

1st Battalion

Bearer of the Holy Icon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[105]
Banner of Command									[20]
<i>Special Rules:</i> Individual, Iron Resolve(1),Very Inspiring, Yielding									

War Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[120]
Heal (3)									[15]
Bane Chant (2)									[20]
<i>Special Rules:</i> Crushing Strength(1),Individual, Inspiring, Iron Resolve(1),Yielding <i>Traits:</i> Spellcaster									
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[120]
Ej Periscope									[5]
Scorched Earth(3)									[30]
<i>Special Rules:</i> Crushing Strength(1),Individual, Inspiring, Iron Resolve(1),Yielding, Leaper <i>Traits:</i> Spellcaster									

Men-at-arms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	30	24	2	[185]
Spears									[20]
<i>Special Rules:</i> Iron Resolve(1),Phalanx <i>Traits:</i> Faithful									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[95]
<i>Special Rules:</i> Iron Resolve(1) <i>Traits:</i> Faithful									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[95]
<i>Special Rules:</i> Iron Resolve(1) <i>Traits:</i> Faithful									

Paladin Foot Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Inf Troop	5	3+	-	5+	1	12	13	2	[130]
<i>Special Rules:</i> Crushing Strength(1),Headstrong, Iron Resolve(1) <i>Traits:</i> Faithful									

Paladin Monster Slayers [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	3+	-	4+	4	25	24	2	[255]
<i>Special Rules:</i> Crushing Strength(2),Headstrong, Iron Resolve(1),Slayer(D6 - Combat) <i>Traits:</i> Faithful									

Gur Panthers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop	10	4+	-	3+	1	6	11	2	[95]
<i>Special Rules:</i> Height(2),Nimble, Pathfinder, Vicious(Combat)									

Ogre Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[220]
Blade of Slashing									[5]
<i>Special Rules:</i> Brutal(1),Crushing Strength(2),Iron Resolve(1)									
Specialist Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[220]
Mace of Crushing									[5]
<i>Special Rules:</i> Brutal(1),Crushing Strength(2),Iron Resolve(1)									

Paladin Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	3+	-	5+	2	18	17	3	[220]
Healing Brew									[5]
<i>Special Rules:</i> Headstrong, Iron Resolve(1),Thunderous Charge(3) <i>Traits:</i> Faithful									
Specialist Cav Regiment	8	3+	-	5+	2	18	17	3	[230]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules:</i> Headstrong, Iron Resolve(1),Thunderous Charge(3) <i>Traits:</i> Faithful									

Elohi	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Troop	10	3+	-	5+	1	10	15	3	[205]
<i>Special Rules:</i> Crushing Strength(1),Fearless, Fly, Inspiring, Iron Resolve(1)									
Support Lrg Inf Troop	10	3+	-	5+	1	10	15	3	[205]
<i>Special Rules:</i> Crushing Strength(1),Fearless, Fly, Inspiring, Iron Resolve(1)									

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.
For the Glory of the Hegemon	5	Units charging this Turn only. The unit gains the Elite (Combat) special rule.
Cleanse	4	The unit gains Iron Resolve (+1) until the start of its next Turn, and any ongoing effects from spells, and the Frozen status, currently affecting this unit are removed.
Aegis of Kolosu	4	Units with the Faithful Trait only. Until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeted by ranged attacks in its front facing.
Borne by Angels	5	Infantry and Large Infantry units only. The unit gains the Fly special rule while executing an Advance! or At the Double! movement order.
Fell the Beast	4	Infantry and Cavalry units only. The unit gains the Slayer (+nD3 – Combat) special rule, where n is the number of successful results on the dice rolled to issue this order.

Special Rule	Description
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.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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.
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.
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).
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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
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
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Scorched Earth Range: 18" Target	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
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.
Mace of Crushing	Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage.
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.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.