

2300 / 2300 VALID

| Baron                                                                                      | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|--------------------------------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| [Bertie McSquirtie] Warlord <u>Hero</u> (Cav)                                              | 8  | 3+ | -  | 5+ | 2  | 5   | 14 | 3  | [170] |
| Horse                                                                                      |    |    |    |    |    |     |    |    | [25]  |
| Scythe of the Harvester                                                                    |    |    |    |    |    |     |    |    | [15]  |
| <b>Special Rules:</b> <i>Crushing Strength(1), Individual, Very Inspiring, Rampage(D3)</i> |    |    |    |    |    |     |    |    |       |

| <b>Militia Mob</b>                                  | <b>Sp</b> | <b>Me</b> | <b>Sh</b> | <b>De</b> | <b>US</b> | <b>Att</b> | <b>Ne</b> | <b>Ht</b> | <b>Pts</b> |
|-----------------------------------------------------|-----------|-----------|-----------|-----------|-----------|------------|-----------|-----------|------------|
| Core (Aux) Inf Regiment<br><i>Traits: Mercenary</i> | 5         | 5+        | -         | 3+        | 2         | 12         | 14        | 2         | [70]       |
| Core (Aux) Inf Regiment<br><i>Traits: Mercenary</i> | 5         | 5+        | -         | 3+        | 2         | 12         | 14        | 2         | [70]       |
| Core (Aux) Inf Regiment<br><i>Traits: Mercenary</i> | 5         | 5+        | -         | 3+        | 2         | 12         | 14        | 2         | [70]       |

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

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

| 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))                            |    |    |    |    |    |     |    |    |      |
| <b>Special Rules:</b> <i>Grapeshot</i>                            |    |    |    |    |    |     |    |    |      |
| 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))                            |    |    |    |    |    |     |    |    |      |
| <b>Special Rules:</b> <i>Grapeshot</i>                            |    |    |    |    |    |     |    |    |      |

| Army Standard Bearer [2]                                          | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|-------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| [Gerald Humperdink] Champion Hero (Inf)                           | 5  | 5+ | -  | 4+ | 1  | 1   | 11 | 2  | [100] |
| Diadem of Dragonkind                                              |    |    |    |    |    |     |    |    | [30]  |
| Fireball (4)                                                      |    |    |    |    |    |     |    |    |       |
| <b>Special Rules:</b> <i>Individual, Very Inspiring, Yielding</i> |    |    |    |    |    |     |    |    |       |

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

| Bowmen                                          | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
|-------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Core Inf Regiment                               | 5  | 5+ | 6+ | 3+ | 2  | 10  | 15 | 2  | [100] |
| Black Powder Weapons                            |    |    |    |    |    |     |    |    | [5]   |
| Black Powder Weapons (24", Piercing (2),Reload) |    |    |    |    |    |     |    |    |       |
| <b>Traits:</b> <i>Stoic</i>                     |    |    |    |    |    |     |    |    |       |
| Core Inf Horde                                  | 5  | 5+ | 6+ | 3+ | 4  | 20  | 22 | 2  | [170] |
| Black Powder Weapons                            |    |    |    |    |    |     |    |    | [15]  |
| Black Powder Weapons (24", Piercing (2),Reload) |    |    |    |    |    |     |    |    |       |
| <b>Traits:</b> <i>Stoic</i>                     |    |    |    |    |    |     |    |    |       |

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

| 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))                          |    |    |    |    |    |     |    |    |      |
| <b>Special Rules:</b> <i>Grapeshot</i>                          |    |    |    |    |    |     |    |    |      |
| 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))                          |    |    |    |    |    |     |    |    |      |
| <b>Special Rules:</b> <i>Grapeshot</i>                          |    |    |    |    |    |     |    |    |      |

|               |      |                      |    |
|---------------|------|----------------------|----|
| Total Units:  | 20   | Total Unit Strength: | 35 |
| Total Points: | 2300 |                      |    |

| 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.                                                                                                                                                                                                                                                                           |
| Grapeshot             | This attack always hits on a 5+ regardless of modifiers.                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 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.                                                                                                                                             |
| 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.

|                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Rampage (n)           | When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 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                          |
|--------------------------------------------------|--------------------------------------|
| <b>Blizzard</b><br>Range: 30"<br>Magical Missile | Blast (D3), Frostbite, Piercing (1). |
| <b>Fireball</b><br>Range: 12"<br>Magical Missile | Blast (D3), Shattering (1).          |

| Artefact                | Description                                                                                                      |
|-------------------------|------------------------------------------------------------------------------------------------------------------|
| Diadem of Dragonkind    | The unit gains the Fireball (4) spell, or if the unit already has a Fireball spell, its value is increased by 2. |
| Scythe of the Harvester | Infantry and Cavalry only. The hero gains the Rampage (D3) special rule in Combat.                               |
| Inspiring Talisman      | The hero gains the Inspiring special rule.                                                                       |