



All about that mage	2000 / 2000
The Hundred Kingdoms - Relentless Drill	

### Warband 1

👑 Imperial Officer								1	90
<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	2	4	4	3	3	0	<b>Class</b>	-
<b>Supremacy Abilities</b>			Rapid Deployment						
<b>Special Rules</b>			Forward Force, Support (2)						
<b>Options</b>									
<b>Battlefield Drills</b>			Brace for Impact, On Your Feet						

Men at Arms						Mainstay	5	200	
<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>			Shield, Support (2), Vanguard, Unstoppable						
<b>Command Models</b>			Leader						
<b>Draw Events</b>			Bastion (1)						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						
<b>Officers</b>			Seasoned Veteran						

<b>Militia</b>						<b>Mainstay</b>		<b>3</b>	<b>115</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
6	1	2	4	4	3	1	0	<b>Class</b>	Light
<b>Special Rules</b>			Shield, Support (3), Vanguard, Unstoppable						
<b>Command Models</b>			Leader						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						
<b>Officers</b>			Servite						

<b>Gilded Legion</b>						<b>Restricted</b>		<b>6</b>	<b>310</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	3	4	4	4	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>			Iron Discipline, Cleave (1), Pike Formation, Support (3), Vanguard, Unstoppable						
<b>Command Models</b>			Leader						
<b>Draw Events</b>			Bastion (1)						
<b>Options</b>									
<b>Command Models</b>			Standard Bearer						
<b>Officers</b>			Seasoned Veteran						

<b>Steel Legion</b>						<b>Restricted</b>	<b>6</b>	<b>345</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	3	6	4	3	3	0	<b>Class</b>	Heavy
<b>Special Rules</b>		Bravery, Cleave (2), Oblivious, Support (2), Vanguard, Unstoppable							
<b>Command Models</b>		Leader							
<b>Draw Events</b>		Double Time							
<b>Options</b>									
<b>Command Models</b>		Standard Bearer							
<b>Officers</b>		Drillmaster							

### Warband 2

<b>Priory Commander (Crimson Tower)</b>								<b>1</b>	<b>110</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 (4), Brutal Impact (2), Terrifying (1)							

<b>Order of the Crimson Tower</b>						<b>Mainstay</b>	<b>3</b>	<b>200</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!							
<b>Command Models</b>		Leader							

<b>Order of the Ashen Dawn</b>						<b>Restricted</b>	<b>4</b>	<b>340</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							
<b>Command Models</b>		Leader							

### Warband 3

<b>👑 Chapter Mage</b>								<b>1</b>	<b>115</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	3	4	2	1	0	<b>Class</b>	-
<b>Special Rules</b>		Barrage (4) [18"], Wizard (6), Support (2), Tenacious							
<b>Supremacy Abilities</b>		Protective Glyphs							
<b>Spells</b>		Entropic Shield, Minor Elemental Missile							
<b>Options</b>									
<b>Heirlooms</b>		Lady's Favour							
<b>Spells</b>		School of Water							
<b>Masteries</b>		Focused							

<b>Mercenary Crossbowmen</b>						<b>Mainstay</b>	<b>5</b>	<b>175</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	4	4	2	1	0	<b>Class</b>	Light
<b>Special Rules</b>		Barrage (3) [18"], Armor Piercing (1), Support (2), Vanguard							
<b>Command Models</b>		Leader							

# Rules

## **Armor Piercing X**

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

## **Barrage X**

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

## **Bastion X**

Until the end of the Round, all Stands in this Regiment gain +X Defense.

## **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.

## **Brace for Impact**

The Regiment this Character Stand is currently attached to gains the Bastion (1) Draw Event. Currently Attached Character Stands do not receive the Draw Event.

## **Bravery**

Stands in this Regiment, including Character Stands, ignore the Fearsome and Terrifying (X) Special Rules. In addition, at the start of the Regiment's Activation, after resolving any Draw Events but before performing its first Action, remove the Broken status from this Regiment.

## **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.

## **Double Time**

If this Regiment performs two March Actions during its Activation, it may take a free additional March Action.

## **Drillmaster**

This Regiment adds +1 to its Attacks Characteristic and gains the Double Time Draw Event. Currently attached Character Stands do not benefit from the effects of this Officer.

## **Entropic Shield**

**Range:** 12"    **Attunement:** 4

Enemy Spellcasters count as having rolled two less successes on Target Regiment until the end of the Round.

## **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.

## **Focused**

The Character Stand may Re-Roll two failed Spellcasting die Rolls when performing a Spellcasting Action. These Re-Rolls can only be used in one Spellcasting Action per Activation.

## **Forward Force**

The non-Monster Regiment this Character Stand is currently attached to gains the Flank Special Rule.

## **Impact X**

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

## **Iron Discipline**

When this Regiment is Engaged or suffers Wounds from the Sides or Rear, it does not lose the Support (X) Special Rule and does not Re-Roll successful Morale Tests.

## **Lady's Favour**

This Character Stand gains the Tenacious 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.

## **Minor Elemental Missile**

**Range:** 12"    **Attunement:** -

Target Enemy Regiment suffers 3 Hits. This Spell is automatically cast.

## **Oblivious**

Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests, rounding up. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

## **On Your Feet**

The Regiment this Character Stand is currently attached to gains the Double Time Draw Event. Currently Attached Character Stands do not receive the Draw Event.

## **Pike Formation**

Enemy Regiments suffer -3 to their Impact (X) Special Rule (to a minimum of 0) when in contact with this Regiment's front arc. In addition, Enemy Regiments that have performed a successful Charge against this Regiment's front arc do not benefit from the Inspired and Shock Special Rules until the end of the Round.

## **Protective Glyphs**

Enemy Spellcasters selecting a friendly Regiment as the Target of their Spellcasting Action, count as being affected by "Enemy Interference". In addition, when this Character Stand performs a Spellcasting Action, if attempting to cast a Spell with a Range of "Self", the Spell counts as having Range 8" instead for this Spellcasting Action. This Supremacy ability is always considered to be Active.

## **Rapid Deployment**

During your Reinforcement Phase, choose up to two Friendly Infantry Regiments per Round currently not on the Battlefield and after rolling for Reinforcements, to gain the Vanguard Special Rule. This Supremacy Ability is always considered to be Active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

## **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.

## **School of Water**

### **Ninuah's Tears**

**Range:** Self    **Attunement:** 3

Target Infantry Regiment Heals three Wounds. In addition Target Infantry Regiment Heals one additional Wound per success.

### **Call Fog**

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

When an Enemy Regiment performs a Volley Action against this Regiment, it treats its unmodified Barrage (X) value as if it was half, rounding up, until the end of the Round.

### **Seasoned Veteran**

This Regiment gains the Bastion (1) Draw Event. Currently attached Character Stands do not gain the Draw Event.

### **Servite**

The Regiment adds +1 to both its March and Resolve Characteristics. Currently attached Character Stands also add +1 to their March Characteristic.

### **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.



## **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.

## **Support X**

This Regiment's Stands contribute X Supporting Attacks during a Clash Action instead of 1. While a Regiment is engaged by enemy Regiments in its Flank or Rear, they lose the Support X Special Rule.

## **Tenacious**

Whenever this Regiment makes a Defense Roll, treat one failed die Roll as a success. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

## **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.

## **Unstoppable**

This Regiment may Re-Roll failed Charge Rolls.

## **Vanguard**

When a Regiment with any number of Stands with this Special Rule enters the Battlefield from Reinforcements, it may perform a free additional March Action during this Activation. This free additional March can be performed to bring the Regiment onto the Battlefield. This Special Rule has no effect if there are any enemy Stands within 8" of where the Regiment arrives on the Battlefield.

## **Wedge!**

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

## **Wizard X**

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

## 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.