



Imperial Officer								1	160
M	V	C	A	W	R	D	E	Type	Infantry
-	2	2	4	4	3	3	0	Class	-
Supremacy Abilities			Combat Maneuvers						
Battlefield Role			Character, Imperial						
Special Rules			Battlefield Drills, Forward Force, Personal Guard						
Options									
Heirlooms			Standard of Steel						
Masteries			Seize the Advantage						

Steel Legion						Mainstay		5	260
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	5	4	3	3	0	Class	Heavy
Battlefield Role			Imperial, Veteran						
Special Rules			Bravery, Cleave (2), Hardened (1), Oblivious, Support (2)						
Command Models			Leader, Standard Bearer						

Imperial Ranger Corps						Mainstay		3	120
M	V	C	A	W	R	D	E	Type	Infantry
6	3	1	4	4	2	1	1	Class	Light
Battlefield Role			Imperial						
Special Rules			Advanced Scout Training, Barrage (3) [16"], Fluid Formation, Vanguard (3)						
Command Models			Leader						

Hunter Cadre						Restricted		3	180
M	V	C	A	W	R	D	E	Type	Infantry
6	2	3	4	4	3	1	2	Class	Medium
Battlefield Role			Imperial, Veteran						
Special Rules			Barrage (3) [16", Armor Piercing (1)], Cleave (1), Fearless, Fiend Hunter, Flank						
Command Models			Leader, Standard Bearer						
Options									
Officers			Null Mage						

Hunter Cadre						Restricted		3	180
M	V	C	A	W	R	D	E	Type	Infantry
6	2	3	4	4	3	1	2	Class	Medium
Battlefield Role			Imperial, Veteran						
Special Rules			Barrage (3) [16", Armor Piercing (1)], Cleave (1), Fearless, Fiend Hunter, Flank						
Command Models			Leader, Standard Bearer						
Options									
Officers			Null Mage						

Warband 2

Imperial Officer								1	115
M	V	C	A	W	R	D	E	Type	Infantry

Rules

Advanced Scout Training

Should this Regiment has the **[Veteran]** Battlefield Role, it always counts as Obscured against Enemy Volley Actions.

Advanced Target Training

Should this Regiment has the **[Veteran]** Battlefield Role, when its Stands contribute Shots against a Target within Effective Range they add +1 to their Volley Characteristic until the end of that Action.

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.

Art of War

[Battlefield]: Once per Round, the Player may forgo their "Draw Command Card" Step and pass play to their Opponent.

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.

Battlefield Drills

At the end of the Round's Supremacy Phase select up to two target Friendly Infantry Regiments within 12" of this **[Character]** Stand can each receive one of the following benefits. This **[Character]** Stand may choose a different benefit for each of the two Target Regiments.

- Brace for Impact
- On Your Feet
- Point Secure
- Aim For the Head

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.

Combat Maneuvers

[Activated]: Friendly **[Veteran]** Infantry Regiments may perform a free Reform Action during their Activation and gain the Opportunist Special Rule until the end of the Round.

Elemental Vortex

Range: 12" **Attunement:** 4

Target Friendly Regiment, until the end of the Round when an Enemy Spellcaster Targets this Regiment for the purposes of performing a Spellcasting Action, the Spellcaster counts as having rolled two less Successes.

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.

Flank

This Regiment does not contribute a die to the Reinforcement Roll. Before rolling each Reinforcement Pool for each Class, each player declares whether a Regiment with this Special Rule automatically enters the Battlefield or remains in Reinforcements. A Regiment cannot enter the Battlefield before its Class will normally be able to and cannot remain in Reinforcements past the Round its Class is required to enter automatically.

Fluid Formation

This Regiment may perform a free additional Reform Action during its Activation given that at the beginning and end of that action it has a maximum of 3 stands in its front row. 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.

Forward Force

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

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.

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 the Regiment performs a Clash or Volley Action against an Enemy Regiment containing any Stands with the Priest (X) or Wizard (X) Special Rule the Regiment gains the Deadly Shot and Deadly Blades Special Rules until the end of that Action.

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.

Personal Guard

The Regiment this **[Character]** is currently attached to gains the Bodyguards Special Rule.

Protective Glyphs

[Always Active]: Enemy Spellcasters selecting a friendly Regiment within 10" of this **[Character]** as the Target of their Spellcasting Action, require one additional success in order to successfully cast that Spell.

Rapid Deployment

[Always Active]: During your Reinforcement Phase, choose up to two Friendly **[Imperial]** Infantry Regiments per Round currently not on the Battlefield and after rolling for Reinforcements, to gain the Vanguard (5) Special Rule.

School of Fire

Kindle Courage

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

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

Fire Dart

Range: 16" **Attunement:** 4

Inflicts one Hit per success on Target Enemy Regiment. These Hits have the Armor Piercing (1) Special Rule.

School of Water

Ninuah's Tears

Range: 12" **Attunement:** 4

Target Infantry Regiment Heals one Wound per success.

Call Fog

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

Target Friendly Infantry Regiment counts as Obscured against Enemy Volley Actions until the end of the Round.

Seize the Advantage

[Battlefield]: [Imperial] Regiments Activated as a result of an Entourage Activation add +2" to their Charge Distance until the end of their Activation.

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.

Standard of Steel

The **[Imperial]** Regiment this **[Character]** is currently attached to gains the Dread Special Rule. Should the Regiment this **[Character]** is attached to has the **[Veteran]** Battlefield Role as well, it gains the Unyielding Special Rule.

Support X

This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

Talented

The **[Character]** may select a second School and gains its Spells.

Vanguard X

When a Regiment with this Special Rule enters the Battlefield from Reinforcements, add +X to its March Characteristic for the first March Action this Activation.

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.