

<p>Men-at-Arms Crossbows (2)</p> <p>C: 2 B: 1 E: 3</p> <p>+1 missile C</p> <p>0 Solamnic infantry</p>	<p>RALLY</p> <p>-</p> <p>1 Leadership +1 C</p> <p><i>Warrior Lord</i> <i>Solamnic Captain</i></p>	<p>TAKE TERRAIN</p> <p>-</p> <p>3 Leadership +2 C, +1 B</p> <p><i>Grand Master</i> <i>Solamnic General</i></p>	<p>Knights of the Rose (5)</p> <p>C: 5 B: 3 E: 4</p> <p>Charge</p> <p>+1 C vs. evil/undead</p> <p>Elite</p> <p>Noble</p> <p>-2 Solamnic cavalry</p>
<p>Men-at-Arms Greatswords (2)</p> <p>C: 3 B: 1 E: 3</p> <p>+1 C</p> <p>0 Solamnic infantry</p>	<p>Knights of the Sword (4)</p> <p>C: 4 B: 3 E: 4</p> <p>Charge</p> <p>Spell support</p> <p>Noble</p> <p>-2 Solamnic cavalry</p>	<p>COUNTERATTACK</p> <p>2</p> <p>1 Leadership +1 C</p> <p><i>Warrior Lord</i> <i>Solamnic Captain</i></p>	<p>Gold Dragon (5)</p> <p>C: 5 B: 4 E: 5</p> <p>Flying</p> <p>Magic-resistant</p> <p>Immune to fire</p> <p>Spell support</p> <p>4 C Fire breath, Spell support</p> <p>-3 Solamnic aerial</p>
<p>RALLY</p> <p>-</p> <p>2 Leadership +2 C</p> <p><i>Knight Lord</i> <i>Solamnic Captain</i></p>	<p>RALLY</p> <p>0</p> <p>Provides one unit with +1 B and E vs. evil creatures for one combat.</p> <p>Solamnic Magic</p> <p><i>Protection from Evil</i></p>	<p>COUNTERATTACK</p> <p>3</p> <p>Played after a victorious combat by a friendly cavalry unit, this card becomes a Take Terrain or Counterattack using different cavalry unit in the same turn.</p> <p><i>Breakthrough</i></p> <p>Solamnic Special</p>	<p>RALLY</p> <p>0</p> <p>This card cancels a rout result for any Knight unit (not squires).</p> <p><i>My Honor is My Life</i></p> <p>Solamnic Special</p>

<p>Men-at-Arms Pikes (2)</p> <p>C: 2 B: 1 E: 3</p> <p>Pikes</p> <p>+1 C defense, block pursuit</p> <p>1 Solamnic infantry</p>	<p>TAKE TERRAIN</p> <p>-1</p> <p>2 Leadership +2 C</p> <p>Solamnic Captain Knight Lord</p>	<p>Men-at-Arms Greatswords (2)</p> <p>C: 3 B: 1 E: 3</p> <p>+1 C</p> <p>0 Solamnic infantry</p>	<p>Knights of the Crown (4)</p> <p>C: 4 B: 2 E: 3</p> <p>Charge</p> <p>Fearless</p> <p>+1 C and +1 B attacking</p> <p>-1 Solamnic cavalry</p>
<p>RALLY</p> <p>-1</p> <p>TAKE TERRAIN</p>	<p>TAKE TERRAIN</p> <p>-1</p> <p>+1 C vs. evil creatures for one combat.</p> <p>Bless Weapon</p> <p>Solamnic Magic</p>	<p>Men-at-Arms Pikes (2)</p> <p>C: 2 B: 1 E: 3</p> <p>Pikes</p> <p>+1 C defense, block pursuit</p> <p>1 Solamnic infantry</p>	<p>Squire Knights (3)</p> <p>C: 3 B: 2 E: 3</p> <p>Charge</p> <p>Pursuit, +1 C attacking</p> <p>-1 Solamnic cavalry</p>
<p>Men-at-Arms Crossbows (2)</p> <p>C: 2 B: 1 E: 3</p> <p>+1 missile C</p> <p>0 Solamnic infantry</p>	<p>Spectral Minions (2)</p> <p>C: 2 B: 1 E: 2</p> <p>Undead</p> <p>Ignore all enemy terrain benefits</p> <p>Ignore all enemy terrain benefits</p> <p>1 Solamnic infantry</p>	<p>Kender Slingers (1)</p> <p>C: 1 B: 0 E: 1</p> <p>Fearless</p> <p>+1 B vs. missiles</p> <p>Ambush or +1 missile C</p> <p>2 Solamnic infantry</p>	<p>Squire Knights (3)</p> <p>C: 3 B: 2 E: 3</p> <p>Charge</p> <p>Pursuit, +1 C attacking</p> <p>-1 Solamnic cavalry</p>

# *Solamnic Knights Arsenal Sheet*

## *Arsenal Composition:*

14 Units  
2 Counterattack  
4 Take Terrain  
5 Rally  
2 Specials  
5 Leaders  
2 Spells  
RN Distribution: Stable

## *Background:*

The Knights of Solamnia have existed since the Age of Dreams as a warrior code dedicated to the cause of Good. All Knights are bound by the code "My honor is my life". Although the upper levels of the Rose and Sword orders are wealthy nobility with a tendency toward haughtiness and pride, all knights are dedicated to the protection of the defenseless and the defeat of evil. While a model military organization with a highly detailed structure and hierarchy of leadership, Knights are mistrustful of magic. Only priests that can cast spells useful in battle are associated with the Knighthood.

## *Units:*

Men-at-Arms – Solamnic footsoldiers armed with swords, crossbows or halberds.

Knights of the Rose – Rose Knights are the top order of the Solamnic Knights. Justice and the protection of the innocent from evil are the priorities of the Order of the Rose. One of the most awesome sights on Krynn are Rose Knights in full battle array charging across the battlefield.

Knights of the Crown – the entry order of the Knights of Solamnia, a knight must prove himself in the order of the Crown to advance. Crown Knights focus on the virtue of loyalty, making them fearless in battle.

Knights of the Sword – Crown Knights who prove themselves become Sword Knights. The Sword order focuses on worship, giving them priestly abilities in addition to their combat studies.

Squires -knights-in-training who have not yet qualified to be taken in the Order of the Crown

Gold Dragon – over 100' long, these noble creatures are the most powerful goodly creatures on Krynn. In addition to being powerful spellcasters, gold dragons also breathe fire.

Kender – 3' tall, these childlike creatures are terribly unwarlike but can be convinced that war is a fun adventure. Their natural dexterity makes them perfect skirmishers and their natural thieving abilities work well in an ambush. Kender are also known for having no fear, only exasperating curiosity.

Spectral Minions – souls of those knights who died before they could fulfill their vows to the orders, they are bound to complete them before they may move on to the afterlife. Spectral minions appear as ghost-like creatures, dressed in full armor and ready to follow the commands of the Grand Master in battle.

## *Specials:*

Breakthrough – Solamnic cavalry is well-trained to take advantage of situations where multiple enemy units can be overrun with a well-timed cavalry charge.

My Honor is My Life – the oath of every knight, it strengthens resolve and calms panic.

## *Heroes:*

Grand Master – a lord of the Rose Knights, the Grand Master is the commander of the Solamnic armies. A master of both strategy and personal combat, the Knight general is one of the most fearsome warriors on Krynn.

Warrior Lord – these are high-ranking Knights of the Crown that serve as unit commanders for the Solamnics.

Knight Lord – heroes of the order of the Knights of the Sword, these paladins serve as wing commanders.

## *Magic:*

Protection from Evil – creates a defensive aura against the attacks of evil creatures.

Bless Weapon – provides a holy blessing on a unit's weapons, making them deadly vs. evil creatures.