

Kingdoms of Men (Neutral)								
Bowmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20) - Fire-Oil	5	5+	5+	3+	10	13/15	100	Bows (Range 24") 5
Regiment(20)	5	5+	5+	3+	10	13/15	100	Bows (Range 24")
Regiment(20)	5	5+	5+	3+	10	13/15	100	Bows (Range 24")
Regiment(20)	5	5+	5+	3+	10	13/15	100	Bows (Range 24")
Crossbowmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	5+	3+	10	13/15	115	Crossbows (Range 24"), Piercing (1), Reload!
Regiment(20)	5	5+	5+	3+	10	13/15	115	Crossbows (Range 24"), Piercing (1), Reload!
Beast of War								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	12	-/18	210	Base Size: (50x100mm), Brutal, Crushing Strength (2), Steady Aim, Strider, Thunderous Charge (2)
- Mount a light ballista on it - Range 36", Ra 5+, 2 attacks, Blast (D3), Piercing (2)							10	
(1)	7	4+	-	5+	12	-/18	210	Base Size: (50x100mm), Brutal, Crushing Strength (2), Steady Aim, Strider, Thunderous Charge (2)
- Mount a light ballista on it - Range 36", Ra 5+, 2 attacks, Blast (D3), Piercing (2)							10	
(1)	7	4+	-	5+	12	-/18	210	Base Size: (50x100mm), Brutal, Crushing Strength (2), Steady Aim, Strider, Thunderous Charge (2)
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Colossal Giant								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Infantry only)
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Infantry only)
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Infantry only)

- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- 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.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Steady Aim** The unit does not suffer from the -1 to hit modifier for moving and shooting.
- Strider** The unit never suffers the penalty for Hindered charges.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.