NC KOM Double Dogs for Bostop in BC

2300 / 2300 VALID

1st Battalion

The Captain [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	5	15	2	[165]
Special Rules: *Crushing Strength(1),Rallying(Mercenary Trait only),Individual, Very Inspiring, Master Tactician*									

Hero [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	**8**	3+	-	5+	1	3	12	**3**	[155]
Horse									[15]
Shroud of the Saint									[25]
Heal (3)									
Special Rules: *Crushing Strength(1),Individual, Inspiring, Rallying(Stoic or Noble Traits only),Bob or Amanda*									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[95]
Celestial Restoration(3)									[35]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[80]
Bane Chant (2)									[20]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									

Halberdiers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	3+	2	12	15	2	[90]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Mercenary, Stoic*									
Core Inf Regiment	5	4+	-	3+	2	12	15	2	[90]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Mercenary, Stoic*									

Shield Wall	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[90]
Traits: *Stoic*									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[90]
Traits: *Stoic*									

Dogs of War	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	5	3+	-	5+	4	25	24	2	[240]
Brew of Strength									[40]
Special Rules: *Crushing Strength(1)* ***Traits:*** *Mercenary*									
Specialist Inf Horde	5	3+	-	5+	4	25	24	2	[225]
Blessing of the Gods									[25]
Special Rules: *Elite* ***Traits:*** *Mercenary*									

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

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	7	3+	-	5+	2	20	17	4	[230]
Special Rules: *Crushing Strength(2),Thunderous Charge(1)* ***Traits:*** *Noble*									
Support Lrg Cav Regiment	7	3+	-	5+	2	20	17	4	[230]
Special Rules: *Crushing Strength(2),Thunderous Charge(1)* ***Traits:*** *Noble*									
Support Lrg Cav Troop	7	3+	-	5+	1	10	14	4	[150]
Special Rules: *Crushing Strength(2),Thunderous Charge(1)* ***Traits:*** *Noble*									
Support Lrg Cav Troop	**9**	3+	-	5+	1	10	14	4	[180]
Change Sp to 9 and Gain Fly									[30]
Special Rules: *Crushing Strength(2),Thunderous Charge(1),Fly* ***Traits:*** *Noble*									

Total Units: 16 **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.
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**
Bob or Amanda	You may name the Hero either “Bob” or “Amanda”, for free.
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.
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.
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.
Master Tactician	After Deployment and all Scout moves, choose two friendly units and move them anywhere wholly within the friendly deployment zone. If both players have this ability, remove all such units and then take it in turns to redeploy them, starting with the player that finished their normal deployment first.
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.
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**
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.
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.

Artefact	Description
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Shroud of the Saint	The hero gains the Heal (3) spell, or if the hero already has a Heal spell, its value is increased by 2.