

**Kingdoms of Men (Neutral)**

<b>Pole-Arms Block</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	4	-	3	2	3	12	13/15	[105]	
Crushing Strength (1) Keywords: Human										
<b>Fanatics</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	3	-	3	2	3	15	-/15	[145]	
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Human										
Horde(40)	5	3	-	3	2	4	30	-/22	240 20 [260]	
Maccwar's Potion of the Caterpillar  Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Human										
Horde(40)	5	3	-	3	2	4	30	-/22	[240]	
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Human										
<b>Mounted Sergeants</b>										<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	9	4	-	4	3	1	7	10/12	[100]	
Nimble, Thunderous Charge (1) Keywords: Human										
Troop(5)	9	4	-	4	3	1	7	10/12	[100]	
Nimble, Thunderous Charge (1) Keywords: Human										
Troop(5)	9	4	-	4	3	1	7	10/12	[100]	
Nimble, Thunderous Charge (1) Keywords: Human										
<b>General on Winged Beast</b>										<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	5	1	7	14/16	190 5 [195]	
Blade of Slashing  Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring Keywords: Beast, Human										
<b>Army Standard Bearer</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	50 25 [75]	
Lute of Insatiable Darkness  Individual, Very Inspiring Keywords: Human										
<b>Hero on Pegasus</b>										<b>Hero (LrgCav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	3	10/12	[90]	
Crushing Strength (1), Fly, Nimble Keywords: Beast, Human										

Wizard									Hero (LrgCav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	5	-	4	4	1	1	10/12	50
Mount on a Pegasus, losing Individual, gaining Fly and Nimble as well as increasing Speed to 10 and changing to Hero (Lrg Cav - Height: 4, Unit Strength: 1)									35
Fly, Nimble Spells: Fireball (6) Keywords: Human									[85]

Special Rules and Spells:

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Individual</b>	See page 34.
<b>Lute of Insatiable Darkness</b>	The unit gains the Bane Change (2) spell.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Nimble</b>	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.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and recuses this bonus by one when Hindered (to a minimum of zero).
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.