



## 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									
Regiment(20)	5	4	-	4	2	3	15	13/15	120
Exchange Spears for Pikes, gaining Ensnare									20
Phalanx, Ensnare									[140]
Keywords: Human									
Horde(40)	5	4	-	4	2	4	30	20/22	200
Indomitable Will									10
Exchange Spears for Pikes, gaining Ensnare									30
Phalanx, Ensnare									[240]
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
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
Maccwar's Potion of the Caterpillar									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
Regiment(10)	9	4	-	4	3	3	14	13/15	150
Sir Jesse's Boots of Striding									15
Nimble, Thunderous Charge (1)									[165]
Keywords: Human									
Regiment(10)	9	4	-	4	3	3	14	13/15	150
Mead of Madness									10
Nimble, Thunderous Charge (1)									[160]
Keywords: Human									

### General

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	5	2	0	5	12/14	85
Wings of Honey maze									40
Crushing Strength (1), Individual, Mighty, Very Inspiring									[125]
Keywords: 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]
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									
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
Blade of Slashing									
Crushing Strength (1), Fly, Nimble Keywords: Beast, Human									
5 [95]									
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
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)									
Fly, Nimble Spells: Lightning Bolt (3), Bane Chant (2) Keywords: Human									
35 0 20 [105]									
1	10	5	-	4	4	1	1	10/12	50
The Boomstick Bane Chant (2) Replace Fireball (6) with Lightning Bolt (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)									
Fly, Nimble Spells: Bane Chant (2), Lightning Bolt (3) Keywords: Human									
25 20 0 35 [135]									
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)									
Crushing Strength (1), Individual, Master Tactician, Mighty, Rallying (1), Very Inspiring Keywords: Human									
35 [155]									

Total Unit Strength: 27

Total Core: 2300 (100%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	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.
<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fly</b>	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.
<b>Headstrong</b>	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.
<b>Individual</b>	See page 34 (page 30 in gamers edition)

<b>Indomitable Will</b>	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.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Master Tactician</b>	You can redeploy D3 of your own units after deployment is finished, but before Scout moves are made.
<b>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Phalanx</b>	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.
<b>Rallying</b>	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.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>The Boomstick</b>	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
<b>Thunderous Charge</b>	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).
<b>Very Inspiring</b>	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.
<b>Wings of Honey maze</b>	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.