



KINGDOMS OF MEN

NEUTRAL

Shield Wall

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	12	13/15	[100]
Keywords: Human									
Regiment(20)	5	4	-	4	2	3	12	13/15	[100]
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
Custom name: Swords Brew of Strength									30
Headstrong, Thunderous Charge (2) Keywords: Human, Knight									[225]
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Custom name: Black Maccwar's Potion of the Caterpillar									20
Headstrong, Thunderous Charge (2) Keywords: Human, Knight									[215]
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Custom name: Banner Healing Brew									5
Headstrong, Thunderous Charge (2) Keywords: Human, Knight									[200]
Regiment(10)	8	3	-	5	3	3	16	14/16	[195]
Headstrong, Thunderous Charge (2) Keywords: Human, Knight									
Regiment(10)	8	3	-	5	3	3	16	14/16	[195]
Headstrong, Thunderous Charge (2) Keywords: Human, Knight									

Mounted Scouts*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	5	3	3	1	7	10/12	[100]
Nimble Shortbows (18", Steady Aim) Keywords: Human									
Troop(5)	9	4	5	3	3	1	7	10/12	[100]
Nimble Shortbows (18", Steady Aim) 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
Crystal Pendent of Retribution									50
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									35
Crushing Strength (1), Individual, Mighty, Very Inspiring Keywords: Human									[170]

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	
Brew of Haste										20
Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring										[210]
Keywords: Beast, Human										
Army Standard Bearer										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	9/11	50	
Lute of Insatiable Darkness										25
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										25
Individual, Very Inspiring										[100]
Keywords: Human										
Hero on Pegasus										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	3	10/12	[90]	
Crushing Strength (1), Fly, Nimble										
Keywords: Beast, Human										
1	10	3	-	5	4	1	3	10/12	[90]	
Crushing Strength (1), Fly, Nimble										
Keywords: Beast, Human										
Wizard										Hero (Cav) Spellicaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	10/12	50	
Inspiring Talisman										20
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
Individual										[115]
Spells: Bane Chant (2), Lightning Bolt (3)										
Keywords: Human										
1	8	5	-	4	3	0	1	10/12	50	
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
Individual										[95]
Spells: Bane Chant (2), Lightning Bolt (3)										
Keywords: Human										

Total Unit Strength: 26
Total Core: 2300 (100%)

Total Units: 16



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.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at <i>Piercing</i> (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, because they are deterred by the huge explosion.

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.
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.
Individual	See page 34 (page 30 in gamers edition)
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.