



## League of Rhordia [1995]

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [135] Two-handed Weapons <i>Special Rules: Crushing Strength(1) Keywords: Human, Knight</i>	5	3+	-	4+	3	12	14/16	2	[135] [0]
<hr/>									
Inf Regiment [135] Two-handed Weapons <i>Special Rules: Crushing Strength(1) Keywords: Human, Knight</i>	5	3+	-	4+	3	12	14/16	2	[135] [0]
<hr/>									
Halfling Archers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [90] Bows (24") <i>Special Rules: Stealthy Keywords: Halfling</i>	5	6+	5+	3+	2	10	12/14	2	[90]
Inf Regiment [90] Bows (24") <i>Special Rules: Stealthy Keywords: Halfling</i>	5	6+	5+	3+	2	10	12/14	2	[90]
Inf Regiment [90] Bows (24") <i>Special Rules: Stealthy Keywords: Halfling</i>	5	6+	5+	3+	2	10	12/14	2	[90]
<hr/>									
Dogs of War	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [240] The Shields of Hetronburg <i>Special Rules: Ensnare, Phalanx Keywords: Human, Mercenaries</i>	5	4+	-	5+	4	30	20/22	2	[175] [65]
<hr/>									
Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205] Sir Jesse's Boots of Striding <i>Special Rules: Headstrong, Thunderous Charge(2) Keywords: Human, Knight</i>	8	3+	-	5+	3	16	14/16	3	[190] [15]
<hr/>									
Honour Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [240] <i>Special Rules: Crushing Strength(1),Iron Resolve, Thunderous Charge(2) Keywords: Aralez, Human</i>	7	3+	-	5+	3	18	16/18	4	[240]
<hr/>									
Volley Gun	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [80] Volley Gun (24", Piercing(2),Reload) <i>Keywords: Artillery, Human</i>	5	-	5+	4+	0	12	9/11	2	[80]
WE 1 [80] Volley Gun (24", Piercing(2),Reload) <i>Keywords: Artillery, Human</i>	5	-	5+	4+	0	12	9/11	2	[80]
<hr/>									
Battle Shrine [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 Spellcaster 0 [150] Lightning Bolt (6) <i>Special Rules: Crushing Strength(1),Rallying(2) Keywords: Human, Shrine</i>	5	4+	-	5+	1	6	-/14	4	[150] [0]
<hr/>									
Duke on Ancient Winged Aralez	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [230] <i>Special Rules: Command, Crushing Strength(2),Fly, Iron Resolve, Nimble, Radiance of Life, Thunderous Charge(1),Very Inspiring Keywords: Human, Aralez</i>	10	3+	-	5+	1	7	15/17	5	[230]
Hero (Mon) 1 [230] <i>Special Rules: Command, Crushing Strength(2),Fly, Iron Resolve, Nimble, Radiance of Life, Thunderous Charge(1),Very Inspiring Keywords: Human, Aralez</i>	10	3+	-	5+	1	7	15/17	5	[230]

Total Units:

13

Total Unit Strength:

25

Total Primary Core Points:

1995 (100.0%)

### Special Rule

### Description

Command

Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the

Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.

Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Iron Resolve	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. If no value is specified, the unit has Iron Resolve (1).
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn. Note that Radiance of Life may have a further qualifier, in which case Radiance of Life will only remove damage from units with that name or Keyword in addition to the unit with the Radiance of Life Special Rule itself.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Thunderous Charge	All Melee hits inflicted 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 Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

Spell	Description	Special Rules
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Artefact	Description	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	