

# A Marshall Bull Run

1995 / 1995 VALID

## Kingdoms of Men [1995]

Shield Wall Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [100] <i>Keywords: Human</i>	5	4+	-	4+	3	12	13/15	2	[100]

Foot Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [90] <i>Keywords: Human, Knight</i>	5	3+	-	5+	1	10	10/12	2	[90]
Troop (10) [90] <i>Keywords: Human, Knight</i>	5	3+	-	5+	1	10	10/12	2	[90]
Regiment (20) [135] <i>Keywords: Human, Knight</i>	5	3+	-	5+	3	12	14/16	2	[135]

Fanatics Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [145] <i>Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Human</i>	5	3+	-	3+	3	15	-/15	2	[145]
Regiment (20) [145] <i>Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Human</i>	5	3+	-	3+	3	15	-/15	2	[145]
Regiment (20) [145] <i>Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Human</i>	5	3+	-	3+	3	15	-/15	2	[145]

Mounted Sergeants Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (5) [100] <i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Human</i>	9	4+	-	4+	1	7	10/12	3	[100]
Troop (5) [100] <i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Human</i>	9	4+	-	4+	1	7	10/12	3	[100]

Giant Titan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [225] Giant Cleaver <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Slayer(Melee D6) Keywords: Giant</i>	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]
1 [225] Giant Club <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Rampage(Melee D6) Keywords: Giant</i>	7	4+	-	5+	1	D6+8	18/20	6	[225] [0]

Army Standard Bearer Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [100] Horse Mount Lute of Insatiable Darkness Bane Chant (2) <i>Special Rules: Individual, Very Inspiring Keywords: Human</i>	8	5+	-	4+	0	1	9/11	3	[50] [25] [25]

General on Winged Beast Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [200] Mead of Madness <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring, Wild Charge(1) Keywords: Beast, Human</i>	10	3+	-	5+	1	7	14/16	5	[190] [10]
1 [195] Blade of Slashing <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring Keywords: Beast, Human</i>	10	3+	-	5+	1	7	14/16	5	[190] [5]

Total Units: 14 Total Unit Strength: 23  
Total Primary Core Points: 1995 (100.0%)

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
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. 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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.