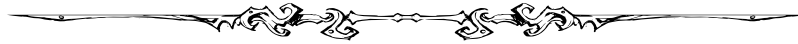




<b>The Hundred Kingdoms</b>	<b>700 / 700</b>
100k HTL	

<b>Characters</b>	3	<b>Light Regiments</b>	2	<b>Medium Regiments</b>	1	<b>Heavy Regiments</b>	0
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<b>Imperial Officer</b>								<b>1</b>	<b>90</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	2	4	4	3	3	0	<b>Class</b>	Medium
<b>Special Rules</b>				Character					
<b>Supremacy Abilities</b>				Redeploy					
<b>Draw Events</b>				Turn the Tide					
<b>Heirlooms</b>				The Kiss Farewell					

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

<b>Theist Priest</b>								<b>1</b>	<b>95</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	2	4	4	2	2	0	<b>Class</b>	Medium
<b>Special Rules</b>				Character, Fearless, Priest 5					
<b>Masteries</b>				Magus					
<b>Retinue</b>				Magic 1					
<b>Spells</b>				Holy Fire					

<b>Militia Bowmen</b>						<b>Mainstay</b>	<b>3</b>	<b>75</b>	
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	1	1	1	2	1	0	<b>Class</b>	Light
<b>Special Rules</b>				Barrage 1 (24")					

<b>Chapter Mage</b>								<b>1</b> 	<b>95</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	3	1	2	4	2	1	0	<b>Class</b>	Light
<b>Special Rules</b>				Barrage 3 (20"), Character, Wizard 5					
<b>Spells</b>				Ninuah's Tears					

<b>Men at Arms</b>						<b>Mainstay</b>		<b>6</b> 	<b>240</b>
<b>M</b>	<b>V</b>	<b>C</b>	<b>A</b>	<b>W</b>	<b>R</b>	<b>D</b>	<b>E</b>	<b>Type</b>	Infantry
5	1	2	1	1	2	2	0	<b>Class</b>	Medium
<b>Special Rules</b>				Shield					
<b>Command Models</b>				Seasoned Veteran					

# 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.

## Character

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

## Fearless

A Regiment containing at least one Stand with this special rule ignores the Terrifying and Fearsome special rules of all enemy Regiments it is in contact with.

## Holy Fire

**Range:** 12" **Difficulty:** 3

Inflicts two Hits per success.

## Magic Retinue (Tier 1)

The Character gains the Blessed special rule and +1 Wizard/Priest Level. If the Character is not a Wizard/Priest, he counts as Wizard 1 for disruption purposes.

## 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.

## Priest X

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

## Redeploy

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

## Seasoned Veteran

While the Veteran is alive, the Regiment has the Bastion Draw Event.

## 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.

## The Kiss Farewell

The Character Stand gains the Barrage 3 (24"), Deadly Shot Special Rules. If the Character Stand already has the Barrage Rule it receives an additional +3 to its Barrage value and the Deadly Shot Special Rule. Range remains unaffected.

## 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.