

 Kingdoms of Men [1800]

Shield Wall	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [65] <i>Keywords: Human</i>	5	4+	-	4+	1	10	9/11	2	[65]
Inf Regiment [110] Indomitable Will <i>Special Rules: Indomitable Will Keywords: Human</i>	5	4+	-	4+	3	12	13/15	2	[100] [10]
Inf Horde [215] Indomitable Will Brew of Strength <i>Special Rules: Indomitable Will, Crushing Strength(1) Keywords: Human</i>	5	4+	-	4+	4	25	20/22	2	[165] [10] [40]

Pole-Arms Block	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [130] Indomitable Will Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Indomitable Will Keywords: Human</i>	5	4+	-	3+	3	12	13/15	2	[105] [10] [15]

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [90] <i>Keywords: Human, Knight</i>	5	3+	-	5+	1	10	10/12	2	[90]
Inf Troop [90] Two-handed Weapons <i>Special Rules: Crushing Strength(1) Keywords: Human, Knight</i>	5	3+	-	4+	1	10	10/12	2	[90] [0]
Inf Regiment [145] Indomitable Will <i>Special Rules: Indomitable Will Keywords: Human, Knight</i>	5	3+	-	5+	3	12	14/16	2	[135] [10]
Inf Horde [255] Indomitable Will Hammer of Measured Force <i>Special Rules: Indomitable Will Keywords: Human, Knight</i>	5	3+	-	5+	4	25	21/23	2	[225] [10] [20]

Fanatics	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [95] <i>Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Human</i>	5	3+	-	3+	1	12	-/11	2	[95]
Inf Regiment [160] Helm of the Drunken Ram <i>Special Rules: Crushing Strength(1), Wild Charge(D3), Thunderous Charge(1) Keywords: Berserker, Human</i>	5	3+	-	3+	3	15	-/15	2	[145] [15]

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

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

General	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [90] Blade of Slashing <i>Special Rules: Crushing Strength(1), Individual, Mighty, Very Inspiring Keywords: Human</i>	5	3+	-	5+	0	5	12/14	2	[85] [5]

Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) <i>Special Rules: Aura(Life Leech (+1) - Infantry only), Individual, Very Inspiring Keywords: Human</i>	5	5+	-	4+	0	1	9/11	2	[50] [25]

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [80]</b>	5	5+	-	4+	0	1	10/12	2	[30]
Knowledgable[1]									[10]
Bane Chant (2)									[20]
Scorched Earth(2)									[20]
<b>Special Rules:</b> Individual <b>Keywords:</b> Human									

**Total Units:** 15      **Total Unit Strength:** 26  
**Total Primary Core Points:** 1800 (100.0%)

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
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.

Arcane Ability	Description
<b>Knowledgable [1]</b>	Spellcaster Tier +1

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Scorched Earth</b> Range: 18" Enemy	If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit cannot use the Strider and Pathfinder special rules for the duration of its next Turn.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.

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Sir Jesse's Boots of Striding

Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.

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Hammer of Measured Force

In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.

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Lute of Insatiable Darkness

The unit gains the Bane Chant (2) spell.

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Brew of Strength

The unit gains the Crushing Strength (+1) special rule.