



Total Cost:	2725
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Option Footnotes

Command	
Banner Bearer	May reroll charge and panic test.
Epic	
Epic Challenge	Challenge one enemy Hero within 18". Challenged Hero's formation must pass Courage test at -3 or cannot move and may only charge the challenger. Challenger must move towards and attempt to charge the challenged Hero's formation. Then fight a Heroic Duel (no further Might required). (p.69)
Epic Charge	Formation +2 Fight when charging.(p.69)
Epic Strike	Hero's Fight value is increased to 10.(p.69)
Wargear	
Bows	Range 24", Str 2 (p.58)
Lances	+1 bonus to dice result when rolling To Hit (p.56)
Longbows	Range 36", Str 2 (p.58)
Shields	+2D for infantry & +1D for cavalry units. Included in monster profiles. Only valid for front attacks (p.59)
Special	
Artillery	1 or less: Opponent chooses formation within 6" of target – D6 hits at the siege engine's Strength. Or counts as a miss. 2: Miss. 3-5: D6 hits at the siege engine's Strength. 6: D6+4 hits at the siege engine's Strength. 7+: 2D6+4 hits at the siege engine's Strength. Target consists of 1 company -1 Target consists of more than 4 companies +1 Target consists of more than 8 companies +2 Target is in a building +2 (p.61)
Inspiring Leader	(Men)
Pathfinders(Mountain)	Ignore movement penalties in given terrain.(p.62)

Pathfinders(Woodland)	Ignore movement penalties in given terrain.(p.62)
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Validation Report

Regular: Default ruleset

Total points exceed maximum allowed army size (max 1125).

Army Statistics

Might: 23

Models: 259

Group	Min	Max	Used
Heroes	1	0	2
Common	1	0	9