



Sally Forth!	1490 / 1500
<b>The Hundred Kingdoms</b>	

### Warband 1

<b>👑 Priory Commander (Crimson Tower)</b>								<b>1</b>	<b>135</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>	Cavalry
8	1	4	8	6	4	4	0	<b>Class</b>	-
<b>Special Rules</b>			Impact (4), Brutal Impact (2), Terrifying (1)						
<b>Supremacy Abilities</b>			The First Blessing						
<b>Options</b>									
<b>Masteries</b>			Eccentric Fighting Style						

<b>Order of the Crimson Tower</b>						<b>Mainstay</b>		<b>3</b>	<b>215</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>	Cavalry
7	1	3	5	5	4	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>			Brutal Impact (2), Impact (4), Terrifying (1), Shield, Wedge!, Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						

<b>Order of the Ashen Dawn</b>						<b>Restricted</b>		<b>3</b>	<b>265</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>	Cavalry
7	1	4	6	6	5	4	0	<b>Class</b>	Heavy
<b>Special Rules</b>			Blessed, Cleave (1), Impact (3), Fearless, Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						

## Warband 2

<b>👑 Mounted Noble Lord</b>								<b>1</b>	<b>155</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>	Cavalry
7	1	3	5	5	3	3	0	<b>Class</b>	-
<b>Special Rules</b>			Brutal Impact (2), Impact (3), Shield, Flurry						
<b>Supremacy Abilities</b>			Speed of Horse						
<b>Options</b>									
<b>Heirlooms</b>			Olefant's Roar						
<b>Weapon Arts</b>			Relentless						
<b>Masteries</b>			Disorienting Strikes						

<b>Mounted Squires</b>						<b>Mainstay</b>		<b>3</b>	<b>145</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>	Cavalry
9	1	2	4	4	2	2	0	<b>Class</b>	Light
<b>Special Rules</b>			Shield, Impact (1), Opportunists, Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						
<b>Officers</b>			Count Palatine						

<b>Household Knights</b>						<b>Restricted</b>		<b>4</b>	<b>225</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>	Cavalry
7	1	2	5	4	3	3	0	<b>Class</b>	Medium
<b>Special Rules</b>			Impact (3), Brutal Impact (1), Shield, Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						
<b>Officers</b>			Tourney Champion						

## Warband 3

<b>Priory Commander (Sealed Temple)</b>								<b>1</b>	<b>145</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>	Cavalry

8	1	4	6	6	4	4	0	<b>Class</b>	-
<b>Special Rules</b>			Impact (5), Quicksilver Strike						
<b>Options</b>									
<b>Masteries</b>			Tip of the Lance						

<b>Order of the Sealed Temple</b>						<b>Mainstay</b>		<b>3</b>	<b>205</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>	Cavalry
8	1	3	4	4	4	3	0	<b>Class</b>	Medium
<b>Special Rules</b>			Impact (4), Fluid Formation, Shield, Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						

# Rules

## **Blessed**

Once per Round, Stands with this Special Rule may choose to Re-Roll all their failed Hit Rolls or all of their failed Defense Rolls during a Clash or Charge Action. All Stands in the Regiment must Re-Roll the same Roll at the same time and must declare the use of Blessed before making the Roll they wish to Re-Roll.

## **Brutal Impact X**

When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks.

## **Cleave X**

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

## **Count Palatine**

The Regiment and currently attached Character Stands, always counts as having the Inspired Special Rule.

## **Disorienting Strikes**

Enemy Character Stands subtract -1 from their Clash Characteristic, when they participate in a Duel Action against this Character Stand.

## **Eccentric Fighting Style**

The Character Stand adds +2 to its Attacks Characteristic and Re-Rolls failed Hit Rolls and successful Defense Rolls.

## **Fearless**

A Regiment with this Special Rule ignores the effects of the Fearsome and Terrifying (X) Special Rules. If a Character Stand has this Special Rule, then it does not apply it to the rest of the Regiment and only benefits from this Special Rule as part of a Duel Action.

## **Fluid Formation**

This Regiment may perform a free additional Reform Action during its Activation. This free Reform Action must be performed before the Regiment takes its first Action, or at the end of its Activation after all other Actions have been resolved.

A Regiment with this Special Rule can draw Line of Sight from all Arcs, not just its Front, and may perform Volley Actions against Regiments in its flank or rear as well. Where this is the case, count the closest Rank or File of the Regiment as the first Rank.

## **Flurry**

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

## **Impact X**

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

## **Leader**

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

## **Olephant's Roar**

The Regiment this Character Stand is currently attached to, gains the Glorious Charge Special Rule.

## **Opportunists**

A Stand with this Special Rule may re-roll failed Hit Rolls when performing a Clash or Volley Action against an Enemy Regiment's Flank or Rear Arc.

## **Quicksilver Strike**

A Character Stand with this Special Rule resolves all of its Attacks first during a Duel Action. If both Character Stands in the Duel Action have this Special Rule, the Attacks are resolved simultaneously.

## **Relentless**

The Character Stand gains the Flurry Special Rule.

## **Shield**

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

## **Speed of Horse**

While this Character Stand is on the Battlefield, all Household Knight Regiments gain the Impact (+1) Special Rule and Re-Roll failed Hit Rolls of "6" when resolving Impact Attacks. This Supremacy Ability is always considered to be active.

## **Standard Bearer**

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

## **Terrifying X**

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

### **The First Blessing**

Once per battle, every Regiment in the Priory Commander's Warband gains "Blessed" for this Round. Regiments that already have the Blessed Special Rule gain either +1 to their Attack Characteristic or gain the Hardened (+1) Special Rule this Round instead.

### **Tip of the Lance**

The Cavalry Regiment this Character Stand is currently attached to gains the Wedge! Special Rule.

### **Tourney Champion**

This Regiment adds +2" to its Charge distance when performing a Charge Action.

### **Unstoppable**

This Regiment may Re-Roll failed Charge Rolls.

### **Wedge!**

After performing a successful Charge, this Regiment gains the Cleave (+1) Special Rule until the end of the Round.

## Army Rules

### ADAPTABILITY TO ADVERSITY

When creating your Army List, you may select one of the following traits. If you do so, all Regiments and Characters in your army are considered to have that trait.

**Veterans:** You may designate any number of Regiments in your Army to be Veterans. In a Veteran Regiment, all Officer Models cost double the points. When an Officer Model is added to a Regiment with a Leader and Standard Bearer, choose whether the Regiment will add +1 to either its Clash or Volley Characteristic (to a maximum of 4).

Modifying a Veteran Regiment's Characteristics and paying the additional costs of Officer Models takes place when creating your Army List. The maximum of 4 restrictions on Clash and Volley only applies during list building.

**Relentless Drill:** All Infantry Stands in the Army gain the Support (2) Special Rule. If a Stand already has the Support (X) Special Rule, it gains the Support (+1) Special Rule instead.

### DYNASTIC ALLIANCES

When creating your Army List you may select an additional Warlord. This second Warlord must be a different Entry than your first Warlord, and counts as a Warlord for purposes of scoring.

Noble Lord and Mounted Noble Lord are considered to be the same Entry for the purposes of Dynastic Alliances, as is the Mounted Priory Commander and the Order of the Sword Priory Commander.

You may activate only one activated Supremacy ability per Supremacy phase, regardless of the number of Warlords in your Army List.