

Jacob Woods

Kingdoms of Men (Neutral)

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	20/22	200
									20
Hammer of Measured Force									
Phalanx									
Keywords: Human									
Horde(40)	5	4	-	4	2	4	30	20/22	200
Phalanx									
Keywords: Human									

Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	4	2	4	25	21/23	225
									0
Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)									
Crushing Strength (1)									
Keywords: Human, Knight									

Fanatics

Infantry

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									
Regiment(20)	5	3	-	3	2	3	15	-/15	145
Crushing Strength (1), Wild Charge (D3)									
Keywords: Berserker, Human									

Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	14/16	195
									20
Maccwar's Potion of the Caterpillar									
Indomitable Will									
Headstrong, Thunderous Charge (2)									
Keywords: Human, Knight									
Regiment(10)	8	3	-	5	3	3	16	14/16	195
									15
Sir Jesse's Boots of Striding									
Indomitable Will									
Headstrong, Thunderous Charge (2)									
Keywords: Human, Knight									

Crossbow Block

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	5	5	3	2	1	8	9/11	85
									10
Exchange Crossbows for Rifles: 24", Piercing (2), Pot Shot									
Rifles (24", Piercing (2), Pot Shot)									
Keywords: Human									
Troop(10)	5	5	5	3	2	1	8	9/11	85
									10
Exchange Crossbows for Rifles: 24", Piercing (2), Pot Shot									
Rifles (24", Piercing (2), Pot Shot)									
Keywords: Human									

General on Winged Beast

Hero (Mon)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	5	1	7	14/16	190
Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring									
Keywords: Beast, Human									

Wizard

Hero (Inf)
Spellcaster: 1

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	10/12	50
									20
Inspiring Talisman									
Bane Chant (2)									
Replace Fireball (6) with Lightning Bolt (3)									
Individual									

Spells: Bane Chant (2), Lightning Bolt (3)
 Keywords: Human

Army Standard Bearer

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	5	-	4	3	0	1	9/11	50

Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)
 Individual, Very Inspiring
 Keywords: Human

Army Standard Bearer

Hero (Inf)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	4	2	0	1	9/11	50

Lute of Insatiable Darkness
 Individual, Very Inspiring
 Keywords: Human

Hero

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	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.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See page 34.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rifles	
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and resuces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	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.
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 <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.