

Kingdoms of Men (Neutral)								
<b>Foot Guard</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	3+	-	4+	25	21/23	225	Crushing Strength (1)
- Exchange shields for two-handed weapons (lower Defence to 4+, gain Crushing Strength (1))							0	
- Brew of Strength							30	
<b>Pole-Arms Block</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	3+	12	13/15	100	Crushing Strength (1)
<b>Militia Mob*</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	3+	12	12/14	70	
- Hammer of Measured Force							20	
<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")
- Heart-seeking Chant							30	
Regiment(20)	5	5+	5+	3+	10	13/15	100	Bows (Range 24")
- Brew of Keen-eyeness							30	
<b>Crossbowmen</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	5+	3+	8	9/11	85	Crossbows (Range 24"), Piercing (1), Reload!
<b>Arquebusiers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	5+	3+	8	9/11	100	Piercing (2), Reload!, Rifles
<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)
- Maccwar's Potion of the Caterpillar							20	
<b>Cannon</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	9/11	85	Blast (D6+1), Piercing (4), 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
- Chalice of Wrath							15	
<b>Wizard</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	1	10/12	50	Hero (Inf), Drain Life (6), Fireball (6), Heal (2), Individual
- Heal (2)							10	
- Drain Life (6)							25	

**Beast of War** **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	12	-/18	210	Base Size: (50x100mm), Brutal, Crushing Strength (2), Steady Aim, Strider, Thunderous Charge (2)

**Giant** **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +6	17/19	190	Brutal, Crushing Strength (3), Fury, Strider

**Danor the Wizard [1]** **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	1	10/12	100	Hero (Inf), Bane-chant (2), Fireball (4), Heal (2), Individual, Iron Resolve, Lightning Bolt (2), Staff of Silibar, Wind Blast (3)

- 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.
- 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.
- Brew of Keen-eyeness** The unit has +1 to hit with 'normal' ranged Attacks. May not be used by Hordes or Legions.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- 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.
- Chalice of Wrath** The unit gains the Fury Special Rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Drain Life** 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
- 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.
- Fury** While wavered, this unit may declare a Counter-Charge.
- Hammer of Measured Force** This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.
- 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.

**Heart-seeking Chant**

The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.

**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 Talisman**

This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

**Iron Resolve**

If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.

**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+.

**Maccwar's Potion of the Caterpillar**

The unit has the Pathfinder special rule.

**Piercing**

All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Reload!**

The unit can fire only if it received a Halt order that turn.

**Rifles**

Range: 24".

**Staff of Silibar**

After using a spell, Danor may immediately use another different spell he possesses, against the same or a different target. He may continue to do this until he has used each of his spells once in any of his Shoot phases.

**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.

**Very**

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

**Inspiring** affects Inspiring also affects Very Inspiring.

**Wind Blast** Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.