

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	5	4	2	0	2	9/11	100

Cannon (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+)
Keywords: Artillery, Human

Hero

Blade of the Beast Slayer The unit gains the *Crushing Strength* (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.

Bows

Brew of Strength The unit gains the *Crushing Strength* (+1) special rule.

Brutal When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest *Brutal* (n) value to the total rolled. If an enemy unit is subject to both the *Brutal* and *Dread* special rules, the attacking player must choose which to use.

Cannon

Crossbows

Crushing Strength All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.

Fly The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the *Fly* special rule. In addition, if a unit with *Fly* also has the *Nimble* special rule, then the *Nimble* special rule is also lost while the unit is Disordered.

Fury While Wavering, this unit may still declare a Counter Charge.

Grapeshot

Headstrong If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.

Individual See page 34.

Inspiring Talisman The unit gains the *Inspiring* special rule.

Lightning Bolt Spell: 24", Enemy - Roll to damage as normal. Modifiers: *Piercing* (1), Hits on a 5+ against unit in Cover.

Maccwar's Potion of the Caterpillar This unit gains the *Pathfinder* special rule.

Nimble The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.

Strider This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.

Thunderous Charge All Melee hits inflicted by this 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 resuces this bonus by one when Hindered (to a minimum of zero).

Very Inspiring This is the same as the *Inspiring* special rule, except that it has a range of 9". Any rule that affects *Inspiring* also affects *Very Inspiring*
Inspiring: If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its *Inspiring* rule. In this case, the unit will only Inspire itself and the unit(s) specified.