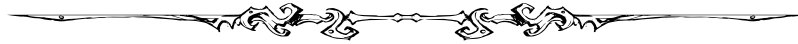




The Hundred Kingdoms	695 / 700
700 event	

Characters	1	Light Regiments	2	Medium Regiments	2	Heavy Regiments	0
-------------------	---	------------------------	---	-------------------------	---	------------------------	---



👑 Noble Lord (Cavalry)								1 <input type="checkbox"/>	115
M	V	C	A	W	R	D	E	Type	Cavalry
8	1	3	5	4	3	3	0	Class	Medium
Special Rules				Character, Cleave 2					
Supremacy Abilities				For Honour!					
Draw Events				Turn the Tide					

Household Knights								Restricted	3 <input type="checkbox"/>	185
M	V	C	A	W	R	D	E	Type	Cavalry	
8	1	2	4	4	3	3	0	Class	Medium	
Special Rules				Brutal Impact 2, Shield						
Command Models				Standard Bearer						

Household Knights								Restricted	3 <input type="checkbox"/>	185
M	V	C	A	W	R	D	E	Type	Cavalry	
8	1	2	4	4	3	3	0	Class	Medium	
Special Rules				Brutal Impact 2, Shield						
Command Models				Standard Bearer						

Mercenary Crossbowmen								Mainstay	3 <input type="checkbox"/>	105
M	V	C	A	W	R	D	E	Type	Infantry	
5	2	1	1	1	2	1	0	Class	Light	
Special Rules				Armor Piercing 1, Barrage 1 (20")						

Mercenary Crossbowmen								Mainstay	3 <input type="checkbox"/>	105
M	V	C	A	W	R	D	E	Type	Infantry	
5	2	1	1	1	2	1	0	Class	Light	
Special Rules				Armor Piercing 1, Barrage 1 (20")						

Rules

Armor Piercing X

Enemy Regiments suffer a penalty to their Defence against Ranged Attacks with this special rule equal to the rule's attribute. E.g. A unit with Armor Piercing 2 would penalize its targets Defence by 2 points when defending against its Ranged Attacks.

Barrage X

A Stand with this special rule contributes shots if its Regiment takes a Volley Action. The Range and number of shots of that Barrage are given in parentheses after the Barrage special rule, e.g. Barrage 2 (24") indicates that the Stand has a Barrage special rule with 2 shots and a 24" range. Thus, the Barrage Value would be multiplied by the number of models in the Stand to determine how many Ranged Attacks that Stand contributes to the Regiment. If your Stand has several Barrage proles, you may choose which one it uses.

Brutal Impact X

When a Regiment makes Defence Rolls against Impact Hits caused by a Stand with this special rule, it counts its Defence characteristic as being X points lower.

Character

A Stand with this special rule uses the rules for Characters.

Cleave X

Enemy Regiments suffer a penalty to their Defence against melee attacks with this special rule equal to the rule's attribute.

For Honour!

The Warlord's current Regiment (and the Warlord himself) gain the "Fury" Draw Event and can re-roll failed Impact Hits. This Supremacy ability is always considered to be active.

Shield

This Stand has +1 Defence against Volleys made by enemies within its front arc, and Strikes made by enemy Stands in contact to its front. If all non-character stands in a Regiment have this special rule, the entire Regiment is considered to have this special rule. This has no effect during Duel Actions.

Standard Bearer

A Regiment with a Standard Bearer may re-roll failed Charges, and adds one to its March distance (not the March characteristic) on the second March Action it performs in one activation.

Turn the Tide

Choose a Regiment within 12" of the Character that has not yet acted this Turn. That Regiment takes its Actions. Once the Regiment has completed its Actions, the Character may take his or her Action. The next time a Command Card belonging to the chosen Regiment's type is drawn later in the turn, place it in the discard pile without the Regiment performing any Actions. It is now your Opponent's turn again.