

1st Battalion

War Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[140]
Heal (3)									[15]
Bane Chant (2)									[20]
Scorched Earth(2)									[20]
Special Rules: Crushing Strength(1),Individual, Inspiring, Iron Resolve(1),Yielding Traits: Spellcaster									

Men-at-arms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	30	24	2	[185]
Spears									[20]
Special Rules: Iron Resolve(1),Phalanx Traits: Faithful									
Core Inf Horde	5	4+	-	4+	4	30	24	2	[185]
Spears									[20]
Special Rules: Iron Resolve(1),Phalanx Traits: Faithful									
Core Inf Horde	5	4+	-	4+	4	25	24	2	[165]
Special Rules: Iron Resolve(1) Traits: Faithful									
Core Inf Horde	5	4+	-	4+	4	30	24	2	[185]
Spears									[20]
Special Rules: Iron Resolve(1),Phalanx Traits: Faithful									

Ogre Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[215]
Special Rules: Brutal(1), Crushing Strength(2), Iron Resolve(1)									

2nd Battalion

War Priest [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[120]
Heal (3)									[15]
Bane Chant (2)									[20]
Special Rules: Crushing Strength(1),Individual, Inspiring, Iron Resolve(1),Yielding Traits: Spellcaster									
Champion Hero (Inf)	5	5+	-	4+	1	1	13	2	[175]
Sacred Horn									[20]
Heal (3)									[15]
Bane Chant (2)									[20]
Veil of Shadows(4)									[35]
Special Rules: Crushing Strength(1),Individual, Inspiring, Iron Resolve(1),Yielding Traits: Spellcaster									

Men-at-arms	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[95]
Special Rules: Iron Resolve(1) Traits: Faithful									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[95]
Special Rules: Iron Resolve(1) Traits: Faithful									

Ogre Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	3+	-	5+	2	18	17	3	[215]
Special Rules: Brutal(1),Crushing Strength(2),Iron Resolve(1)									

Paladin Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	8	3+	-	5+	2	18	17	3	[215]
Special Rules: Headstrong, Iron Resolve(1),Thunderous Charge(3) Traits: Faithful									

Elohi	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Inf Regiment	10	3+	-	5+	2	20	18	3	[305]
Aegis of the Elohi									[15]
Special Rules: Crushing Strength(1),Fearless, Fly, Inspiring, Iron Resolve(2)									

Total Units:13

Total Unit Strength:31

Total Points:2295

Command Order	Target	Description
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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.
For the Glory of the Hegemon	5	Units charging this Turn only. The unit gains the Elite (Combat) special rule.
Cleanse	4	The unit gains Iron Resolve (+1) until the start of its next Turn, and any ongoing effects from spells, and the Frozen status, currently affecting this unit are removed.
Aegis of Kolosu	4	Units with the Faithful Trait only. Until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeted by ranged attacks in its front facing.
Borne by Angels	5	Infantry and Large Infantry units only. The unit gains the Fly special rule while executing an Advance! or At the Double! movement order.
Fell the Beast	4	Infantry and Cavalry units only. The unit gains the Slayer (+nD3 – Combat) special rule, where n is the number of successful results on the 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.
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.
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.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
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.
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.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Scorched Earth	If any hits are scored, instead of causing damage, for the duration of its next Turn any charges made by the target

Range: 18" Target	unit will be Hindered and the target will not be able to use the Strider and Pathfinder special rules.
Veil of Shadows Range: 0" Self	If any hits are scored, instead of causing damage, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.

Artefact	Description
Aegis of the Elohi	The unit gains the Iron Resolve (+1) special rule.
Sacred Horn	The range of the unit's Aura is increased to 9".