



KINGDOMS OF MEN

NEUTRAL

Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(20)	8	3	-	5	3	4	32	21/23	330
Maccwar's Potion of the Caterpillar									20
Headstrong, Thunderous Charge (2)									[350]
Keywords: Human, Knight									
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									
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									

Pole-Arms Block

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	3	2	4	25	20/22	175
Indomitable Will									10
Crushing Strength (1)									[185]
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
Blade of Slashing									5
Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring									[195]
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 (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)									35		
Replace Fireball (6) with Lightning Bolt (3)									0		
									[85]		
Fly, Nimble											
Spells: Lightning Bolt (3)											
Keywords: Human											
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)									35		
Replace Fireball (6) with Lightning Bolt (3)									0		
									[85]		
Fly, Nimble											
Spells: Lightning Bolt (3)											
Keywords: Human											
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		
Helm of the Drunken Ram									15		
									[165]		
Nimble, Thunderous Charge (1)											
Keywords: Human											
Army Standard Bearer										Hero (Inf)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts		
1	5	5	-	4	2	0	1	9/11	50		
Lute of Insatiable Darkness									25		
									[75]		
Individual, Very Inspiring											
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											
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											

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

Total Units: 14



SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, 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.
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.

Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
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.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
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.