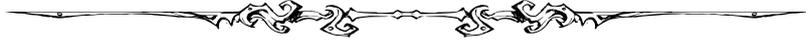




LUKAS BRUNNER	2000 / 2000
The Hundred Kingdoms March of the Faithful, Rapid Deployment	



👑 Theist Priest								1	120
M	V	C	A	W	R	D	E	Type	Infantry
-	1	2	4	4	3	3	0	Class	
Supremacy Abilities				The Spirit Shines					
Battlefield Role				Character, Theist					
Special Rules				Cleave 1, Devout, Fearless, Forward Force, Priest 6					
Spells				Divine Sanction, Fervor, Heavenly Blessing, Holy Fire, Saint's Favor					
Options									
Masteries				Get in Position					

Archangel								1	240
M	V	C	A	W	R	D	E	Type	Monster
7	1	3	12	18	4	3	2	Class	Heavy
Battlefield Role				Theist					
Special Rules				Cleave 2, Devout, Divine Purpose, Fearless, Impact 5, Terrifying 1, The Spirit Glimmers					
Actions				Flames of Vengeance					
Options									
Additional Special Rules				Aspect of the Avenger (Sword)					

Sicarii								6	280
M	V	C	A	W	R	D	E	Type	Infantry
6	1	3	5	4	4	2	2	Class	Medium
Battlefield Role				Theist, Veteran					
Special Rules				Bodyguards, Cleave 1, Devout, Divine Purpose, Oblivious, Support 2					
Command Models				Leader					

Chapter Mage								1	105
M	V	C	A	W	R	D	E	Type	Infantry
-	3	1	3	4	2	1	0	Class	
Battlefield Role				Character, Imperial					
Special Rules				Barrage 4 (18"), Wizard 6					
Spells				Elemental Missile, Elemental Vortex					
This Character cannot be the Warlord.									
Options									
Spells				School of Water					
Materies				Art of War					

Men at Arms								3	110
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	2	2	0	Class	Medium
Battlefield Role				Feudal, Imperial					
Special Rules				Advanced Infantry Training, Shield, Support 2					
Command Models				Leader, Standard Bearer					

Imperial Officer								1	170
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									
				Dynastic Ally					
Heirlooms				Armor of Dominion, Mantle of Saint Nicholas					
Materies				Seize the Advantage					

Men at Arms								3	110
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	2	2	0	Class	Medium
Battlefield Role				Feudal, Imperial					
Special Rules				Advanced Infantry Training, Shield, Support 2					
Command Models				Leader, Standard Bearer					

Gilded Legion								8	360
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	4	4	4	3	0	Class	Heavy
Battlefield Role				Imperial, Veteran					
Draw Events				Bastion 1					
Special Rules				Cleave 1, Iron Discipline, Pike Formation, Support 3					
Command Models				Leader, Standard Bearer					

Crusading Noble Lord								1	140
M	V	C	A	W	R	D	E	Type	Infantry
-	1	3	7	4	4	3	0	Class	
Battlefield Role				Character, Theist					
Special Rules				Cleave 2, Devout, Flurry, Path of Righteousness					
Options									
Heirlooms				Caledburn					
Crusading Bulls				To Cast Out the Daemon					
Materies				Eccentric Fighting Style					

Men at Arms								8	285
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	2	2	0	Class	Medium
Battlefield Role				Feudal, Imperial, Theist, Veteran					
Special Rules				Advanced Infantry Training, Hardened 1, Indomitable 1, Shield, Support 3					
Command Models				Leader, Standard Bearer					
Options									
				[Veteran]					
Officers				Seasoned Veteran					

Militia Bowmen								3	80
M	V	C	A	W	R	D	E	Type	Infantry
5	1	1	3	4	2	1	0	Class	Light
Battlefield Role				Feudal, Theist					
Special Rules				Barrage 3 (16"), Indomitable 1					
Command Models				Leader, Standard Bearer					

Rules

Advanced Infantry Training

Should this Regiment have the [Veteran] Battlefield Role, it gains the Support (+1) Special Rule.

Armor of Dominion

The Regiment this [Character] is currently attached to Ignores the Cleave (X), Armor Piercing (X) and Smite Special Rules when making Defense Rolls.

Art of War

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

Aspect of the Avenger

The Archangel gains access to the Flames of Vengeance Action.

Flames of Vengeance

(Out-of-Combat Action): The Archangel immediately performs a Charge Action, with a Charge Distance of 16" ignoring the effects of Hindering Terrain. Should this Charge be completed successfully the Archangel automatically causes 8 Hits with the Smite Special Rule against the Target Enemy Regiment. If the Charge Target is an Objective Marker, it is immediately destroyed. This Action must be performed as the Regiment's first Action. Once the Action is performed the Regiment's Activation immediately ends. This Action does not benefit from the Divine Purpose Special Rule.

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.

Bastion X

Until the end of the Round, all Stands in this Regiment gain +X Defense.

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

Brace for Impact

Target Friendly Regiment gains the Hardened (1) Special Rule until the end of the Round.

On Your Feet

Target Friendly Regiment loses the Broken Status as if it had performed a Rally (or Combat Rally) Action.

Point Secure

Target Friendly Infantry Regiment within range of an Objective Zone gains the Iron Discipline Special Rule until the end of the Round.

Aim For the Head

Target Friendly Infantry Regiment gains the Murderous Volley Draw Event. Currently Attached Character Stands do not receive the Draw Event.

Bodyguards

When a Character Stand is currently attached to a Regiment with this Special Rule, the Character does not suffer the usual negative effects of refusing a Duel.

Caledburn

Enemy Regiments must Re-Roll successful Defense Rolls against Hits from this [Character] during Charge, Clash and Volley Actions.

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.

Devout

When a Regiment with this Special Rule becomes the Target of a Friendly Priest (X)'s Spellcasting Action, one failed Spellcasting Die is converted to a success. If the Regiment has a [Character] Stand currently attached to it with this Special Rule, then the Regiment also counts as having "Devout" Special Rule.

Divine Purpose

When this Regiment becomes the Target of a Friendly Theist Priest's Spell, during its Activation the Regiment may choose to either add +2" to its first March Action OR +2" to its Charge Distance until the end of the Round.

Divine Sanction

Range: 12" Attunement: 3 (Scaling)

Target Friendly Regiment's Command Stand and any attached [Character] gains the Cleave (+1) Special Rule until the end of the Round.

Dynastic Alliances

When creating your Army List you may select one additional [Character] to be your "Dynastic Ally". A "Dynastic Ally" must be a different [Character] Entry as the Warlord and cannot share the same Sub-Faction Battlefield Role. A "Dynastic Ally" [Character] has access to their Supremacy Ability and Sub-Faction Rule as if they were a Warlord - they do not however count as the Warlord for any other purposes.

You may only activate one Activated Supremacy ability per Supremacy Phase, regardless of how many you have available.

Eccentric Fighting Style

The Character Stand adds +2 to its Attacks Characteristic and Re-Rolls failed Hit Rolls and successful Defense Rolls.

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.

Fervor

Range: 12"f Attunement: 3

Target Friendly Regiment's Command Stand and any attached [Character] gains the Flurry Special Rule until the end of the Round.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Flames of Vengeance

(Out-of-Combat Action): The Archangel immediately performs a Charge Action, with a Charge Distance of 16" ignoring the effects of Hindering Terrain. Should this Charge be completed successfully the Archangel automatically causes 8 Hits with the Smite Special Rule against the Target Enemy Regiment. If the Charge Target is an Objective Marker, it is immediately destroyed. This Action must be performed as the Regiment's first Action. Once the Action is performed the Regiment's Activation immediately ends.

This Action does not benefit from the Divine Purpose Special Rule.

Smite

When a Stand with this Special Rule performs a Clash or Duel Action, Enemy Regiments or [Characters] may not use their Defense Characteristic when making Defense Rolls.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Forward Force

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

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.

Get in Position

The Character Stand gains the Forward Force Special Rule.

Heavenly Blessing

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

The Regiment the [Character] is currently attached to, gains the Blessed Special Rule until the end of the Round.

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.

Holy Fire

Range: 12" **Attunement:** 3

Inflicts two Hits per success on Target Enemy Regiment.

Impact X

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

Indomitable X

When this Regiment Rolls a Morale Test, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Iron Discipline

When this Regiment is Engaged or suffers Wounds from the Sides or Rear, it does not lose the Support (X) Special Rule and does not Re-Roll successful Morale Tests.

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.

Mantle of Saint Nicholas

The Regiment this [Character] is currently attached to, gains the Divine Purpose Special Rule.

March of the Faithful

[Always Active]: [Veteran] [Theist] Regiments in the Army gain the Divine Purpose Special Rule.

In addition, while a Friendly [Theist] Regiment is within 12" of a Friendly [Theist] [Character] it gains the Indomitable (+1) Special Rule.

Elemental Missile

Range: 12" **Attunement:** -

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

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.

Path of Righteousness

Regiments in this [Character]'s Warband gain the [Theist] Battlefield Role and Indomitable (+1) Special Rule (to a maximum of 2).

Personal Guard

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

Pike Formation

Enemy Regiments suffer -3 to their Impact (X) Special Rule (to a minimum of 0) when in contact with this Regiment's front arc. In addition, Enemy Regiments that have performed a successful Charge against this Regiment's front arc do not benefit from the Inspired and Shock Special Rules until the end of the Round.

Priest 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.

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.

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.

Saint's Favor

Range: 12" **Attunement:** 3

Target Friendly Regiment adds +1 to its Evasion Characteristic (to a maximum of 3) until the end of the Round.

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.

Seasoned Veteran

The Regiment gains the Hardened (1) 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.

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.

Shield

The [**Character**] or Regiment with this special rule count their Defense Characteristic as 1 point higher against all Hits originating from their front Arc. [**Character**]s benefit from this Special Rule during Duels regardless of Arc.

A Regiment cannot benefit from the effects of this Special while 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.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

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.

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.

The Spirit Glimmers

[**Aura**] Friendly Regiments currently within 12" of the Archangel count their Divine Purpose Special Rule as active regardless of whether the Regiment has been the Target of a Theist Priest's Spell or not.

Aura

Some Special Rules have a wide effect affecting every Regiment currently within Range. These Special Rules can easily be identified by the [**Aura**] keyword next to their name.

[**Aura**] Ranges are measured from any point of a Stand with that Special Rule.

While a Regiment declares an Action to Perform while currently within range of this [**Aura**] it benefits from its effects until the end of that Action.

A Regiment cannot benefit from the same [**Aura**] Special Rule multiple times.

The Spirit Shines

[**Activated**]: When a Friendly [**Theist**] [**Character**] successfully casts a Spell Targeting a Friendly [**Theist**] Regiment, all other Friendly [**Theist**] Regiments currently on the Battlefield are also Targeted and affected by that Spell. In addition, upon activating this Supremacy, One [**Theist**] [**Character**] may immediately perform one additional out-of-sequence Spellcasting Action. The Spell is automatically successfully resolved.

To Cast Out the Daemon

The Regiment this [**Character**] is currently attached to gains the Terrifying (1) Special Rule.

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.