

Kingdoms of Men (Neutral)								
Knights								Cavalry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	Black. Lances	8	3+	-	5+	16	14/16	195
	- Maccwar's Potion of the Caterpillar							20
Regiment(10)	White. Swords	8	3+	-	5+	16	14/16	195
	- Brew of Strength							30
Regiment(10)	Red. Red Banner	8	3+	-	5+	16	14/16	195
	- Crepognon's Scrying Gem of Zellak							30
Regiment(10)	Red. Trumpet	8	3+	-	5+	16	14/16	195
	- Pipes of Terror							15
Regiment(10)	Red. Black Banner	8	3+	-	5+	16	14/16	195
	- Fire-Oil							5
Regiment(10)	Griffon	8	3+	-	5+	16	14/16	195
	- Brew of Haste							15
Mounted Scouts								Cavalry
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Troop(5)		9	5+	5+	3+	7	10/12	100
	Bows (Range 24"), Nimble							
Troop(5)		9	5+	5+	3+	7	10/12	100
	Bows (Range 24"), Nimble							
Hero								Hero (Inf)
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)		10	3+	-	5+	3	10/12	50
	Hero (LrgCav), Crushing Strength (1), Fly							
	- Mount on a Pegasus, increasing Speed to 10 and gaining Fly, but losing the Individual special rule and changing to Hero (Large Cav)							40
	- Blade of Slashing							5
(1)		10	3+	-	5+	3	10/12	50
	Hero (LrgCav), Crushing Strength (1), Fly							
	- Mount on a Pegasus, increasing Speed to 10 and gaining Fly, but losing the Individual special rule and changing to Hero (Large Cav)							40
	- Mace of Crushing							5
Army Standard Bearer								Hero (Inf)
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)		9	5+	-	4+	1	9/11	50
	Hero (Cav), Individual, Very Inspiring							
	- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15
	- Lute of Insatiable Darkness							25
Wizard								Hero (Inf)
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)		9	4+	-	4+	1	10/12	50
	Hero (Cav), Alchemist's Curse (10), Bane-chant (2), Individual, Lightning Bolt (3)							
	- Bane-chant (2)							15
	- Mount on a horse, increasing Speed to 9 and changing							15

to Hero (Cav)

- Replace Fireball (6) with Lightning Bolt (3)

- Alchemist's Curse (10) (L)

- Inspiring Talisman

(1)

9

4+

-

4+

1

10/12

0

30

20

50

Hero (Cav), Bane-chant (2),  
Critter's Call (8), Individual,  
Lightning Bolt (3)

- Bane-chant (2)

15

- Mount on a horse, increasing Speed to 9 and changing  
to Hero (Cav)

15

- Replace Fireball (6) with Lightning Bolt (3)

0

- Critter's Call (8) (L)

20

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- Alchemist's Curse** 12" Range. Instead of rolling to damage as normal, each roll under the target's Defence, including rolls of a 1, cause a point of damage. This roll cannot be re-rolled or modified in any way. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- 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 Haste** The unit has +1 Speed.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Crepognon's Scrying Gem of Zellak** When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
- Critter's Call** 24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
- 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. 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, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

**Inspiring  
Talisman**

This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

**Lightning  
Bolt**

Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**Lute of  
Insatiable  
Darkness**

This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

**Maccwar's  
Potion of  
the  
Caterpillar**

The unit has the Pathfinder special rule.

**Mace of  
Crushing**

Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.

**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. 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.

**Pipes of  
Terror**

The unit has the Brutal special rule.

**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 and reduces this bonus by 1 when Hindered.

**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.