

## Altibash Genghis

### Mongols

#### Mongol Horse Archers Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	5+	5+	3+	14	14/16	180	Bows (Range 24"), Elite, Skirmisher, Vicious (Ranged attacks only)
Regiment(10)	9	5+	5+	3+	14	14/16	180	Bows (Range 24"), Elite, Skirmisher, Vicious (Ranged attacks only)

#### Mongol Lancers Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	3+	-	4+	18	14/16	190	Elite, Thunderous Charge (2)
- Poisoned Weapons							25	

#### Mongol Skirmish Lancers\* Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	3+	-	4+	16	14/16	180	Elite, Skirmisher, Thunderous Charge (2)
- Ambushers							20	
Regiment(10)	9	3+	-	4+	16	14/16	180	Elite, Skirmisher, Thunderous Charge (2)

#### Genghis Khan[1] Hero (Cav)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	4+	4	12/14	125	Hero (Cav), Crushing Strength (1), Individual, Rallying! (2), Thunderous Charge (1), Very Inspiring

#### Hero on Winged Beast Hero (LrgCav)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	3	10/12	90	Hero (LrgCav), Crushing Strength (1), Fly

#### Wizard Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	4+	-	4+	1	10/12	50	Hero (Cav), Bane-chant (2), Breath Attack (6), Individual
- Bane Chant (2)							15	
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	

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- Ambushers** The unit has the Pathfinder special rule.
- Breath Attack** The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. (Nimble: The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting)
- Individual**  
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.  
 Move Individuals have the Nimble special rule.  
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.  
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward
- Poisoned Weapons** The unit has the Vicious special rule.
- Rallying!** Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.
- Skirmisher** This unit is in a loose skirmish formation made up of multiple models. To represent this, the unit has the Individual special rule with the following exception: When enemy units charge a unit with Skirmisher, the charging unit aligns flush with the skirmisher's facing, as it would when charging a non-Individual unit. The unit with Skirmisher does not turn to align flush with the charger.
- Thunderous Charge** All melee hits inflicted by the 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 or during Hindered charges.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring. (Inspiring: If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.)
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.