

George Holt

Kingdoms of Men (Neutral)

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	20/22	200
Indomitable Will Phalanx Keywords: Human									10

Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Indomitable Will Headstrong, Thunderous Charge (2) Keywords: Human, Knight									10
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Indomitable Will Headstrong, Thunderous Charge (2) Keywords: Human, Knight									10

Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	12	14/16	135
Mace of Crushing Indomitable Will Keywords: Human, Knight									5 10

Mounted Sergeants

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	-	4	3	1	7	10/12	100
Nimble, Thunderous Charge (1) Keywords: Human									

Bowmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	5	5	3	2	1	8	9/11	75
Bows (24") Keywords: Human									
Troop(10)	5	5	5	3	2	1	8	9/11	75
Bows (24") Keywords: Human									

Crossbow Block

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	5	5	3	2	1	8	9/11	85
Crossbows (24", Piercing (1), Pot Shot) Keywords: Human									
Troop(10)	5	5	5	3	2	1	8	9/11	85
Crossbows (24", Piercing (1), Pot Shot) Keywords: Human									

Cannon

War Engine

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, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) This attack always hits on a 6+) Keywords: Artillery, Human									

General

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	5	12/14	85
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) Crushing Strength (1), Individual, Mighty, Very Inspiring Keywords: Human									35

Hero (Inf)
Spellcaster: 1

Wizard									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	10/12	50
Bane Chant (2) Individual Spells: Fireball (6), Bane Chant (2) Keywords: Human									

Hero (Inf)

Army Standard Bearer									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	9/11	50
Individual, Very Inspiring Keywords: Human									

The Herd (Neutral)

Heavy Infantry

Longhorns									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	20	14/16	205
Crushing Strength (1), Pathfinder, Thunderous Charge (1) Keywords: Herd									

Large Infantry

Lycans									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	9	3	-	4	3	2	9	12/14	155
Crushing Strength (1), Nimble, Pathfinder, Regeneration (5+) Keywords: Beast, Lycanthrope									

Hero (Inf)

Great Chieftan									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	2	0	5	12/14	110
Crushing Strength (1), Individual, Inspiring, Mighty, Pathfinder, Thunderous Charge (1) Keywords: Herd									

- Hero**
- Bane Chant** Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains *Crushing Strength* (+1). This effect only applies once - multiple castings on the same target have no additional effect.
- Bows**
- Cannon**
- Crossbows**
- Crushing Strength** All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
- Fireball** Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with *Stealthy*.
- 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** 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.
- Mace of Crushing** Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
- Mighty** Individuals with the *Mighty* special rule are no longer Yielding.
- 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.
- Pathfinder** The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. *Pathfinder* units are not Hindered when making a Charge though Difficult Terrain.
- Phalanx** Units that Charge this unit's front cannot use the *Thunderous Charge* special rule. In addition, Cavalry, Large Cavalry and units with the *Fly* special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
- Regeneration (5+)** Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
- 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 recuses 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.