

League of Rhordia (Neutral)								
House Guard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	3+	-	4+	10	10/12	95	Crushing Strength (1)
Regiment(20)	5	3+	-	4+	12	14/16	135	Crushing Strength (1)
City Militia								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	3+	25	20/22	165	Crushing Strength (1)
Halfling Braves								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	5+	-	4+	12	12/14	80	Stealthy
Regiment(20)	4	5+	-	4+	12	12/14	80	Stealthy
Halfling Archers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	6+	5+	3+	20	19/21	150	Bows (Range 24"), Stealthy
- Fire-Oil							5	
Musket Block								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	5+	3+	10	13/15	135	Piercing (2), Reload!, Rifles
Household Knights								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	16	14/16	195	Fury, Thunderous Charge (2)
Honour Guard								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	7	3+	-	5+	24	16/18	275	Crushing Strength (1), Iron Resolve, Thunderous Charge (2)
Halfling Volley Gun								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	4+	15	9/11	85	Elite (within 6" of Master Engineer), Piercing (2), Range 24", Reload!
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	9/11	50	Hero (Inf), Individual, Very Inspiring
(1)	5	5+	-	4+	1	9/11	50	Hero (Inf), Individual, Very Inspiring
							1500	

Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Fire-Oil	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
Fury	While wavered, this unit may declare a Counter-Charge.
Individual	<p>Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.</p> <p>Move Individuals have the Nimble special rule.</p> <p>Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.</p> <p>Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward</p>
Iron Resolve	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Reload!	The unit can fire only if it received a Halt order that turn.
Rifles	Range: 24".
Stealthy	Enemies shooting against the unit suffer an additional -1 to hit modifier.
Thunderous Charge	All melee hits inflicted by the 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 or during Hindered charges.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.