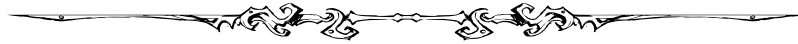




The Hundred Kingdoms	695 / 700
100k Event	

Characters	2	Light Regiments	1	Medium Regiments	1	Heavy Regiments	1
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Chapter Mage								1	135
M	V	C	A	W	R	D	E	Type	Infantry
5	3	1	2	4	2	1	0	Class	Light
Special Rules				Barrage 3 (20"), Character, Wizard 5					
Heirlooms				Heraldry of Lion's Mane					
Masteries				Magus					
Retinue				Tactical 1					
Spells				Ninuah's Tears					

Men at Arms							Mainstay	5	175
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	1	1	2	2	0	Class	Medium
Special Rules				Shield					

 Imperial Officer								1	130
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	3	3	0	Class	Medium
Special Rules				Character					
Supremacy Abilities				Redeploy					
Draw Events				Bastion, Turn the Tide					
Heirlooms				Armor of Dominion					
Masteries				Trained in Trigonometry					

Mercenary Crossbowmen							Mainstay	3	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")					

Steel Legion						Restricted		3 	150
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	1	1	3	3	0	Class	Heavy
Special Rules				Cleave 2					

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.

Armor of Dominion

Enemy Stands in contact with the Character lose the Cleave and Smite special rules while in contact with the Character.

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.

Bastion

Until end of Turn, the Stand (and Stands in its Regiment) have +1 Defence.

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.

Heraldry of Lion's Mane

The Character has the Fearless special rule.

Magus

The Character increases any non-scaling spell difficulty value by 1.

Ninuah's Tears

Range: Self **Difficulty:** 3

For each success, the caster's Regiment Heals two Wounds.

Redeploy

For the turn this Supremacy Ability was used you may re-arrange all Command Cards in your Command Stack.

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.

Tactical Retinue (Tier 1)

The Character and any Regiment he has joined reroll one failed Resolve die per Character's Tier in Tactics

Trained in Trigonometry

The Character and any Regiment they have joined gain the Arcing Fire Special Rule.

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.

Wizard X

This Stand can use Spellcasting Actions. The 'X' shows the Stand's Magic Level.