6+	4+	1	4	12	2	[95]
Rocket Volley (48", Blast (D3),Indirect, Piercing (1),Reload, Shattering (D3))									

Total Units:
Total Points:

18
2300

Total Unit Strength:

28

Command Order	Target	Description
Fight on with Honour!	4	Units with the Hemicyon Trait only. For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.
Pack Attack	4	Units involved in a Combat with multiple Engaged friendly units only. The unit gains the Brutal (2) special rule.
Bloodhound	4	Units with the Hunter Trait only. The unit gains the Slayer (n) special rule where n is the lowest number rolled on the dice when attempting to issue this order. For example rolling 2 and 6 would successfully issue the order (4+ required) and would apply an n value of 2 to the Slayer rule.
Sic 'em!	4	Units with the Hemicyon Trait only. The unit gains the Thunderous Charge (+1) special rule.
For the Greater Good	4	Units with the Yan Trait only. For each successful result on the dice rolled to issue this order, the unit gains one damage but also increases its Sp by +1. No Nerve test is taken for damage suffered this way.

Special Rule	Description
Arcane Silence	In this unit's Movement Phase, choose one enemy unit within 12". That unit does not get the benefit of any magical artefact it has until the end of its next Turn.
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
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.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Indirect	A unit or weapon with this rule cannot make Ranged attacks on targets that are within 12", but does not suffer the -1 to-hit modifier for enemy targets being in cover.
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.
Iron Resolve (n)	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.
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.

Spellsteal	This unit may choose to cast any spell that an enemy unit within 18" has, but rolling a maximum of 5 dice. For example if an enemy unit within 18" had Lightning Bolt (7), the unit with Spellsteal could cast Lightning Bolt (5).
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
