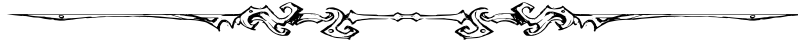




The Hundred Kingdoms	1995 / 2000
Sir Salocin of the Garden Kingdoms	

Characters	4	Light Regiments	3	Medium Regiments	4	Heavy Regiments	1
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👑 Noble Lord								1	100
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	5	4	3	3	0	Class	Medium
Special Rules				Character					
Supremacy Abilities				For Honour!					
Draw Events				Turn the Tide					
Heirlooms				Regalia of the Empire					
Retinue				Tactical 1					

Household Guard								Mainstay	3	195
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	2	1	1	3	3	0	Class	Medium	
Special Rules				Cleave 1, Support						
Command Models				Armsmaster						

Longbowmen								Restricted	3	150
M	V	C	A	W	R	D	E	Type	Infantry	
4	2	2	1	1	2	1	0	Class	Light	
Special Rules				Arcing Fire, Barrage 1 (30"), Cleave 1						

Household Knights								Restricted	6	350
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	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")						

Imperial Officer								1	60	
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	2	4	4	3	3	0	Class	Medium	
Special Rules				Character						


Steel Legion						Restricted		6	360	
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	3	1	1	3	3	0	Class	Heavy	
Special Rules				Cleave 2						
Command Models				Drillmaster, Standard Bearer						

Men at Arms						Mainstay		3	105	
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	2	1	1	2	2	0	Class	Medium	
Special Rules				Shield						

Theist Priest								1	95	
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	2	4	4	2	2	0	Class	Medium	
Special Rules				Character, Fearless, Priest 5						
Spells				Heavenly Blessing						

Militia						Mainstay		6	180	
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	1	1	1	2	1	0	Class	Light	
Special Rules				Shield, Support						

Chapter Mage								1	85	
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						
Spells				Seeking Winds						

Men at Arms						Mainstay		6 	210
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	1	1	2	2	0	Class	Medium
Special Rules				Shield					

Rules

Arcing Fire

If a Regiment composed entirely of Stands with this Special Rule (excluding Characters) uses a Take Aim Action, it may ignore Line of Sight when making a Ranged Attack to any enemy Regiment that is within Line of Sight of any friendly Regiment. If it does so, it does not receive the normal +1 To Hit from the Take Aim Action. Note, however, that the shot may still count as Obscured if the target is at Long Range.

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.

Armsmaster

While both an Armsmaster and a Noble are alive in the Regiment, the Clash characteristic of the Regiment is increased by +1.

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.

Drillmaster

While the Drillmaster is alive, the Regiment has the Fury Draw Event.

Fury

When determining the number of attacks that a Regiment performs, add +1 Attack to each Engaged Stand until end of Turn.

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.

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.

Heavenly Blessing

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

All Stands in the caster's Regiment gain the Blessed special rule until End of Turn.

Blessed

Once per Turn, this Stand can re-roll all failed To Hit rolls or re-roll all failed Defence Rolls. All Stands in a Regiment must use this rule at the same time (if they have it).

Priest X

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

Regalia of the Empire

Household Guard Stands in the Character's Regiment have +1 Clash.

Seeking Winds

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

When the caster's Regiment takes a Volley Action this Turn, its shots are not Obscured by range, so long as within the maximum range of the weapon.

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.

Support

If this Stand makes Support Strikes, it contributes two Support Strikes per stand, rather than one.

Tactical Retinue (Tier 1)

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

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.