

The big touch	1000 / 1000
The Hundred Kingdoms - [object Object]	

Coat of Arms can only appear once in the Army.

Character Regiments

Imperial Officer									Points	110
M	V	C	A	W	R	D	E	CR	Models	1
5	2	2	3	3	3	3	0	10	Size	-
Special Rules				Practiced Manoeuvres, Redoubled Efforts						
Command Abilities				Combined Arms, Hold your Ground!, On my Mark						
Battlefield Roles				Character, Imperial, Infantry						
Options										
Bestowments				Accomplished Collegiate						

Regiments

Drillmaster									Points	70
M	V	C	A	W	R	D	E	CR	Models	1
5	1	2	2	3	2	3	0	5	Size	-
Special Rules				Cleave (1), Double Time						
Command Abilities				Combat Drills						
Battlefield Roles				Character, Imperial, Infantry						

Armsmaster									Points	95
M	V	C	A	W	R	D	E	CR	Models	1
5	1	3	3	3	3	3	0	5	Size	-
Special Rules				Bodyguard, Defense of Lord and Liege, Flurry						
Command Abilities				To Arms!						
Battlefield Roles				Character, Feudal, Infantry, Imperial						
Options										
Bestowments				Unassailable Authority						

Steel Legion									Points	220
(Warriors)										
M	V	C	A	W	R	D	E	CR	Models	5
5	1	2	1	1	3	3	0	5	Size	-
Special Rules				Bravery, Cleave (3), Iron Discipline						
Battlefield Roles				Imperial, Infantry						
(Leader)										
M	V	C	A	W	R	D	E	CR	Models	5
5	1	2	1	2	3	3	0	5	Size	-
Special Rules				Bravery, Cleave (3), Iron Discipline, Shield						
Battlefield Roles				Imperial, Infantry, Character						
Options										
Command Models				Leader						
Leader Bestowments				Coat of Arms						

Men-At-Arms									Points	170
(Warriors)										
M	V	C	A	W	R	D	E	CR	Models	8
5	1	2	2	1	2	2	0	4	Size	-
Special Rules				Shield						
Battlefield Roles				Feudal, Infantry, Imperial						
Options										
Command Models				Standard Bearer						

Imperial Ranger Corps									Points	130
(Warriors)										
M	V	C	A	W	R	D	E	CR	Models	4
6	2	1	2	1	2	1	2	5	Size	-
Special Rules				Barrage (1) [14", Precise Shot], Expert Scouts, Vanguard						
Battlefield Roles				Imperial, Infantry						

Gilded Legion									Points	205
(Warriors)										
M	V	C	A	W	R	D	E	CR	Models	5
5	1	3	1	1	3	3	0	5	Size	-
Special Rules				Bastion, Flawless Strikes, Support						
Battlefield Roles				Imperial, Infantry						
(Leader)										
M	V	C	A	W	R	D	E	CR	Models	5
5	1	3	1	2	3	3	0	5	Size	-
Special Rules				Bastion, Flawless Strikes, Support, Shield						
Battlefield Roles				Imperial, Infantry, Character						
Options										
Command Models				Leader						
Leader Bestowments				Coat of Arms						

Rules

Accomplished Collegiate

This **[Character]** gains +3 Command Range.

Barrage X

This Warrior can perform Volley Actions with X Attacks. The Range of this Warrior's Volley Action is listed in Parentheses next to the Barrage Special Rule (X").

Bastion

When this Warrior would be Driven Back they may choose to not be Moved. Additionally, while Engaged with only a single Enemy, that Enemy never counts as Charging.

Bodyguard

Whenever a Friendly **[Character]** of the same Size or smaller within 1" would suffer Wounds, you may choose for this Warrior to suffer any Wounds in their stead. A Warrior with this Special Rule cannot be allocated more Wounds than they have remaining. The Friendly **[Character]** must be of the same Elevation.

Bravery

(Draw Event) This Warrior immediately Rallies.

Cleave X

During this Warrior's Clash Actions, each assigned Hit Roll of 'X' or lower reduces the target's Defense by 1 for the duration of the Action.
Example: A Warrior has Cleave 2 and assigns 3 Hits of a 1, 2, and 5. The Blocking Warrior suffers -2 Defense, as the Hit results of '1' and '2' benefit from Cleave.

Coat of Arms

This **[Character]** gains the **Shield** Special Rule.

Combat Drills

Friendly **[Imperial]** Warriors within Command Range gain the **Relentless Blows** Special Rule.

Combined Arms

Friendly **[Imperial Infantry]** Warriors within Command Range gain the **Phalanx** Special Rule.

Defense of Lord and Liege

(Draw Event) Place this Warrior within 1" of another Engaged Friendly **[Character]** within Command Range. *The Armsmaster must be of the same Elevation as the Friendly Character before and after being Placed.*

Double Time

(Out of Combat Action) Friendly **[Imperial]** Warriors within Command Range may immediately Move up to half of their March Characteristic (rounding up).

Expert Scouts

This Warrior gains the **Deft** Special Rule while within Zonal Terrain or while on top of a Vantage Point.

Flawless Strikes

During this Warrior's Clash Actions, Hits may only be Blocked by Rolls below their result. *Hit Rolls of '1' cannot be Blocked!*

Flurry

During this Warrior's Clash Actions, Re-roll Attack results of '6'

Hold Your Ground!

Friendly **[Imperial]** Warriors within Command Range gain the **Tenacious** Special Rule.

Iron Discipline

This Warrior never counts as being Outnumbered.

Leader

This Warrior gains +1 to their Wounds Characteristic as well as the Character Battlefield Roles. A Leader's Command Abilities that affect Friendly Warriors can only affect Warriors within their own Regiment.

On my Mark

Friendly **[Imperial]** Warriors within Command Range gain the **Rapid Volley** Special Rule.

Practiced Manoeuvres

Friendly **[Imperial]** Warriors within Command Range may Move through other Friendly **[Imperial]** Warriors during their Activation, but must not end a Move on top of another Warrior.

Precise Shot

During this Warrior's Volley Actions, Hits may only be Blocked by Rolls below their result. *Hit Rolls of '1' cannot be Blocked!*

Redoubled Efforts

(Out of Combat Action) Target Friendly **[Imperial]** Warrior within Command Range immediately performs a Clash Action.

Shield

This Warrior Rerolls Block results of '6'.

Standard Bearer

All Friendly Warriors within the Command Range of any Standard Bearers may Re-Roll all Resolve tests of '6'.

Support

While Unengaged, this Warrior may use the Engagement Range of a single Friendly Warrior of an equal Size or smaller within 1" to perform Combat Actions. This allows Warriors with this Special Rule to perform Combat Actions such as the Inspire or Clash Actions even if they themselves are not Engaged. The Friendly Warrior must be of the same Elevation.

To Arms!

Friendly **[Feudal]** Warriors within Command Range gain the **Flurry** Special Rule.

Unassailable Authority

All Friendly **[Infantry]** and **[Cavalry]** Warriors can be affected by this **[Character]**'s Command Abilities, regardless of their Battlefield Role.

Vanguard

During the Deployment Phase before Placing Warriors from this Command Card, you may Place this Command Card anywhere wholly within 9" of its original position following all usual restrictions. The Command Card must be Placed further than 6" away from any Enemy Warriors.