



LEAGUE OF RHORDIA

NEUTRAL

Pole-Arms Block

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	3	2	3	12	13/15	[105]
Crushing Strength (1) Keywords: Human									
Horde(40)	5	4	-	3	2	4	25	20/22	175
Staying Stone									
Crushing Strength (1) Keywords: Human									
									5
									[180]

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	20/22	200
Hammer of Measured Force Exchange Spears for Pikes, gaining Ensnare									
									20
									30
									[250]
Phalanx, Ensnare Keywords: Human									

Mounted Scouts*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	4	5	3	3	2	14	13/15	155
Exchange Shortbows for Blackpowder Weapons: 18", Piercing (1), Steady Aim									
									25
									[180]
Nimble Blackpowder Weapons (18", Piercing (1), Steady Aim) Keywords: Human									

Honour Guard

Large Cavalry


Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	5	4	3	18	16/18	240
Sir Jesse's Boots of Striding Indomitable Will									
									15
									10
									[265]
Crushing Strength (1), Iron Resolve, Thunderous Charge (2) Keywords: Aralez, Human									
Horde(6)	7	3	-	5	4	3	18	16/18	240
Maccwar's Potion of the Caterpillar Indomitable Will									
									20
									10
									[270]
Crushing Strength (1), Iron Resolve, Thunderous Charge (2) Keywords: Aralez, Human									

Volley Gun

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	4	-	5	4	2	0	12	9/11	[80]
Volley Gun (24", Piercing (2), Reload) Keywords: Artillery, Human									
1	4	-	5	4	2	0	12	9/11	[80]
Volley Gun (24", Piercing (2), Reload) Keywords: Artillery, Human									

Duke										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	12/14	[85]	
Crushing Strength (1), Individual, Mighty, Very Inspiring Keywords: Human										
Baron										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	4	10/12	60 25 [85]	
Lute of Insatiable Darkness Crushing Strength (1), Individual, Very Inspiring (Human only) Keywords: Human										
1	5	3	-	5	2	0	4	10/12	[60]	
Crushing Strength (1), Individual, Very Inspiring (Human only) Keywords: Human										
Battle Shrine [1]										Monster (Cht) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	5	5	1	6	-/14	[150]	
Crushing Strength (1), Rallying (2) Spells: Lightning Bolt (6) Keywords: Human, Shrine										

 UNDEAD										EVIL
Zombies										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	5	-	2	2	2	12	-/15	[70]	
Lifeleech (1), Shambling Keywords: Expendable, Zombie										
Ghouls										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	6	4	-	3	2	1	12	9/11	[70]	
Lifeleech (1), Wild Charge (D3) Keywords: Cannibal										
Troop(10)	6	4	-	3	2	1	12	9/11	[70]	
Lifeleech (1), Wild Charge (D3) Keywords: Cannibal										

Total Unit Strength: 24

Total Core: 1790 (89.5%)

Total Ally: 210 (10.5%)

Total Units: 15

SPECIAL RULES AND SPELLS:

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.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Individual	See page 34 (page 30 in gamers edition)
Indomitable Will	Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.

Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Lute of Insatiable	The unit gains the Bane Change (2) spell.
Darkness	
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> 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 any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> 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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 <i>Crushing Strength</i> (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 <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.