

1st Battalion

|                                                                     |    |    |    |    |    |     |    |    |       |
|---------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Clan Lord                                                           | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Warlord Hero (Inf)                                                  | 5  | 3+ | -  | 5+ | 2  | 5   | 15 | 2  | [155] |
| Special Rules: Crushing Strength(2),Individual, Inspiring, Rallying |    |    |    |    |    |     |    |    |       |

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|-----------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Battle Captain [2]                                        | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Champion Hero (Inf)                                       | 5  | 3+ | -  | 5+ | 1  | 3   | 13 | 2  | [115] |
| Special Rules: Crushing Strength(2),Individual, Inspiring |    |    |    |    |    |     |    |    |       |

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|-------------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Ghekkotah Skylord [2]                                                   | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Champion Hero (Lrg Cav)                                                 | 10 | 3+ | 3+ | 4+ | 1  | 4   | 13 | 4  | [165] |
| Firesparks (18")                                                        |    |    |    |    |    |     |    |    |       |
| Special Rules: Fly, Inspiring, Pathfinder, Thunderous Charge(1),Vicious |    |    |    |    |    |     |    |    |       |

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|--------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Ghekkotah Warriors                                           | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Core Inf Horde                                               | 6  | 5+ | -  | 3+ | 4  | 25  | 21 | 2  | [130] |
| Special Rules: Pathfinder, Vicious(Combat) Traits: Ghekkotah |    |    |    |    |    |     |    |    |       |

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|--------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Salamander Primes                                      | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Core Hvy Inf Regiment                                  | 5  | 4+ | -  | 5+ | 2  | 12  | 16 | 2  | [125] |
| Special Rules: Crushing Strength(1) Traits: Flamebound |    |    |    |    |    |     |    |    |       |
| Core Hvy Inf Regiment                                  | 5  | 4+ | -  | 5+ | 2  | 12  | 16 | 2  | [130] |
| Mace of Crushing                                       |    |    |    |    |    |     |    |    | [5]   |
| Special Rules: Crushing Strength(1) Traits: Flamebound |    |    |    |    |    |     |    |    |       |

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|------------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Salamander Unblooded                                                   | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Core Hvy Inf Horde                                                     | 5  | 4+ | -  | 4+ | 4  | 30  | 23 | 2  | [180] |
| Special Rules: Thunderous Charge(1),Wild Charge(D3) Traits: Flamebound |    |    |    |    |    |     |    |    |       |

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|-----------------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Kaisenor Lancers                                                            | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Core Cav Regiment                                                           | 8  | 4+ | -  | 5+ | 2  | 20  | 16 | 3  | [185] |
| Special Rules: Crushing Strength(1),Thunderous Charge(1) Traits: Flamebound |    |    |    |    |    |     |    |    |       |
| Core Cav Regiment                                                           | 8  | 4+ | -  | 5+ | 2  | 20  | 16 | 3  | [185] |
| Special Rules: Crushing Strength(1),Thunderous Charge(1) Traits: Flamebound |    |    |    |    |    |     |    |    |       |

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|----------------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Ceremonial Guard                                                           | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Core Hvy Inf Regiment                                                      | 5  | 4+ | -  | 5+ | 2  | 15  | 16 | 2  | [150] |
| Special Rules: Crushing Strength(1),Headstrong, Phalanx Traits: Flamebound |    |    |    |    |    |     |    |    |       |
| Core Hvy Inf Regiment                                                      | 5  | 4+ | -  | 5+ | 2  | 15  | 16 | 2  | [150] |
| Special Rules: Crushing Strength(1),Headstrong, Phalanx Traits: Flamebound |    |    |    |    |    |     |    |    |       |

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|------------------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Rhinosaur Cavalry                                                            | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Support Lrg Cav Regiment                                                     | 7  | 3+ | -  | 5+ | 2  | 18  | 18 | 4  | [235] |
| Special Rules: Brutal(1),Crushing Strength(1),Fearless, Thunderous Charge(2) |    |    |    |    |    |     |    |    |       |
| Support Lrg Cav Regiment                                                     | 7  | 3+ | -  | 5+ | 2  | 18  | 18 | 4  | [235] |
| Special Rules: Brutal(1),Crushing Strength(1),Fearless, Thunderous Charge(2) |    |    |    |    |    |     |    |    |       |

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|-------------------------------------------------------------------------------|----|----|----|----|----|-----|----|----|-------|
| Scorchwings                                                                   | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts   |
| Support Lrg Cav Troop                                                         | 10 | 3+ | 5+ | 4+ | 1  | 7   | 13 | 4  | [160] |
| Firesparks (18")                                                              |    |    |    |    |    |     |    |    |       |
| Special Rules: Feint, Fly, Pathfinder, Thunderous Charge(1) Traits: Elemental |    |    |    |    |    |     |    |    |       |

Total Units:14

Total Unit Strength:29

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.

|                      |   |                                                                                                                                                                             |
|----------------------|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Cleansing Flame      | 4 | Units with the Flamebound Trait only. The unit gains the Fireball (n+2) ranged spell attack this turn, where n is the number of successful dice rolled to issue this order. |
| Shield of Kthorlaq   | 4 | This order requires two dice to be successful to be issued. The unit gains +1 De to a maximum of 6+ until the start of its next Turn.                                       |
| Will of the Ancients | 4 | The unit cannot Charge this Turn, but gains +1 Sp.                                                                                                                          |
| Rekindle             | 3 | Units with the Flamebound Trait only. The unit gains Lifeleech (+n), where n is the number of successful 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 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.                                                                                                                                        |
| 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.                                                                                                                                                                                                          |
| 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.                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 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.                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 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.                                                                                                                                                                                                                                                                                       |
| 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.                                                                                                                                                                                                                                                                                                                                     |
| Wild Charge (n)       | Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge! |

| Artefact         | Description                                                                                       |
|------------------|---------------------------------------------------------------------------------------------------|
| Mace of Crushing | Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage. |