



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
Exchange Spears for Pikes, gaining Ensnare									30
Phalanx, Ensnare									[230]
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									

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]
Nimble, Thunderous Charge (1)									
Keywords: Human									
Regiment(10)	9	4	-	4	3	3	14	13/15	[150]
Nimble, Thunderous Charge (1)									
Keywords: Human									

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
Blade of Slashing									5
Gain Fly and Speed 10									25
Crushing Strength (1), Fly									[155]
Keywords: Beast, 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 Honeymaze									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]	
Crushing Strength (1), Fly, Nimble Keywords: Beast, 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	
Inspiring Talisman 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) Library Veil of Shadows [1](2)										20
Fly, Nimble Spells: Lightning Bolt (3), Bane Chant (2), Veil of Shadows [1] (2) Keywords: Human										35
										0
										20
										25
										[150]
1	10	5	-	4	4	1	1	10/12	50	
The Boomstick Bane Chant (2) 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)										25
Fly, Nimble Spells: Fireball (6), Bane Chant (2) Keywords: Human										20
										35
										[130]

Total Unit Strength: 29
Total Core: 2300 (100%)

Total Units: 14



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.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
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.
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.
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.
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).
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.
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> <i>Inspiring</i> : 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.
Wings of Honey maze	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.