## Human goblins v3 The Order of the Brothermark [2300]

2300 / 2300 VALID

Villein Penitents	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
nf Horde [125]	5	5+	-	3+	3	25	18/21	2	[125]
Special Rules: Crushing Strength(1)	Keywords.	: Expendable	, Human, V	lillein					
nf Horde [125]	5	5+	-	3+	3	25	18/21	2	[125]
Special Rules: Crushing Strength(1)	Keywords.	: Expendable,	, Human, V	llein	-				
nf Horde [125]	5	5+	-	3+	3	25	18/21	2	[125]
Special Rules: Crushing Strength(1)	Keywords.	: Expendable	, Human, V	llein					
nf Horde [125]	5	5+	-	3+	3	25	18/21	2	[125]
Special Rules: Crushing Strength(1)	Keywords.	: Expendable	, Human, V						
nf Horde [125]	5	5+	-	3+	3	25	18/21	2	[125]
Special Rules: Crushing Strength(1)	Keywords	: Expendable,	, Human, V	lillein					
Villein Bowmen	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
nf Horde [165]	5	6+	5+	3+	3	20	19/21	2	[165]
Bows (24")	-				-				
Special Rules: Phalanx Keywords:	Human, Vill	ein							
Villein Siege Artillery	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
/E 1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Artillery Strike (48", Blast(D3+1), Indirec	t, Piercina(3	•	- ·		Ū	_	• •	-	[]
Keywords: Human, Villein		,		,					
VE 1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
Artillery Strike (48", Blast(D3+1),Indirec Keywords: Human, Villein	t, Piercing(3	),Reload, Igno	ores Obscu	ıred)					
VE 1 [90]	5	0+	5+	4+	0	2	9/11	2	[90]
							5/11	~	[30]
	-	),Reload, Igno	ores Obscu						
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest	t, Piercing(3	Ме	Ra	ired) De	US	Att	Ne	Ht	Pts
Artillery Strike (48", Blast(D3+1),Indirec Keywords: Human, Villein Heavy Arbalest NE 1 [75]	t, Piercing(3	<u>Ме</u> 0+		ıred)	<b>US</b> 0		<b>Ne</b> 10/12	Ht 2	<b>Pts</b> [75]
Artillery Strike (48", Blast(D3+1),Indirec Keywords: Human, Villein Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing	t, Piercing(3 <b>Sp</b> 5 (2),Reload,	Me 0+ Shattering)	<b>Ra</b> 4+	ired) De		Att			
Artillery Strike (48", Blast(D3+1),Indirec Keywords: Human, Villein Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human	Me 0+ Shattering) , Men-at-Arm	<b>Ra</b> 4+	nred) De 4+	0	Att 2	10/12	2	[75]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75]	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+	<b>Ra</b> 4+	ired) De		Att			
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload,	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering)	Ra 4+ IS 4+	nred) De 4+	0	Att 2	10/12	2	[75]
Artillery Strike (48", Blast(D3+1),Indirec Keywords: Human, Villein Heavy Arbalest NE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo NE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i>	<b>Ra</b> 4+ 35 4+ 35	Ired) De 4+ 4+	0	<b>Att</b> 2 2	10/12	2	[75]
Artillery Strike (48", Blast(D3+1),Indirec Keywords: Human, Villein Heavy Arbalest NE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo NE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo NE 1 [75]	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human 5	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+	Ra 4+ IS 4+	nred) De 4+	0	Att 2	10/12	2	[75]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75]	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, 5 (2),Reload,	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering)	Ra 4+ s 4+ s 4+	Ired) De 4+ 4+	0	<b>Att</b> 2 2	10/12	2	[75]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest <i>VE</i> 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> <i>VE</i> 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> <i>VE</i> 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> <i>Special Rules: Iron Resolve Keywo</i>	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human	Me 0+ Shattering) <i>Men-at-Arm</i> 0+ Shattering) <i>Men-at-Arm</i> Shattering) <i>Men-at-Arm</i>	Ra 4+ 8 4+ 8 4+ 8	<b>De</b> 4+ 4+ 4+	0	Att 2 2 2	10/12 10/12 10/12	2 2 2	[75] [75]
Artillery Strike (48", Blast(D3+1),Indirec Keywords: Human, Villein Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo Phoenix	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i>	Ra       4+       1S       4+       1S       4+       1S       Ra	De 4+ 4+ 4+ 4+	0 0 0 US	Att 2 2 2 2 Att	10/12 10/12 10/12 <b>Ne</b>	2 2 2 Ht	[75] [75] [75] Pts
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim)	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human	Me 0+ Shattering) <i>Men-at-Arm</i> 0+ Shattering) <i>Men-at-Arm</i> Shattering) <i>Men-at-Arm</i>	Ra 4+ 8 4+ 8 4+ 8	<b>De</b> 4+ 4+ 4+	0	Att 2 2 2	10/12 10/12 10/12	2 2 2	[75] [75] [75] Pts [145]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+	Ra       4+       1S       4+       1S       4+       1S       4+       1S	De 4+ 4+ 4+ 0 De 3+	0 0 0 US 2	Att 2 2 2 2 Att 3	10/12 10/12 10/12 <b>Ne</b> 15/17	2 2 2 Ht	[75] [75] [75] Pts
Artillery Strike (48", Blast(D3+1),Indirec Keywords: Human, Villein Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing Special Rules: Iron Resolve Keywo Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) Special Rules: Crushing Strength(1)	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+	Ra           4+           is           0:           0:           0:           0:           0:	De 4+ 4+ 4+ 0 De 3+ words: Ang	0 0 0 US 2 elic, Flamet	Att 2 2 2 Att 3 bound, Majes	10/12 10/12 10/12 <u>Ne</u> 15/17 stic	2 2 2 Ht 6	[75] [75] [75] Pts [145] [0]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> itan 1 Spellcaster 0 [145]	t, Piercing(3 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+	Ra       4+       1S       4+       1S       4+       1S       4+       1S	De 4+ 4+ 4+ 0 De 3+	0 0 0 US 2	Att 2 2 2 2 Att 3	10/12 10/12 10/12 <b>Ne</b> 15/17	2 2 2 Ht	[75] [75] [75] Pts [145]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim)	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+	Ra           4+           is           0:           0:           0:           0:           0:	De 4+ 4+ 4+ 0 De 3+ words: Ang	0 0 0 US 2 elic, Flamet	Att 2 2 2 Att 3 bound, Majes	10/12 10/12 10/12 <u>Ne</u> 15/17 stic	2 2 2 Ht 6	[75] [75] [75] Pts [145] [0] [145]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 8 <i>Sp</i> 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+	Ra       4+       15       4+       15       4+       15       Ra       4+       0n(4+) Key       4+	De 4+ 4+ 4+ 4+ 3+ words: Ang 3+	0 0 US 2 elic, Flamet 2	Att 2 2 2 Att 3 bound, Majes 3	10/12 10/12 10/12 <u>Ne</u> 15/17 stic 15/17	2 2 2 Ht 6	[75] [75] [75] Pts [145] [0]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> (1)	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 <i>p</i> , <i>Fly, Nimble</i> 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+ , <i>Regeneratic</i> 3+	Ra       4+       1s       4+       1s       4+       1s       4+       1s       A+       1s       0n(4+) Key       4+       0n(4+) Key	De 4+ 4+ 4+ 4+ 3+ words: Ang 3+	0 0 US 2 elic, Flamet 2 elic, Flamet	Att 2 2 2 Att 3 bound, Majes 3	10/12 10/12 10/12 10/12 Ne 15/17 stic 15/17	2 2 2 Ht 6	[75] [75] [75] [75] [75] [75] [75] [75]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> itan 1 Spellcaster 0 [145]	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 8 <i>Sp</i> 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+	Ra       4+       15       4+       15       4+       15       Ra       4+       0n(4+) Key       4+	De 4+ 4+ 4+ 4+ 3+ words: Ang 3+	0 0 US 2 elic, Flamet 2	Att 2 2 2 Att 3 bound, Majes 3	10/12 10/12 10/12 <u>Ne</u> 15/17 stic 15/17	2 2 2 Ht 6	[75] [75] [75] Pts [145] [0] [145]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim)	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 <i>p</i> , <i>Fly, Nimble</i> 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+ , <i>Regeneratic</i> 3+	Ra       4+       1s       4+       1s       4+       1s       4+       1s       A+       1s       0n(4+) Key       4+       0n(4+) Key	De 4+ 4+ 4+ 4+ 3+ words: Ang 3+	0 0 US 2 elic, Flamet 2 elic, Flamet	Att 2 2 2 Att 3 bound, Majes 3	10/12 10/12 10/12 10/12 Ne 15/17 stic 15/17	2 2 2 Ht 6	[75] [75] [75] <b>Pts</b> [145] [0] [145] [0] [145]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Titan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5)	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 0,Fly, Nimble 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+ a, <i>Regeneratio</i> 3+	Ra     4+     4+     4+     4+     4+     8     Ra     4+     0n(4+) Key     4+     0n(4+) Key     4+	De 4+ 4+ 4+ 4+ 3+ words: Ang 3+ words: Ang 3+	0 0 US 2 elic, Flamet 2 elic, Flamet 2	Att 2 2 2 Att 3 bound, Majes 3 bound, Majes 3	10/12 10/12 10/12 10/12 <u>Ne</u> 15/17 stic 15/17 stic 15/17	2 2 2 Ht 6	[75] [75] [75] [75] [75] [75] [75] [75]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim)	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 0,Fly, Nimble 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+ a, <i>Regeneratio</i> 3+	Ra     4+     4+     4+     4+     4+     8     Ra     4+     0n(4+) Key     4+     0n(4+) Key     4+	De 4+ 4+ 4+ 4+ 3+ words: Ang 3+ words: Ang 3+	0 0 US 2 elic, Flamet 2 elic, Flamet 2	Att 2 2 2 Att 3 bound, Majes 3 bound, Majes 3	10/12 10/12 10/12 10/12 <u>Ne</u> 15/17 stic 15/17 stic 15/17	2 2 2 Ht 6	[75] [75] [75] <b>Pts</b> [145] [0] [145] [0] [145]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> Phoenix itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> itan 1 Spellcaster 0 [145] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5)	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 0,Fly, Nimble 8	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+ a, <i>Regeneratio</i> 3+	Ra     4+     4+     4+     4+     4+     8     Ra     4+     0n(4+) Key     4+     0n(4+) Key     4+	De 4+ 4+ 4+ 4+ 3+ words: Ang 3+ words: Ang 3+	0 0 US 2 elic, Flamet 2 elic, Flamet 2	Att 2 2 2 Att 3 bound, Majes 3 bound, Majes 3	10/12 10/12 10/12 10/12 <u>Ne</u> 15/17 stic 15/17 stic Ne	2 2 2 Ht 6 6 Ht	[75] [75] [75] <b>Pts</b> [145] [0] [145] [0] [145]
Artillery Strike (48", Blast(D3+1),Indirec <i>Keywords: Human, Villein</i> Heavy Arbalest VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Heavy Arbalest (48", Blast(D3),Piercing <i>Special Rules: Iron Resolve Keywo</i> VE 1 [75] Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5) <i>Special Rules: Crushing Strength(1)</i> Firesparks (18", Att: 10, Steady Aim) Heal (5)	t, Piercing(3 <b>Sp</b> 5 (2),Reload, <b>rds:</b> Human 5 (2),Reload, <b>rds:</b> Human <b>Sp</b> 8 <b>New Part Science</b> <b>Sp</b> 8 <b>New Part Science</b> <b>Sp</b> <b>Sp</b> 8 <b>New Part Science</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>S</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b>Sp</b> <b></b>	Me 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> 0+ Shattering) , <i>Men-at-Arm</i> Me 3+ a, <i>Regeneratic</i> 3+ a, <i>Regeneratic</i> 3+	Ra      4+     35      4+     35      4+     35       Ra      4+     0n(4+) Key      4+     50n(4+) Key      4+     50n(4+) Key      4+     50n(4+) Key      4+     50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key       50n(4+) Key	Ired) De 4+ 4+ 4+ De 3+ words: Ang 3+ words: Ang 3+ words: Ang	0 0 0 US 2 elic, Flamek 2 elic, Flamek 2 elic, Flamek	Att 2 2 2 Att 3 bound, Majes 3 bound, Majes bound, Majes	10/12 10/12 10/12 10/12 <u>Ne</u> 15/17 stic 15/17 stic 15/17	2 2 2 Ht 6 6	[75] [75] [75] [75] [145] [0] [145] [0] [145] [0]

**Special Rules:** Crushing Strength(1), Elite(Melee), Headstrong, Individual, Inspiring, Iron Resolve, Mighty, Rallying(1 - Infantry only) **Keywords:** Human, Paladin

Exemplar Chaplain	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [75 Battle Hymns Heal (2)	] 5	3+	-	5+	0	3	11/13	2	[60] [5] [10]
Special Rules: Crushing	Strength(1),Elite(Mele	e),Individual	, Iron Resolv	e, Rallying(1	1 - Villein onl	y),Cleanse,	Aura(Fury - \	/illein only)	
Human, Paladin	1	2.		E ;	0	0	11/10		[00]
Hero (Inf) 1 Spellcaster 1 [95 Battle Hymns	] 5	3+	-	5+	0	3	11/13	2	[60] [5]
Inspiring Talisman Heal (2)									[20] [10]
Special Rules: Crushing	Strength(1),Elite(Mele	e),Individual	, Iron Resolv	e, Rallying(1	1 - Villein onl	y),Cleanse,	Aura(Fury - \	/illein only)	
Keywords: Human, Paladin									
Exemplar Hunter	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [140]	5	3+	4+	5+	0	5	12/14	2	[115]
Order of the Hawk									[25]
Silver Crossbow (18", Ra: 4-			Inopiring/Sc	olf only) Iron	Popolyo Mi	abty Slava		Kouworda	. Uumon
<b>Special Rules:</b> Crushing Order, Paladin, Tracker	Strength(z),Ente(meie	e),muiviuuai	, mspinng(se	en oniy),iron	Resolve, Ivil	gniy, Slaye	(Welee - D3)	Reywords	
Bearer of the Holy Icon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [65] Trickster's Wand	5	5+	-	4+	0	1	10/12	2	[50] [15]
Hex (2)									['v]
Special Rules: Aura(Lifel	eech (+1) – Infantry O	nly),Individu	al, Iron Reso	lve, Very Ins	spiring <b>Keyw</b>	ords: Hum	an		
War Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
vvar vvizaro Hero (Inf) 1 Spellcaster 3 [90]		5+	-	4+	03	1	10/12	<u>п</u>	[35]
Knowledgable[1]					-			_	[10]
Alchemist's Curse[1](4)									[45]
		21 2300 (100.09	т	otal Unit St	rength:			24	
Fotal Units: Fotal Primary Core Points:		21	т	otal Unit St	rength:			24	
Fotal Units: Fotal Primary Core Points: Special Rule	Description	21 2300 (100.04	T %)						
Fotal Units:	Description (x) refers to another	21 2300 (100.04 special rule t	T %) that the Aura	grants to ur	nits around it			y Core unit	
Fotal Units: Fotal Primary Core Points: Special Rule	Description (x) refers to another within 6" of it have th	21 2300 (100.0 special rule t e (x) special	T %) that the Aura ⊨rule. Note au	grants to ur n Aura may	nits around it have a furthe	er qualifier,	in which case	y Core unit the Aura v	vill only
Fotal Units: Fotal Primary Core Points: Special Rule	Description (x) refers to another	21 2300 (100.0° special rule t e (x) special e to the unit v	T %) that the Aura rule. Note an with that nam	grants to ur n Aura may e or keyword	nits around it have a furthe	er qualifier, to the unit v	in which case with the Aura	y Core unit the Aura v itself. Effec	vill only ts of Aura
Fotal Units: Fotal Primary Core Points: Special Rule	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Cha	21 2300 (100.0° special rule t e (x) special to the unit v not cumulat arge (+2). Un	T %) that the Aura rule. Note an with that nam rive. So, for ir nits only gain	grants to ur n Aura may le or keyword nstance, a ur n special rule	hits around it have a furthe d in addition hit covered b es that affect	er qualifier, to the unit by two Aura melee or ra	in which case with the Aura (Thunderous anged combat	y Core unit the Aura v itself. Effec Charge (+ (such as E	vill only cts of Aura 1)) do not Brutal, Elit
Fotal Units: Fotal Primary Core Points: Special Rule	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Un c.) if they are	T %) that the Aura rule. Note an with that nam rive. So, for ir nits only gain e within the A	grants to ur n Aura may le or keyword nstance, a ur n special rule Aura when th	hits around it have a furthed in addition hit covered b that affect he combat is	er qualifier, to the unit by two Aura melee or ra being resol	in which case with the Aura (Thunderous unged combat ved. Units on	y Core unit the Aura v itself. Effec Charge (+ (such as E ly gain spe	vill only ets of Aura 1)) do not Brutal, Eli cial rules
Fotal Units: Fotal Primary Core Points: Special Rule	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Cha	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Un c.) if they are	T %) that the Aura rule. Note an with that nam rive. So, for ir nits only gain e within the A	grants to ur n Aura may le or keyword nstance, a ur n special rule Aura when th	hits around it have a furthed in addition hit covered b that affect he combat is	er qualifier, to the unit by two Aura melee or ra being resol	in which case with the Aura (Thunderous unged combat ved. Units on	y Core unit the Aura v itself. Effec Charge (+ (such as E ly gain spe	vill only ets of Aura 1)) do not Brutal, Elit cial rules
Fotal Units: Fotal Primary Core Points: Special Rule	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement	21 2300 (100.0 special rule t e (x) special to the unit v not cumulat arge (+2). Un c.) if they are t (such as Pa	T %) that the Aura rule. Note an with that nam rive. So, for ir nits only gain e within the A athfinder, Stri	grants to ur n Aura may le or keyword nstance, a ur special rule Aura when th ider, Wild Ch	nits around it have a furthe d in addition nit covered b es that affect ne combat is narge etc.) if	er qualifier, to the unit v y two Aura melee or ra being resol they are wi	in which case with the Aura (Thunderous unged combat ved. Units onl thin the Aura	y Core unit the Aura v itself. Effec Charge (+ (such as E y gain spe at the begi	vill only ets of Aura 1)) do not Brutal, Eli cial rules nning of
Fotal Units: Fotal Primary Core Points: Special Rule Aura	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement their movement.	21 2300 (100.0° special rule t e (x) special to the unit v not cumulat arge (+2). Un c.) if they are t (such as Pa	T %) that the Aura rule. Note an with that nam rive. So, for ir nits only gain e within the A athfinder, Stri the target su	grants to ur n Aura may ne or keyword nstance, a ur n special rule Aura when th ider, Wild Ch	nits around it have a furthed d in addition nit covered b es that affect he combat is harge etc.) if	er qualifier, to the unit of y two Aura melee or ra being resol they are wi	in which case with the Aura (Thunderous unged combat ved. Units onl thin the Aura	y Core unit the Aura v itself. Effec Charge (+ (such as E y gain spe at the begi	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of
Fotal Units: Fotal Primary Core Points: Special Rule Aura	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement their movement.	21 2300 (100.0 special rule t e (x) special e to the unit v not cumulat arge (+2). Un c.) if they are t (such as Pa s the target, is done, roll o	T %) that the Aura rule. Note an with that nam rive. So, for ir nits only gain e within the A athfinder, Stri the target su damage as n	grants to ur n Aura may le or keyword nstance, a ur special rule Aura when th ider, Wild Ch iffers a numb ormal for all	hits around it have a furthed d in addition nit covered b es that affect he combat is harge etc.) if oper of hits ec of this hits c	er qualifier, to the unit v vy two Aura melee or ra being resol they are wi qual to the n aused.	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brac	y Core unit the Aura v itself. Effec Charge (+ (such as E (y gain spe at the begi ckets, rathe	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of
Fotal Units: Fotal Primary Core Points: Special Rule Aura Blast	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement their movement. If the unit's attack hit single hit. Once this i	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Un c.) if they are t (such as Pa s the target, is done, roll o re scored by	T %) that the Aura I rule. Note an with that nam rive. So, for ir nits only gain e within the A athfinder, Stri the target su damage as n this unit's He	grants to ur n Aura may e or keyword nstance, a ur a special rule Aura when th ider, Wild Ch offers a numb ormal for all eal spell, the	hits around it have a furthe d in addition nit covered b es that affect he combat is harge etc.) if oper of hits ec of this hits c target unit is	er qualifier, to the unit v vy two Aura melee or ra being resol they are wi qual to the n aused.	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brac Weakened or	y Core unit the Aura v itself. Effec Charge (+ (such as E (y gain spe at the begi ckets, rathe	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of
Fotal Units: Fotal Primary Core Points: Special Rule Aura Blast Cleanse	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement their movement. If the unit's attack hit single hit. Once this in If one or more hits ar	21 2300 (100.0 special rule t e (x) special e to the unit v not cumulat arge (+2). Un c.) if they are t (such as Pa s the target, is done, roll o re scored by elee attacks	T %) that the Aura I rule. Note an with that nam rive. So, for ir nits only gain e within the A athfinder, Stri the target su damage as n this unit's He from this unit	grants to ur n Aura may e or keyword nstance, a ur a special rule Aura when th ider, Wild Ch offers a numb ormal for all eal spell, the t have a +(n)	hits around it have a furthed d in addition nit covered b as that affect he combat is harge etc.) if oper of hits ec of this hits c target unit is ) modifier wh	er qualifier, to the unit v by two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brac Weakened or o damage.	y Core unit the Aura v itself. Effec Charge (+ (such as E (y gain spe at the begi ckets, rathe	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of
Fotal Units: Fotal Primary Core Points: Special Rule Aura Blast Cleanse Crushing Strength Elite	Description (x) refers to another the within 6" of it have the grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement their movement. If the unit's attack hit single hit. Once this in If one or more hits are All hits caused by Me	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Un c.) if they are t (such as Pa s the target, is done, roll of re scored by elee attacks to bills to hit, it m	T %) that the Aura I rule. Note ar with that nam tive. So, for ir nits only gain e within the A athfinder, Stri the target su damage as n this unit's He from this unit nust re-roll all	grants to ur n Aura may e or keyword hstance, a ur special rule Aura when th ider, Wild Ch ormal for all eal spell, the t have a +(n) I dice that so	hits around it have a furthed d in addition nit covered b es that affect ne combat is narge etc.) if oper of hits ec of this hits co target unit is modifier wh core a natura	er qualifier, to the unit v y two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brace Weakened or o damage. ed 1.	y Core unit the Aura v itself. Effec Charge (+ (such as E ly gain spe at the begi ckets, rathe Hexed.	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of er than a
Fotal Units: Fotal Primary Core Points: Special Rule Aura Blast Cleanse Crushing Strength Elite	Description (x) refers to another a within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement their movement. If the unit's attack hit single hit. Once this ar All hits caused by Me Whenever the unit ro The unit can move or clear of any units or the state of	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Ur c.) if they are t (such as Pa s the target, is done, roll of re scored by elee attacks to bills to hit, it m ver anything Blocking Ter	T %) that the Aura I rule. Note an with that nam tive. So, for ir nits only gain e within the A athfinder, Stri the target su damage as n this unit's He from this unit nust re-roll all and may piv rrain. This inc	grants to ur n Aura may e or keyword hstance, a ur special rule Aura when th ider, Wild Ch ormal for all eal spell, the t have a +(n) I dice that so rot while abo	hits around it have a furthed d in addition nit covered be so that affect he combat is harge etc.) if oper of hits ec of this hits of target unit is modifier wh core a natura we anything, ult Terrain the	er qualifier, to the unit v yy two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to as long as e unit starte	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brace Weakened or o damage. ed 1. the flying unit d in. The unit	y Core unit the Aura v itself. Effec Charge (+ (such as E ly gain spe at the begi ckets, rathe Hexed. Hexed.	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of er than a er than a ove ends
Fotal Units: Fotal Primary Core Points: Special Rule Aura Blast Cleanse Crushing Strength Elite	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Chi- Crushing Strength et that affect movement their movement. If the unit's attack hit single hit. Once this in If one or more hits ar All hits caused by Me Whenever the unit ro The unit can move or clear of any units or Hindered charges for	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Ur c.) if they are t (such as Pa s the target, is done, roll of re scored by elee attacks bills to hit, it m ver anything Blocking Ter r moving over	T %) that the Aura I rule. Note an with that nam tive. So, for ir nits only gain e within the A athfinder, Stri- the target su damage as n this unit's He from this unit nust re-roll all and may piv rrain. This inc er Difficult Ter	grants to ur n Aura may e or keyword hstance, a ur special rule Aura when th ider, Wild Cf uffers a numb ormal for all eal spell, the t have a +(n) I dice that so tot while abo cludes Difficu rrain or Obst	hits around it have a furthed d in addition nit covered b es that affect he combat is harge etc.) if oper of hits ec of this hits of target unit is modifier wh core a natura ve anything, ult Terrain the tacles, unles	er qualifier, to the unit v y two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to as long as e unit starte s it ends the	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brac Weakened or o damage. ed 1. the flying unit d in. The unit e move within	y Core unit the Aura v itself. Effec Charge (+ (such as E ly gain spe at the begi ckets, rathe Hexed. Hexed.	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of er than a er than a ove ends suffer g them.
Fotal Units: Fotal Primary Core Points: Special Rule Aura Blast Cleanse Crushing Strength Elite	Description (x) refers to another a within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement their movement. If the unit's attack hit single hit. Once this ar All hits caused by Me Whenever the unit ro The unit can move or clear of any units or the state of	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Ur c.) if they are t (such as Pa s the target, is done, roll of re scored by elee attacks bills to hit, it m ver anything Blocking Ter r moving ove is unit canno	T %) that the Aura I rule. Note an with that nam tive. So, for ir nits only gain e within the A athfinder, Stri the target su damage as n this unit's He from this unit nust re-roll all and may piv rain. This inc er Difficult Ten ot use the Fly	grants to ur n Aura may e or keyword hstance, a ur special rule Aura when th ider, Wild Cf uffers a numb ormal for all eal spell, the t have a +(n) I dice that so tot while abo cludes Difficu rrain or Obst special rule	hits around it have a furthed d in addition nit covered b es that affect he combat is harge etc.) if oper of hits ec of this hits co target unit is modifier wh core a natura ve anything, ult Terrain the tacles, unles . In addition,	er qualifier, to the unit v by two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to as long as e unit starte s it ends the if a unit wit	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brac Weakened or o damage. ed 1. the flying unit d in. The unit e move within	y Core unit the Aura v itself. Effec Charge (+ (such as E ly gain spe at the begi ckets, rathe Hexed. Hexed.	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of er than a er than a ove ends suffer g them.
Fotal Units:         Fotal Primary Core Points:         Special Rule         Aura         Blast         Cleanse         Crushing Strength         Elite         Fly	Description (x) refers to another a within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement. If the unit's attack hit single hit. Once this a If one or more hits ar All hits caused by Me Whenever the unit ro The unit can move or clear of any units or I Hindered charges for While Disordered, thi rule, then the Nimble	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Ur c.) if they are t (such as Pa s the target, is done, roll of re scored by elee attacks is ver anything Blocking Ter r moving over is unit canno	T that the Aura I rule. Note an with that nam ive. So, for ir nits only gain e within the A athfinder, Stri the target su damage as n this unit's He from this unit nust re-roll all and may piv rrain. This inc er Difficult Tel ot use the Fly is also lost v	grants to ur n Aura may le or keyword hstance, a ur special rule Aura when th ider, Wild Ch differs a numb ormal for all eal spell, the t have a +(n) I dice that so cot while abo cludes Difficu rrain or Obst special rule while the unit	hits around it have a furthed d in addition nit covered be so that affect he combat is harge etc.) if core of hits ec of this hits co target unit is modifier wh core a natura we anything, ult Terrain the tacles, unles . In addition, t is Disordere	er qualifier, to the unit v yy two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to as long as e unit starte s it ends the if a unit wit	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brace Weakened or o damage. ed 1. the flying unit d in. The unit e move within h Fly also has	y Core unit the Aura v itself. Effec Charge (+ (such as E ly gain spe at the begi ckets, rathe Hexed. Hexed.	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of er than a er than a ove ends suffer g them. e special
Fotal Units: Fotal Primary Core Points: Special Rule Aura Blast Cleanse Crushing Strength Elite	Description (x) refers to another within 6" of it have th grant the special rule of the same type are gain Thunderous Chi- Crushing Strength et that affect movement their movement. If the unit's attack hit single hit. Once this in If one or more hits ar All hits caused by Me Whenever the unit ro The unit can move or clear of any units or Hindered charges for While Disordered, thi	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Ur c.) if they are t (such as Pa s the target, is done, roll of re scored by elee attacks to ver anything Blocking Ter r moving over is unit canno e special rule begins its tu	T that the Aura I rule. Note an with that nam ive. So, for ir nits only gain e within the A athfinder, Stri the target su damage as n this unit's He from this unit nust re-roll all and may piv rrain. This inc er Difficult Tel ot use the Fly is also lost v urn Wavering	grants to ur n Aura may e or keyword hstance, a ur special rule Aura when th ider, Wild Ch differs a numb ormal for all eal spell, the t have a +(n) I dice that so rot while abo cludes Difficu rrain or Obst special rule while the unit , roll a die be	hits around it have a furthed d in addition nit covered be so that affect he combat is harge etc.) if core of hits ec of this hits co target unit is modifier wh core a natura we anything, ult Terrain the tacles, unles . In addition, t is Disordere	er qualifier, to the unit v yy two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to as long as e unit starte s it ends the if a unit wit ed.	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brace Weakened or o damage. ed 1. the flying unit d in. The unit e move within h Fly also has nent order (inc	y Core unit the Aura v itself. Effec Charge (+ (such as E y gain spe at the begi ckets, rathe Hexed. 's entire m does not s or touchin s the Nimbl	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of er than a er than a ove ends suffer g them. e special t) for this
Fotal Units:         Fotal Primary Core Points:         Special Rule         Aura         Blast         Cleanse         Crushing Strength         Elite         Fly	Description (x) refers to another a within 6" of it have th grant the special rule of the same type are gain Thunderous Cha Crushing Strength et that affect movement. If the unit's attack hit single hit. Once this a If one or more hits ar All hits caused by Me Whenever the unit ro The unit can move or clear of any units or I Hindered charges for While Disordered, thi rule, then the Nimble If a unit with this rule	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Ur c.) if they are t (such as Pa s the target, is done, roll of re scored by elee attacks to ver anything Blocking Ter r moving over is unit canno e special rule begins its tu	T that the Aura I rule. Note an with that nam ive. So, for ir nits only gain e within the A athfinder, Stri the target su damage as n this unit's He from this unit nust re-roll all and may piv rrain. This inc er Difficult Tel ot use the Fly is also lost v urn Wavering	grants to ur n Aura may e or keyword hstance, a ur special rule Aura when th ider, Wild Ch differs a numb ormal for all eal spell, the t have a +(n) I dice that so rot while abo cludes Difficu rrain or Obst special rule while the unit , roll a die be	hits around it have a furthed d in addition nit covered be so that affect he combat is harge etc.) if core of hits ec of this hits co target unit is modifier wh core a natura we anything, ult Terrain the tacles, unles . In addition, t is Disordere	er qualifier, to the unit v yy two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to as long as e unit starte s it ends the if a unit wit ed.	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brace Weakened or o damage. ed 1. the flying unit d in. The unit e move within h Fly also has nent order (inc	y Core unit the Aura v itself. Effec Charge (+ (such as E y gain spe at the begi ckets, rathe Hexed. 's entire m does not s or touchin s the Nimbl	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of er than a er than a ove ends suffer g them. e special t) for this
Fotal Units:         Fotal Primary Core Points:         Special Rule         Aura         Blast         Cleanse         Crushing Strength         Elite         Fly	Description (x) refers to another i within 6" of it have th grant the special rule of the same type are gain Thunderous Chi Crushing Strength et that affect movement their movement. If the unit's attack hit single hit. Once this i If one or more hits ar All hits caused by Me Whenever the unit ro The unit can move or clear of any units or I Hindered charges for While Disordered, thi rule, then the Nimble If a unit with this rule unit. On a 3+ it shrug required. Ranged attacks mad	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Un c.) if they are t (such as Pa s the target, is done, roll o re scored by elee attacks offs to hit, it m ver anything Blocking Ter r moving ove is unit canno e special rule begins its tu ps off the effet e by this unit	T %) that the Aura I rule. Note any with that nam ive. So, for ir nits only gain e within the A athfinder, Stri- the target su damage as n this unit's He from this unit nust re-roll all and may piv rrain. This inc er Difficult Ter- to use the Fly is also lost v urn Wavering ects of Waver t do not suffe	grants to ur n Aura may le or keyword hstance, a ur ispecial rule Aura when th ider, Wild Ch ider, Wild Ch ormal for all eal spell, the t have a +(n) I dice that so cot while abo cludes Difficu rrain or Obst special rule while the unit , roll a die be ring and is D	hits around it have a furthed d in addition nit covered b as that affect he combat is harge etc.) if core of hits ec- of this hits of target unit is modifier wh core a natura we anything, ult Terrain the tacles, unles . In addition, t is Disordered efore declari Disordered in it modifier fro	er qualifier, to the unit v yy two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to as long as e unit starte s it ends th if a unit wit ed. mg a Mover stead. Adju	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brace Weakened or o damage. ed 1. the flying unit d in. The unit e move within h Fly also has nent order (inc st any counte nat is granted	y Core unit the Aura v itself. Effec Charge (+ (such as E y gain spe at the begi xkets, rathe Hexed. Hexed. 's entire m does not s or touchin s the Nimbl cluding Hal rs on the u	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of er than a er than a ove ends suffer g them. e special lt) for this nit as g an
Fotal Units:         Fotal Primary Core Points:         Special Rule         Aura         Blast         Cleanse         Crushing Strength         Elite         Fly         Headstrong	Description (x) refers to another is within 6" of it have the grant the special rule of the same type are gain Thunderous Cha Crushing Strength ett that affect movement their movement. If the unit's attack hitt single hit. Once this is if one or more hits are All hits caused by Me Whenever the unit roor clear of any units or Hindered charges for While Disordered, the rule, then the Nimble If a unit with this rule unit. On a 3+ it shrugg required.	21 2300 (100.0° special rule t e (x) special e to the unit v not cumulat arge (+2). Un c.) if they are t (such as Pa s the target, is done, roll o re scored by elee attacks offs to hit, it m ver anything Blocking Ter r moving ove is unit canno e special rule begins its tu ps off the effet e by this unit	T %) that the Aura I rule. Note any with that nam ive. So, for ir nits only gain e within the A athfinder, Stri- the target su damage as n this unit's He from this unit nust re-roll all and may piv rrain. This inc er Difficult Ter- to use the Fly is also lost v urn Wavering ects of Waver t do not suffe	grants to ur n Aura may le or keyword hstance, a ur ispecial rule Aura when th ider, Wild Ch ider, Wild Ch ormal for all eal spell, the t have a +(n) I dice that so cot while abo cludes Difficu rrain or Obst special rule while the unit , roll a die be ring and is D	hits around it have a furthed d in addition nit covered b as that affect he combat is harge etc.) if core of hits ec- of this hits of target unit is modifier wh core a natura we anything, ult Terrain the tacles, unles . In addition, t is Disordered efore declari Disordered in it modifier fro	er qualifier, to the unit v yy two Aura melee or ra being resol they are wi qual to the n aused. s no longer en rolling to as long as e unit starte s it ends th if a unit wit ed. mg a Mover stead. Adju	in which case with the Aura (Thunderous inged combat ved. Units onl thin the Aura umber in brace Weakened or o damage. ed 1. the flying unit d in. The unit e move within h Fly also has nent order (inc st any counte nat is granted	y Core unit the Aura v itself. Effec Charge (+ (such as E y gain spe at the begi xkets, rathe Hexed. Hexed. 's entire m does not s or touchin s the Nimbl cluding Hal rs on the u	vill only ets of Aura 1)) do not Brutal, Elit cial rules nning of er than a er than a ove ends suffer g them. e special lt) for this nit as g an

Individual	See the Rules Chapter for Individuals	
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the oppone Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring unit will only Inspire itself and the unit(s) specified.	
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffere 3. If no value is specified, the unit has Iron Resolve (1).	ed to a maximum of
Mighty	Individuals with the Mighty special rule are no longer Yielding.	
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing an including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end o	unit in Melee with
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, C and units with the Fly special rule that make an unhindered Charge against this unit's front suffer in the subsequent Melee.	
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling t	to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a macumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/ unit with Rallying (1),its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/1 Rout value of a Fearless unit is affected by Rallying.	15 is within 6" of a
Regeneration	Every time this unit receives a Movement order (including Halt),before doing anything else, roll a equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit re damage previously suffered.	
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phas	e.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the sub at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread sp attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot b same unit.	ecial rules, the
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Mons types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the T	
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.	
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affect affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects Inspiring (Self).	
Arcane Ability	Description	
Knowledgable [1]	Spellcaster Tier +1	
Spell	Description	Special Rules
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Hex</b> Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover
Artefact	Description	
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainde	
Inspiring Talisman	The unit gains the Inspiring special rule.	