



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 |
| Healing Brew Indomitable Will Exchange Spears for Pikes, gaining Ensnare | | | | | | | | | 5 10 30 |
| Phalanx, Ensnare Keywords: Human | | | | | | | | | [245] |

Foot Guard

Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|------------------------------------|----|----|----|----|---|----|----|-------|---------|
| Horde(40) | 5 | 3 | - | 5 | 2 | 4 | 25 | 21/23 | 225 |
| Liliانا's Tear Indomitable Will | | | | | | | | | 5 10 |
| Keywords: Human, Knight | | | | | | | | | [240] |

Fanatics

Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|--|----|----|----|----|---|----|----|------|-------------|
| Horde(40) | 5 | 3 | - | 3 | 2 | 4 | 30 | -/22 | 240 |
| Brew of Haste Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Human | | | | | | | | | 20 [260] |

Knights

Cavalry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|----|----|----|----|---|----|----|-------|-------------------|
| Regiment(10) | 8 | 3 | - | 5 | 3 | 3 | 16 | 14/16 | 195 |
| Sir Jesse's Boots of Striding Indomitable Will Headstrong, Thunderous Charge (2) Keywords: Human, Knight | | | | | | | | | 15 10 [220] |
| Regiment(10) | 8 | 3 | - | 5 | 3 | 3 | 16 | 14/16 | 195 |
| Maccwar's Potion of the Caterpillar Indomitable Will Headstrong, Thunderous Charge (2) Keywords: Human, Knight | | | | | | | | | 20 10 [225] |

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 | | | | | | | | | |
| Troop(5) | 9 | 4 | - | 4 | 3 | 1 | 7 | 10/12 | [100] |
| Nimble, Thunderous Charge (1) 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 | | | | | | | | | | |
| 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 | | | | | | | | | | |
| 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 | | | | | | | | | | |
| Giant | | | | | | | | | | Titan |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 7 | 4 | - | 5 | 6 | 1 | D6+8 | 18/20 | [225] | |
| Brutal, Crushing Strength (4), Fury, Strider | | | | | | | | | | |
| Keywords: Giant | | | | | | | | | | |
| 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 | | | | | | | | | | |
| 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 | | | | | | | | | | |
| Army Standard Bearer | | | | | | | | | | Hero (Inf) |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 5 | 5 | - | 4 | 2 | 0 | 1 | 9/11 | 50 | |
| Lute of Insatiable Darkness | | | | | | | | | | |
| Individual, Very Inspiring | | | | | | | | | | |
| Keywords: Human | | | | | | | | | | |
| Wizard | | | | | | | | | | Hero (Inf) Spellcaster: 1 |
| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts | |
| 1 | 5 | 5 | - | 4 | 2 | 0 | 1 | 10/12 | 50 | |
| Heal (3) | | | | | | | | | | |
| Replace Fireball (6) with Lightning Bolt (3) | | | | | | | | | | |
| Individual | | | | | | | | | | |
| Spells: Heal (3), Lightning Bolt (3) | | | | | | | | | | |
| Keywords: Human | | | | | | | | | | |

Total Unit Strength: 21
Total Core: 2300 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

| | |
|----------------------|--|
| 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. Once this is done, roll damage as normal for all of this hits caused. |
| Brew of Haste | This unit increases its Speed stat by +1. |

| | |
|--|---|
| Brutal | When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use. |
| Crushing Strength | All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage. |
| Ensnare | Melee attacks against the target unit's front suffer an additional -1 to hit. |
| Fury | While Wavering, this unit may still declare a Counter Charge. |
| 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. |
| Heal | Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered. |
| Healing Brew | Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered. |
| Ignore Cover | The unit fires in high arcs, hitting the target from the top, which means it only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit does need to have LoS to the target to fire at it. |
| Individual | See page 34 (page 30 in gamers edition) |
| Indomitable Will | Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game. |
| Lightning Bolt | Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover. |
| Liliana's Tear | The unit is not affected by the <i>Dread</i> , <i>Shattering</i> or <i>Brutal</i> special rules on enemy units. |
| Lute of Insatiable Darkness | The unit gains the Bane Change (2) spell. |
| Maccwar's Potion of the Caterpillar | This unit gains the <i>Pathfinder</i> special rule. |
| Mighty | Individuals with the <i>Mighty</i> 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. |
| Phalanx | Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee. |
| Piercing | All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage. |
| Reload | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase. |
| Shattering | If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn. |
| 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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero). |
| Very Inspiring | This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified. |
| Wild Charge | Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range. |