

Vic's feeling cold

Kingdoms of Men (Neutral)							
<b>Foot Guard</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	3+	-	4+	12	14/16	135
Crushing Strength (1)							0
- Exchange shields for two-handed weapons (lower Defence to 4+, gain Crushing Strength (1))							5
- Blade of Slashing							5
Horde(40)	5	3+	-	5+	25	21/23	225
- Healing Brew							5
<b>Bowmen</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	5+	5+	3+	10	13/15	100
Bows (Range 24")							
Horde(40)	5	5+	5+	3+	20	20/22	165
Bows (Range 24")							
<b>Knights</b>							<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	3+	-	5+	16	14/16	195
Headstrong, Thunderous Charge (2)							25
- Blessing of the Gods							
<b>Mounted Scouts</b>							<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	9	5+	5+	3+	7	10/12	100
Bows (Range 24"), Nimble							
<b>Siege Artillery</b>							<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	-	5+	4+	1	9/11	90
Blast (D6+2), Indirect Fire, Piercing (3), Reload!							
(1)	5	-	5+	4+	1	9/11	90
Blast (D6+2), Indirect Fire, Piercing (3), Reload!							
<b>General on Winged Beast</b>							<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	3+	-	5+	6	14/16	190
Hero (Mon), Crushing Strength (2), Fly, Very Inspiring							15
- Brew of Courage							
<b>Wizard</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	9	4+	-	4+	1	10/12	50
Hero (Cav), Heal (2), Individual, Lightning Bolt (3)							10
- Heal (2)							15
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							0
- Replace Fireball (6) with Lightning Bolt (3)							25
- Shroud of the Saint							50
(1)	5	4+	-	4+	1	10/12	50
Hero (Inf), Individual, Lightning Bolt (3)							0
- Replace Fireball (6) with Lightning Bolt (3)							25
- Scarletmaw's Fenulian Amulet							50
(1)	5	4+	-	4+	1	10/12	50
Hero (Inf), Bane-chant (2),							



- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Blade of Slashing** Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Blessing of the Gods** The unit has the Elite special rule.
- Brew of Courage** When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Healing Brew** Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
- Indirect Fire** The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
- Individual** Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.

Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Scarletmaw's Fenulian Amulet** Units with the Lightning Bolt spell only. This item increases the unit's Lightning Bolt (n) value by 2. For example, Lightning Bolt (3) becomes Lightning Bolt (5).
- Shroud of the Saint** Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).
- Steady Aim** The unit does not suffer from the -1 to hit modifier for moving and shooting.
- Strider** The unit never suffers the penalty for Hindered charges.
- Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
- Valiant** Identical to Rallying!(1) except only Villeins can benefit. Rallying!(1) - Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.

**Very  
Inspiring**

This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.