



SEALED TEMPLE FINAL FORM : Horses™ and Silver™ Edition	2000 / 2000
The Hundred Kingdoms - Veterans	

Warband 1

👑 Priory Commander (Sealed Temple)								1	110
M	V	C	A	W	R	D	E	Type	Cavalry
8	1	4	6	6	4	4	0	Class	-
Special Rules			Impact (5), Quicksilver Strike						
Supremacy Abilities			The First Blessing						

Order of the Sealed Temple						Mainstay	3	205	
M	V	C	A	W	R	D	E	Type	Cavalry
8	1	3	4	4	4	3	0	Class	Medium
Special Rules			Impact (4), Fluid Formation, Shield, Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Order of the Sealed Temple						Mainstay	3	205	
M	V	C	A	W	R	D	E	Type	Cavalry
8	1	3	4	4	4	3	0	Class	Medium
Special Rules			Impact (4), Fluid Formation, Shield, Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Order of the Ashen Dawn						Restricted		3	265
M	V	C	A	W	R	D	E	Type	Cavalry
7	1	4	6	6	5	4	0	Class	Heavy
Special Rules			Blessed, Cleave (1), Impact (3), Fearless, Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Order of the Ashen Dawn						Restricted		3	265
M	V	C	A	W	R	D	E	Type	Cavalry
7	1	4	6	6	5	4	0	Class	Heavy
Special Rules			Blessed, Cleave (1), Impact (3), Fearless, Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Warband 2

👑 Imperial Officer								1	90
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	4	4	3	3	0	Class	-
Supremacy Abilities			Rapid Deployment						
Special Rules			Forward Force						
Options									
Battlefield Drills			Brace for Impact, On Your Feet						

Mercenary Crossbowmen						Mainstay		3	105
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	4	2	1	0	Class	Light
Special Rules			Barrage (3) [18", Armor Piercing (1)], Vanguard						
Command Models			Leader						

Mercenary Crossbowmen						Mainstay		3	105
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	4	2	1	0	Class	Light
Special Rules			Barrage (3) [18", Armor Piercing (1)], Vanguard						
Command Models			Leader						

Hunter Cadre						Restricted		4	245
M	V	C	A	W	R	D	E	Type	Infantry
6	3	3	4	4	3	1	2	Class	Light
Special Rules			Barrage (3) [18", Armor Piercing (1)], Cleave (1), Fearless, Fiend Hunter, Vanguard, Unstoppable						
Command Models			Leader						
Options									
Veterans									
Veterans Perks			+1 Volley						
Command Models			Standard Bearer						
Officers			Null Mage						

Steel Legion						Restricted		3	165
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	5	4	3	3	0	Class	Heavy
Special Rules			Bravery, Cleave (2), Oblivious, Vanguard						
Command Models			Leader						

Warband 3

Chapter Mage								1	135
M	V	C	A	W	R	D	E	Type	Infantry
5	3	1	3	4	2	1	0	Class	-
Special Rules			Barrage (7) [18", Deadly Shot], Wizard (6)						
Spells			Elemental Vortex, Elemental Missile						
Options									

Heirlooms	The Kiss Farewell
Spells	School of Fire
Masteries	Focused

Men at Arms						Mainstay		3	105
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	2	2	0	Class	Medium
Special Rules			Shield, Vanguard						
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.

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.

Blessed

Once per Round, Stands with this Special Rule may choose to Re-Roll all their failed Hit Rolls or all of their failed Defense Rolls during a Clash or Charge Action. All Stands in the Regiment must Re-Roll the same Roll at the same time and must declare the use of Blessed before making the Roll they wish to Re-Roll.

Brace for Impact

The Regiment this Character Stand is currently attached to gains the Bastion (1) Draw Event. Currently Attached Character Stands do not receive the Draw Event.

Bravery

Stands in this Regiment, including Character Stands, ignore the Fearsome and Terrifying (X) Special Rules. In addition, at the start of the Regiment's Activation, after resolving any Draw Events but before performing its first Action, remove the Broken status from this Regiment.

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.

Deadly Shot

When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Elemental Vortex

Range: 12" **Attunement:** 4

Enemy Spellcasters count as having rolled two less successes on Target Regiment until the end of the Round.

Fearless

A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a Character Stand has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

Fiend Hunter

Stands with this Special Rule may Re-Roll all failed Hit Rolls against Monster and Brute Regiments.

Fluid Formation

This Regiment may perform a free additional Reform Action during its Activation. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

Focused

The Character Stand may Re-Roll two failed Spellcasting die Rolls when performing a Spellcasting Action. These Re-Rolls can only be used in one Spellcasting Action per Activation.

Forward Force

The non-Monster Regiment this Character Stand is currently attached to gains the Flank Special Rule.

Impact X

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

Elemental Missile

Range: 12" **Attunement:** -

Target Enemy Regiment suffers 3 Hits. This Spell is automatically cast.

Null Mage

When an Enemy spellcaster attempts to cast a Spell within 10" of this Regiment's Command Stand, any of the Spellcasting dice rolled that are not a success inflict one Wound on the spellcaster. These Wounds cannot be mitigated or saved in any way and do not trigger Morale Tests.

Oblivious

Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests, rounding up. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

On Your Feet

The Regiment this Character Stand is currently attached to gains the Double Time Draw Event. Currently Attached Character Stands do not receive the Draw Event.

Quicksilver Strike

A Character Stand with this Special Rule resolves all of its Attacks first during a Duel Action. If both Character Stands in the Duel Action have this Special Rule, the Attacks are resolved simultaneously.

Rapid Deployment

During your Reinforcement Phase, choose up to two Friendly Infantry Regiments per Round currently not on the Battlefield and after rolling for Reinforcements, to gain the Vanguard Special Rule. This Supremacy Ability is always considered to be Active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

School of Fire

Kindle Courage

Range: Self **Attunement:** 3 (Scaling)

Target Regiment adds +1 to its Resolve Characteristic and gains the Inspired Special Rule until the end of the Round.

Fire Dart

Range: 14" **Attunement:** 3

Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (2) Special Rule.

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.

Standard Bearer

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

The First Blessing

Once per battle, every Regiment in the Priory Commander's Warband gains "Blessed" for this Round. Regiments that already have the Blessed Special Rule gain either +1 to their Attack Characteristic or gain the Hardened (+1) Special Rule this Round instead.

The Kiss Farewell

This Character Stand gains the Barrage (3) (18", Deadly Shot) Special Rule. If the Character Stand already has the Barrage (X) Special Rule, it gains Barrage (+3) (Deadly Shot) instead. The range of its Barrage (X) Special Rule remains unaffected.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Vanguard

When a Regiment with any number of Stands with this Special Rule enters the Battlefield from Reinforcements, it may perform a free additional March Action during this Activation. This free additional March can be performed to bring the Regiment onto the Battlefield. This Special Rule has no effect if there are any enemy Stands within 8" of where the Regiment arrives on the Battlefield.

Veterans

You may designate any number of Regiments in your Army to be Veterans. In a Veteran Regiment, all Officer Models cost double the points. When an Officer Model is added to a Regiment with a Leader and Standard Bearer, choose whether the Regiment will add +1 to either its Clash or Volley Characteristic (to a maximum of 4).

Modifying a Veteran Regiment's Characteristics and paying the additional costs of Officer Models takes place when creating your Army List. The maximum of 4 restrictions on Clash and Volley only applies during list building.

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.

Army Rules

ADAPTABILITY TO ADVERSITY

When creating your Army List, you may select one of the following traits. If you do so, all Regiments and Characters in your army are considered to have that trait.

Veterans: You may designate any number of Regiments in your Army to be Veterans. In a Veteran Regiment, all Officer Models cost double the points. When an Officer Model is added to a Regiment with a Leader and Standard Bearer, choose whether the Regiment will add +1 to either its Clash or Volley Characteristic (to a maximum of 4).

Modifying a Veteran Regiment's Characteristics and paying the additional costs of Officer Models takes place when creating your Army List. The maximum of 4 restrictions on Clash and Volley only applies during list building.

Relentless Drill: All Infantry Stands in the Army gain the Support (2) Special Rule. If a Stand already has the Support (X) Special Rule, it gains the Support (+1) Special Rule instead.

DYNASTIC ALLIANCES

When creating your Army List you may select an additional Warlord. This second Warlord must be a different Entry than your first Warlord, and counts as a Warlord for purposes of scoring.

Noble Lord and Mounted Noble Lord are considered to be the same Entry for the purposes of Dynastic Alliances, as is the Mounted Priory Commander and the Order of the Sword Priory Commander.

You may activate only one activated Supremacy ability per Supremacy phase, regardless of the number of Warlords in your Army List.