



Jolt Games - July Event - Saxon King	2000 / 2000
The Hundred Kingdoms	

Warband 1

Imperial Officer								1	140
M	V	C	A	W	R	D	E	Type	Infantry
5	2	2	4	4	3	3	0	Class	-
Special Rules		Forward Force							
Options									
Heirlooms		Armor of Dominion							
Battlefield Drills		Brace for Impact, On Your Feet							
Masteries		Disorienting Strikes							

Mercenary Crossbowmen						Mainstay		3	105
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	4	2	1	0	Class	Light
Special Rules		Barrage (3) [18", Armor Piercing (1)]							
Command Models		Leader							

Mercenary Crossbowmen						Mainstay		3	105
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	4	4	2	1	0	Class	Light
Special Rules		Barrage (3) [18", Armor Piercing (1)]							
Command Models		Leader							

Gilded Legion						Restricted		8	400
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	5	4	4	3	0	Class	Heavy
Special Rules			Iron Discipline, Cleave (1), Pike Formation, Support (2), Unstoppable						
Command Models			Leader						
Draw Events			Double Time						
Options									
Command Models			Standard Bearer						
Officers			Drillmaster						

Warband 2

👑 Chapter Mage								1	135
M	V	C	A	W	R	D	E	Type	Infantry
5	3	1	3	4	2	1	0	Class	-
Special Rules			Barrage (7) [18", Deadly Shot], Wizard (6)						
Supremacy Abilities			Protective Glyphs						
Spells			Entropic Shield, Minor Elemental Missile						
Options									
Heirlooms			The Kiss Farewell						
Spells			School of Water						
Materies			Focused						

Men at Arms						Mainstay		3	105
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	2	2	0	Class	Medium
Special Rules			Shield						
Command Models			Leader						

Warband 3

👑 Priory Commander (Crimson Tower)								1	135
M	V	C	A	W	R	D	E	Type	Cavalry
8	1	4	8	6	4	4	0	Class	-
Special Rules			Impact (4), Brutal Impact (2), Terrifying (1)						
Supremacy Abilities			The First Blessing						

Options									
Masteries			Eccentric Fighting Style						

Order of the Crimson Tower						Mainstay		3	215
M	V	C	A	W	R	D	E	Type	Cavalry
7	1	3	5	5	4	3	0	Class	Heavy
Special Rules			Brutal Impact (2), Impact (4), Terrifying (1), Shield, Wedge!, Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Order of the Crimson Tower						Mainstay		3	215
M	V	C	A	W	R	D	E	Type	Cavalry
7	1	3	5	5	4	3	0	Class	Heavy
Special Rules			Brutal Impact (2), Impact (4), Terrifying (1), Shield, Wedge!, Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Order of the Ashen Dawn						Restricted		5	445
M	V	C	A	W	R	D	E	Type	Cavalry
7	1	4	6	6	5	4	0	Class	Heavy
Special Rules			Blessed, Cleave (1), Impact (3), Fearless, Unstoppable						
Command Models			Leader						
Options									
Command Models			Standard Bearer						

Rules

Armor of Dominion

Enemy Stands in contact with this Character Stand lose the Cleave (X) and Smite Special 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.

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.

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.

Deadly Shot

When a Stand with this Special Rule performs a Volley Action, any failed Defense Roll of "6" rolled by the Target Regiment causes it to suffer 2 Wounds instead of 1.

Disorienting Strikes

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

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.

Eccentric Fighting Style

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

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.

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.

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.

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.

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.

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.

The Kiss Farewell

This Character Stand gains the Barrage (3) (18", Deadly Shot) Special Rule. If the Character Stand already has the Barrage (X) Special Rule, it gains Barrage (+3) (Deadly Shot) instead. The range of its Barrage (X) Special Rule remains unaffected.

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.

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.