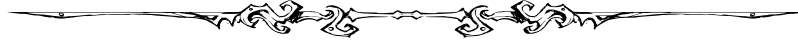




Rollo Road to Chios	2000 / 2000
Dweghom	



Tempered Sorcerer								1	135
M	V	C	A	W	R	D	E	Type	Infantry
5	3	2	3	4	3	2	0	Class	
Special Rules				Barrage 5 (16"), Elemental Potency, Rider, Wizard 7					
Options									
Spells				Magma School(1)					
Masteries				Hellbringer Sorcerer					

Fireforged								3	180
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	3	5	3	3	0	Class	Medium
Special Rules				Barrage 4 (14", Armor Piercing 2), Shield					
Command Models				Leader					

Hellbringer Drake								1	200
M	V	C	A	W	R	D	E	Type	Monster
7	2	2	8	14	3	3	2	Class	Medium
Draw Events				Overcharge					
Special Rules				Barrage 10 (16", Armor Piercing 1), Cleave 1, Impact 5, Terrifying 1					

Tempered Sorcerer								1	135
M	V	C	A	W	R	D	E	Type	Infantry
5	3	2	3	4	3	2	0	Class	
Special Rules				Barrage 5 (16"), Elemental Potency, Rider, Wizard 7					
Options									
Spells				Magma School(1)					
Masteries				Hellbringer Sorcerer					


Fireforged								3	180
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	3	5	3	3	0	Class	Medium
Special Rules				Barrage 4 (14", Armor Piercing 2), Shield					
Command Models				Leader					


Hellbringer Drake								1	200
M	V	C	A	W	R	D	E	Type	Monster
7	2	2	8	14	3	3	2	Class	Medium
Draw Events				Overcharge					
Special Rules				Barrage 10 (16", Armor Piercing 1), Cleave 1, Impact 5, Terrifying 1					

 Tempered Steelshaper								1	130
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	4	5	-	4	2	Class	
Special Rules				Barrage 5 (18"), Critical Field, Elemental Potency, Indifferent Towards Life, Precise Shot, Wizard 7					
Spells				Hone Blades, Temper Plate, Unmake Armor					
Supremacy Abilities				Ferric Embrace					
Options									
Masteries				Lava Shots					

Hold Ballistae								5	240
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	5	2	2	0	Class	Light
Special Rules				Aura of Death 2, Barrage 3 (18", Armor Piercing 1), Shield					
Command Models				Leader					
Options									
Officers				Herald of Magma(1)					

Fireforged								3	180
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	3	5	3	3	0	Class	Medium
Special Rules				Barrage 4 (14", Armor Piercing 2), Shield					
Command Models				Leader					

Steelforged								3 	210
M	V	C	A	W	R	D	E	Type	Brute
6	0	3	4	5	4	4	1	Class	Medium
Draw Events				Flux-Powered					
Special Rules				Cleave 1, Fearsome, Impact 2					
Command Models				Leader					

Steelforged								3 	210
M	V	C	A	W	R	D	E	Type	Brute
6	0	3	4	5	4	4	1	Class	Medium
Draw Events				Flux-Powered					
Special Rules				Cleave 1, Fearsome, Impact 2					
Command Models				Leader					

Rules

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Aura of Death X

When an Enemy Regiment Activates and is in contact with a Stand with this Special Rule, that Regiment suffers a number of Hits, equal to X, for each Stand with this Special Rule it is in contact with. Wounds resulting from these Hits do not trigger Morale Tests. These Hits are resolved at the beginning of the "Draw Command Card" step, after the Active Player has declared which Regiment the Command Card will Activate, before resolving any Draw Events, or deciding to be "Unable/Unwilling to Act". This Special Rule does not trigger at the "Draw Command Card" step of a Character Stand's Activation.

Should the Regiment be destroyed by this Special Rule before the "Resolve Draw Event" step, then the Active Player discards the Command Card and may Draw their next Command Card and perform Actions with it. Regiments Occupying Garrison Terrain are not affected by the Aura of Death (X) Special Rule. Similarly, a Regiment Occupying Garrison Terrain does not inflict Aura of Death Hits to Enemy Regiments Engaging it.

Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Critical Field

When this Character Stand chooses the Regiment they are currently attached to or an Enemy Regiment they are currently Engaged with as the Target of a Spell during a Spellcasting Action, the Spell is automatically successfully resolved as if it had scored the amount of successes required.

Elemental Potency

Each time a Friendly Character Stand successfully performs a Spellcasting Action, gain an Elemental Power Marker and add it to an Elemental Power pool.

You may spend a Marker from the pool to automatically count as a success a single Defense, Clash or Morale Test die of any friendly Regiment or Character Stand within 8" of a Tempered Sorcerer or Tempered Steelshaper Character Stand. The Character Stand or Regiment may use up to 5 Elemental Markers during the course of a single Action.

Using a Marker has to be declared before the Roll you wish to pass is made, then make the remaining Rolls. If a Regiment would not be normally allowed to pass a Defense Roll (in the case of a Special Rule like Cleave or Smite etc.) then an Elemental Marker cannot turn that Roll into a success.

Fearsome

Enemy Regiments in contact with this Regiment must roll a D6 before being able to perform a Combat Rally or Combat Reform Action. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. If the result is higher, then the Action fails and is lost.

Ferric Embrace

For the duration of the battle, each time a Regiment or Character Stand in this Army spends an Elemental Potency Marker, that Regiment or Character Stand Heals 1 Wound for each Elemental Potency Marker spent, to a maximum of three Wounds. The Heal is applied cumulatively rather than separately.

Flux-Powered

Until the end of the Round, choose one of the following bonuses for this Regiment to receive:

- +2 Clash Characteristic
- +2 Attacks Characteristic

Hellbringer Sorcerer

This Mastery may be purchased multiple times. The Character Stand gains the Rider Special Rule and must choose to ride a Hellbringer Drake in their Warband.

Rider

This Character Stand is not physically represented by a separate Stand, and must be attached to a Monster Regiment in its Warband. The Regiment counts as being composed of two Stands, a Monster and a Character Stand. The Character Stand uses the Monster Stand for the purposes of measuring distances and drawing Line of Sight using the Monster Regiment's Size. The Regiment Marches based on the Monster Regiment's March Characteristic as opposed to the lowest March Characteristic value in the Regiment.

The Character Model must be physically represented on the Monster Regiment it is attached to (e.g. Hellbringer Sorcerer model or Apex Queen). The Character Stand is still considered to be attached to the Regiment even without a Stand and therefore can be involved in Duel Actions. Furthermore, the Character Stand is considered to be in contact with any Enemy Stands the Monster Regiment is in contact with.

Herald of Magma

While this Officer is present, this Regiment gains the Aura of Death (2) Special Rule. In addition, pieces of Zonal or Garrison Terrain this Regiment is currently within or currently Occupying counts as Erupting. This Regiment does not take Hits as a result of a Spell from the School of Magma cast from a friendly Character Stand.

Hone Blades

Range: 12" **Attunement:** 3 (Scaling)

Target Regiment adds +1 to its Clash Characteristic until the end of the Round.

Impact X

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

Indifferent Towards Life

This Character Stand cannot be affected by Enemy Interference. Furthermore, the Regiment this Character Stand is currently attached to does not become Broken as a result of this Character Stand declining a Duel. Finally, the Character Stand does not have a Resolve Characteristic and is always considered to have passed any Morale or Resolve Characteristic Test. This Character Stand does not confer its Resolve Characteristic to a Regiment they are currently attached to.

Lava Shots

Character Stands with the Wizard (X) Special Rule, gain the Precise Shot Special Rule.

Precise Shot

When a Stand with this Special Rule performs a Volley Action, all Hit Rolls of "1" count the Target's Defense as "0" for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Magma School

Eruption

Range: 8" **Attunement:** 3

Target piece of Zonal or Garrison Terrain counts as Erupting until the end of the Spellcaster's next Activation. All Stands currently within the Target piece of Zonal Terrain suffer 1 Hit with the Armor Piercing (1) Special Rule. These Hits are treated as being inflicted to the Flank of the Regiment. All Stands currently occupying the Target piece of Garrison Terrain suffer 2 Hits with the Armor Piercing (1) Special Rule.

Magmatic Seep

Range: 8" **Attunement:** 3

Nominate a point on the Battlefield within range (even one beneath a Regiment). The area within 3" of this Marker counts as a piece of Erupting Zonal Terrain with the Hindering Terrain Special Rule. The terrain feature remains until the end of Round.

Pyroclast

Range: 8" **Attunement:** 3

Inflicts 4 Hits on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule. This Spell may target an Enemy Regiment within 5" of an Erupting piece of Zonal or Garrison Terrain regardless of the Spell's Range or the Spellcaster's Line of Sight. These hits count as being inflicted to the Flank of the Regiment.

Overcharge

The Regiment places an Overcharge Marker besides its Stand(s). When the Regiment performs a Volley Action, the Regiment may discard any number of Overcharge Markers. For each Marker discarded this way, the Regiment gains the Barrage (+2) and Armor Piercing (+1) Special Rules until the end of the Round. This Regiment's Armor Piercing value may not exceed (2).

Character Stands currently attached to this Regiment do not gain the benefits of discarding Overcharge Markers.

Precise Shot

When a Stand with this Special Rule performs a Volley Action, all Hit Rolls of "1" count the Target's Defense as "0" for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Rider

This Character Stand is not physically represented by a separate Stand, and must be attached to a Monster Regiment in its Warband. The Regiment counts as being composed of two Stands, a Monster and a Character Stand. The Character Stand uses the Monster Stand for the purposes of measuring distances and drawing Line of Sight using the Monster Regiment's Size. The Regiment Marches based on the Monster Regiment's March Characteristic as opposed to the lowest March Characteristic value in the Regiment.

The Character Model must be physically represented on the Monster Regiment it is attached to (e.g. Hellbringer Sorcerer model or Apex Queen). The Character Stand is still considered to be attached to the Regiment even without a Stand and therefore can be involved in Duel Actions. Furthermore, the Character Stand is considered to be in contact with any Enemy Stands the Monster Regiment is in contact with.

Shield

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

Temper Plate

Range: 10" **Attunement:** 3 (Scaling)

The Regiment gains the Hardened (+1) Special Rule until the end of the Round (to a maximum of 2).

Hardened X

When this Regiment makes a Defense Roll, reduce any Cleave (X), Brutal Impact (X) or Armor Piercing (X) Special Rule by the value of Hardened (X) when resolving that Defense Roll. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

Unmake Armor

Range: 12" **Attunement:** 3 (Scaling)

Target Regiment suffers a -1 to its Defense Characteristic until the end of the Round.

Wizard X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.