



KINGDOMS OF MEN

NEUTRAL

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	15	13/15	120
Exchange Spears for Pikes, gaining Ensnare									20
Phalanx, Ensnare									[140]
Keywords: Human									

Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	4	2	4	25	21/23	225
Brew of Sharpness									45
Indomitable Will									10
Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									0
Crushing Strength (1)									[280]
Keywords: Human, Knight									

Fanatics

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	3	2	3	15	-/15	145
Blessing of the Gods									20
Crushing Strength (1), Wild Charge (D3)									[165]
Keywords: Berserker, 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									

Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Maccwar's Potion of the Caterpillar									20
Indomitable Will									10
Headstrong, Thunderous Charge (2)									[225]
Keywords: Human, Knight									
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Brew of Strength									30
Indomitable Will									10
Headstrong, Thunderous Charge (2)									[235]
Keywords: Human, Knight									
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Brew of Haste									20
Indomitable Will									10
Headstrong, Thunderous Charge (2)									[225]
Keywords: Human, Knight									

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										
General										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	5	12/14	85	
Mace of Crushing										5
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										35
										[125]
Crushing Strength (1), Individual, Mighty, Very Inspiring										
Keywords: Human										
General on Pegasus										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	4	12/14	135	
Blade of Slashing										5
										[140]
Crushing Strength (1), Fly, Nimble, Very Inspiring										
Keywords: Beast, Human										
General on Winged Beast										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	5	1	7	14/16	190	
Staying Stone										5
										[195]
Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring										
Keywords: Beast, Human										
Wizard										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	10/12	50	
Conjurer's Staff										10
Bane Chant (2)										20
Replace Fireball (6) with Lightning Bolt (3)										0
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										25
										[105]
Individual										
Spells: Bane Chant (2), Lightning Bolt (3)										
Keywords: Human										
Wizard										Hero (LrgCav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	5	-	4	4	1	1	10/12	50	
The Boomstick										30
Bane Chant (2)										20
Mount on a Pegasus, losing Individual, gaining Fly and Nimble as well as increasing Speed to 10 and changing to Hero (Lrg Cav - Height: 4, Unit Strength: 1)										35
Replace Fireball (6) with Lightning Bolt (3)										0
										[135]
Fly, Nimble										
Spells: Bane Chant (2), Lightning Bolt (3)										
Keywords: Human										
The Captain[1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	5	13/15	120	
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										35
										[155]
Crushing Strength (1), Individual, Master Tactician, Mighty, Rallying (1), Very Inspiring										
Keywords: Human										



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
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.
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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
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 (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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Master Tactician	You can redeploy D3 of your own units after deployment is finished, but before Scout moves are made.
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
Staying Stone	The unit gains +1 to its Wavering stat value.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
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.