# Monk-ky Bussiness!

2300 / 2300 VALID

## 1st Battalion

| Matriarch | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Warlord Hero (Inf) | 7 | 3+ | - | 5+ | 2 | 6 | 16 | 2 | [210] |

***Special Rules:*** *Aura(Vicious (Combat - Hemicyon Trait Only)),Crushing Strength(2),Individual, Strider, Very Inspiring, Pack Leader*

| Beastmaster [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Champion Hero (Inf) | 5 | 4+ | - | 4+ | 1 | 2 | 13 | 2 | [80] |

***Special Rules:*** *Aura(Strider) - Beast Trait only),Individual, Yielding*

| 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 Inf Regiment | 5 | 5+ | 4+ | 3+ | 2 | 12 | 15 | 2 | [130] |
| Fire-Oil | | | | | | | | | [5] |

Chakrams (12", Piercing (1))

***Special Rules:*** *Iron Resolve(1),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Yan*

| Spearwardens | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Core Hvy Inf Regiment | 7 | 3+ | - | 5+ | 2 | 15 | 17 | 2 | [200] |
| Liliana's Tear | | | | | | | | | [5] |

***Special Rules:*** *Crushing Strength(1),Strider, Phalanx* ***Traits:*** *Hemicyon*

| Warrior Pack | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Core Hvy Inf Regiment | 7 | 4+ | - | 4+ | 2 | 20 | 16 | 2 | [160] |

***Special Rules:*** *Crushing Strength(1),Strider* ***Traits:*** *Hemicyon*

| Core Hvy Inf Regiment | 7 | 4+ | - | 4+ | 2 | 20 | 16 | 2 | [160] |
|---|---|---|---|---|---|---|---|---|---|

***Special Rules:*** *Crushing Strength(1),Strider* ***Traits:*** *Hemicyon*

| Core Hvy Inf Regiment | 7 | 4+ | - | 4+ | 2 | 20 | 16 | 2 | [160] |
|---|---|---|---|---|---|---|---|---|---|

***Special Rules:*** *Crushing Strength(1),Strider* ***Traits:*** *Hemicyon*

| Yan Warrior Monks | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Specialist Inf Troop | 5 | 3+ | - | 3+ | 1 | 15 | 13 | 2 | [120] |

***Special Rules:*** *Ensnare, Fearless, Iron Resolve(1),Thunderous Charge(1)* ***Traits:*** *Yan*

| Specialist Inf Troop | 5 | 3+ | - | 3+ | 1 | 15 | 13 | 2 | [120] |
|---|---|---|---|---|---|---|---|---|---|

***Special Rules:*** *Ensnare, Fearless, Iron Resolve(1),Thunderous Charge(1)* ***Traits:*** *Yan*

| Specialist Inf Troop | 5 | 3+ | - | 3+ | 1 | 15 | 13 | 2 | [120] |
|---|---|---|---|---|---|---|---|---|---|

***Special Rules:*** *Ensnare, Fearless, Iron Resolve(1),Thunderous Charge(1)* ***Traits:*** *Yan*

| Specialist Inf Troop | 5 | 3+ | - | 3+ | 1 | 15 | 13 | 2 | [120] |
|---|---|---|---|---|---|---|---|---|---|

***Special Rules:*** *Ensnare, Fearless, Iron Resolve(1),Thunderous Charge(1)* ***Traits:*** *Yan*

| Shaoquan | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Support Mon | 6 | 3+ | - | 4+ | 2 | X+5 | 16 | 4 | [140] |

***Special Rules:*** *Crushing Strength(2),Fearless, Height(4),Iron Resolve(1),Retaliate!, The bigger they are…* ***Traits:*** *Beast*

| 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*

| Khon-Bukhan Mortar [2] | Sp | Me | Sh | De | US | Att | Ne | Ht | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Support War Eng | 5 | - | 6+ | 4+ | 1 | 2 | 12 | 2 | [95] |

Corrosive Blast (48", Blast (D3+2),Indirect, Piercing (2),Reload, Vicious)

| Support War Eng | 5 | - | 6+ | 4+ | 1 | 2 | 12 | 2 | [95] |
|---|---|---|---|---|---|---|---|---|---|

Corrosive Blast (48", Blast (D3+2),Indirect, Piercing (2),Reload, Vicious)

| | | | |
|---|---|---|---|
| **Total Units:** | 17 | **Total Unit Strength:** | 25 |
| **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. |
| 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 (+nD3 - Combat) special rule until the end of the Turn, where n is the number of successful results on the dice rolled to issue this order. |
| 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 is 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 artefect 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. |
| 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. |
| 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. |
| Pack Leader | This unit may issue Command Orders up to 18". |
| 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. |
| Reload | The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase. |
| Retaliate! | If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw! |
| 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. |
| Strider | This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles. |
| The bigger they are… | In Combat, this unit has 5+n attacks, where n is equal to the De value of the enemy unit. So if the enemy unit has De 4+, the Shaoquan will attack with 5+4 (9) dice. |
| 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. |
| 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. |

| 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). |
| Liliana's Tear | The unit is not affected by the Dread, Shattering, or Brutal special rules. |