Kingdom of hearts

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Kingdoms of Men [1995]

Shield Wall	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [65]	5	4+	-	4+	1	10	9/11	2	[65]
Keywords: *Human*									
Inf Regiment [110]	5	4+	-	4+	3	12	13/15	2	[100]
Indomitable Will									[10]
Special Rules: *Indomitable Will* ***Keywords:*** *Human*									

Pole-Arms Block	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [115]	5	4+	-	3+	3	12	13/15	2	[105]
Indomitable Will									[10]
Special Rules: *Crushing Strength(1),Indomitable Will* ***Keywords:*** *Human*									

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [90]	5	3+	-	5+	1	10	10/12	2	[90]
Keywords: *Human, Knight*									
Inf Troop [90]	5	3+	-	**4+**	1	10	10/12	2	[90]
Two-handed Weapons									[0]
Special Rules: *Crushing Strength(1)* ***Keywords:*** *Human, Knight*									
Inf Regiment [160]	5	3+	-	5+	3	12	14/16	2	[135]
Indomitable Will									[10]
Helm of the Drunken Ram									[15]
Special Rules: *Indomitable Will, Thunderous Charge(1)* ***Keywords:*** *Human, Knight*									
Inf Horde [275]	5	3+	-	5+	4	25	21/23	2	[225]
Indomitable Will									[10]
Brew of Strength									[40]
Special Rules: *Indomitable Will, Crushing Strength(1)* ***Keywords:*** *Human, Knight*									

Fanatics	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [95]	5	3+	-	3+	1	12	-/11	2	[95]
Special Rules: *Crushing Strength(1),Wild Charge(D3)* ***Keywords:*** *Berserker, Human*									
Inf Regiment [160]	5	3+	-	3+	3	15	-/15	2	[145]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Crushing Strength(1),Wild Charge(D3)* ***Keywords:*** *Berserker, Human*									

Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [135]	8	3+	-	5+	1	8	11/13	3	[125]
Skirmisher's Boots									[10]
Special Rules: *Headstrong, Thunderous Charge(2),Nimble* ***Keywords:*** *Human, Knight*									

Mounted Sergeants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100]	9	4+	-	4+	1	7	10/12	3	[100]
Special Rules: *Nimble, Thunderous Charge(1)* ***Keywords:*** *Human*									

Mounted Scouts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100]	9	4+	5+	3+	1	7	10/12	3	[100]
Shortbows (18", Steady Aim)									
Special Rules: *Nimble* ***Keywords:*** *Human*									

Ballista	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Ballista (48", Blast(D3),Piercing(2),Reload)									
Keywords: *Artillery, Human*									

General	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [85]	5	3+	-	5+	0	5	12/14	2	[85]
Special Rules: *Crushing Strength(1),Individual, Mighty, Very Inspiring* ***Keywords:*** *Human*									

Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [50]	5	5+	-	4+	0	1	9/11	2	[50]
Special Rules: *Aura(Life Leech (+1) - Infantry only),Individual, Very Inspiring* ***Keywords:*** *Human*									

Assassin	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [85]	6	3+	4+	4+	0	5	10/12	2	[80]
Indomitable Will									[5]

Throwing Dagger (12", Piercing(1))

Special Rules: *Crushing Strength(1),Duelist, Individual, Stealthy, Vicious, Indomitable Will* ***Keywords:*** *Human*

Fanatic Instigator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [100]	5	3+	-	4+	0	6	-/14	2	[85]
Gain Rallying(1 - Berserker only)									[15]

Special Rules: *Crushing Strength(1),Individual, Mighty, Wild Charge(D3),Rallying(1 - Berserker only)* ***Keywords:*** *Berserker, Human*

The Captain [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [120]	5	3+	-	5+	0	5	13/15	2	[120]

Special Rules: *Crushing Strength(1),Individual, Mighty, Rallying(1),Very Inspiring, Master Tactician* ***Keywords:*** *Human*

Total Units: 18 **Total Unit Strength:** 23
Total Primary Core Points: 1995 (100.0%)

Custom Rule	Description
Master Tactician	After deployment is finished, you may choose up to D3 of your own units to gain the Redeploy Special Rule.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6” of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Blast	If the unit’s attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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 the Rules Chapter for Individuals
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.
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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 Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6” of a unit with Rallying (1),its Nerve stat is 14/16. If it moves out of the 6” range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 Crushing Strength (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 Inspiring special rule, except that it has a range of 9”. Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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 Wild Charge (2) can Charge units up to 10” away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Artefact	Description
Skirmisher's Boots	Troops only. The unit gains the Nimble special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.