



KINGDOMS OF MEN

NEUTRAL

Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	3	-	4	2	1	10	10/12	90
Indomitable Will Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									10
Crushing Strength (1) Keywords: Human, Knight									0
									[100]
Regiment(20)	5	3	-	4	2	3	12	14/16	135
Indomitable Will Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									10
Crushing Strength (1) Keywords: Human, Knight									0
									[145]
Regiment(20)	5	3	-	4	2	3	12	14/16	135
Indomitable Will Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									10
Crushing Strength (1) Keywords: Human, Knight									0
									[145]

Fanatics

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	3	2	3	15	-/15	145
Pipes of Terror									10
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Human									0
									[155]
Regiment(20)	5	3	-	3	2	3	15	-/15	145
Hann's Sanguinary Scripture									10
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Human									0
									[155]
Regiment(20)	5	3	-	3	2	3	15	-/15	145
Mead of Madness									10
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Human									0
									[155]

Beast Cavalry

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	-	5	4	2	9	12/14	125
Blessing of the Gods Gain Fly and Speed 10									20
Crushing Strength (1), Fly Keywords: Beast, Human									25
									[170]
Horde(6)	10	3	-	5	4	3	18	15/17	210
Brew of Sharpness Gain Fly and Speed 10									45
Crushing Strength (1), Fly Keywords: Beast, Human									40
									[295]

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]	
Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring Keywords: Beast, Human										
1	10	3	-	5	5	1	7	14/16	[190]	
Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring Keywords: Beast, Human										
Wizard										Hero (Lrg Cav) 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 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) Replace Fireball (6) with Lightning Bolt (3) Bane Chant (2)										
										25
										35
										0
										20
										[130]
Fly, Nimble Spells: Lightning Bolt (3), Bane Chant (2) Keywords: Human										
1	10	5	-	4	4	1	1	10/12	50	
Amulet of the Fireheart Heal (3) 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) Replace Fireball (6) with Lightning Bolt (3)										
										10
										20
										35
										0
										[115]
Fly, Nimble Spells: Heal (3), Lightning Bolt (3) Keywords: Human										
The Captain[1]										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	13/15	[120]	
Crushing Strength (1), Individual, Master Tactician, Mighty, Rallying (1), Very Inspiring Keywords: Human										
Outlaws [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Bowmen (F)										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	5	5	5	3	2	1	8	9/11	[80]	
Steady Aim, Volley Fire Bows (24") Keywords: Human										
Troop(10)	5	5	5	3	2	1	8	9/11	[80]	
Steady Aim, Volley Fire Bows (24") Keywords: Human										
The Brigand [1] (F)										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	4	4	2	0	4	11/13	[75]	
A Merry Band, Crushing Strength (1), Individual, Inspiring Recurve Bow (24", Piercing (1)) Keywords: Human, Tracker										

Total Unit Strength: 27
Total Core: 2300 (100%)

Total Units: 16





SPECIAL RULES AND SPELLS:

A Merry Band	The Brigand may only be taken as part of the formation: The Outlaws
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
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 <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.
Hann's Sanguinary Scripture	The unit gains the <i>Lifefeech</i> (+1) special rule.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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.
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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Master Tactician	You can redeploy D3 of your own units after deployment is finished, but before Scout moves are made.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) 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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve value to a maximum of +2. This is cumulative if multiple units with <i>Rallying</i> are in range.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 2.
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.
Volley Fire	When issued a Halt order, the unit may choose to have both the Indirect Fire and Ignore Cover special rules for the rest of the Turn.
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.