Phil McCracken

2750 / 2750 VALID

1st Battalion

Matriarch	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	7	3+	-	5+	2	6	16	2	[210]

Special Rules: *Aura(Vicious (Combat - Hemicyon Trait Only)),Crushing Strength(2),Individual, Strider, Very Inspiring, Pack Leader*

Yan Lieutenant [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav)	8	3+	-	4+	1	3	14	3	[130]

Special Rules: *Crushing Strength(1),Individual, Iron Resolve(1),Very Inspiring*

Spearwardens	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	7	3+	-	5+	2	15	17	2	[195]

Special Rules: *Crushing Strength(1),Strider, Phalanx* ***Traits:*** *Hemicyon*

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Special Rules: *Crushing Strength(1),Strider, Phalanx* ***Traits:*** *Hemicyon*

Witch Cage	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	7	4+	-	4+	2	5	14	3	[130]

Special Rules: *Aura(Spellward),Crushing Strength(1),Height(3),Strider, Arcane Silence, Spellsteal* ***Traits:*** *Hemicyon, Hunter*

Gokluu [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	10	3+	-	5+	2	10	18	5	[255]

Special Rules: *Crushing Strength(3), Inspiring(Self), Pathfinder, Rallying* ***Traits:*** *Beast*

2nd Battalion

Matriarch	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	7	3+	-	5+	2	6	16	2	[210]

Special Rules: *Aura(Vicious (Combat - Hemicyon Trait Only)),Crushing Strength(2),Individual, Strider, Very Inspiring, Pack Leader*

Spearwardens	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	7	3+	-	5+	2	15	17	2	[195]

Special Rules: *Crushing Strength(1),Strider, Phalanx* ***Traits:*** *Hemicyon*

Core Hvy Inf Regiment	7	3+	-	5+	2	15	17	2	[195]

Special Rules: *Crushing Strength(1),Strider, Phalanx* ***Traits:*** *Hemicyon*

Gokluu [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	10	3+	-	5+	2	10	18	5	[255]

Special Rules: *Crushing Strength(3),Inspiring(Self),Pathfinder, Rallying* ***Traits:*** *Beast*

Total Units: 14 **Total Unit Strength:** 27
Total Points: 2750

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.
Fight on with Honour!	4	Units with the Hemicyon Trait only. For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.
Pack Attack	4	Units involved in a Combat with multiple Engaged friendly units only. The unit gains the Brutal (2) special rule.

Bloodhound	4	Units with the Hunter Trait only. The unit gains the Slayer (+nD3 - Combat) special rule until the end of the Turn, where n is the number of successful results on the dice rolled to issue this order.
Sic 'em!	4	Units with the Hemicyon Trait only. The unit gains the Thunderous Charge (+1) special rule.
For the Greater Good	4	Units with the Yan Trait only. For each successful result on the dice rolled to issue this order, the unit gains one damage but also increases is Sp by +1. No Nerve test is taken for damage suffered this way.

Special Rule	**Description**
Arcane Silence	In this unit's Movement Phase, choose one enemy unit within 12". That unit does not get the benefit of any magical artefect it has until the end of its next Turn.
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. An Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
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.
Pack Leader	This unit may issue Command Orders up to 18".
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
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.
Spellsteal	This unit may choose to cast any spell that an enemy unit within 18" has, but rolling a maximum of 5 dice. For example if an enemy unit within 18" had Lightning Bolt (7),the unit with Spellsteal could cast Lightning Bolt (5).
Spellward	All spells, both friendly and enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Strider	This unit’s Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.