

# What Elsa my going to play?

1995 / 1995 VALID



## Kingdoms of Men [1995]

<b>Pole-Arms Block Infantry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Horde (40) [185]</b> Indomitable Will <i>Special Rules: Crushing Strength(1), Indomitable Will</i> <b>Keywords: Human</b>	5	4+	-	3+	4	25	20/22	2	[175] [10]
<b>Horde (40) [185]</b> Indomitable Will <i>Special Rules: Crushing Strength(1), Indomitable Will</i> <b>Keywords: Human</b>	5	4+	-	3+	4	25	20/22	2	[175] [10]

<b>Crossbow Block Infantry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Troop (10) [85]</b> Crossbows (24", Piercing, Pot Shot) <i>Keywords: Human</i>	5	5+	5+	3+	1	8	9/11	2	[85]
<b>Horde (40) [225]</b> Rifles Rifles (24", Piercing(2), Pot Shot) <i>Keywords: Human</i>	5	5+	5+	3+	3	20	20/22	2	[200] [25]
<b>Horde (40) [225]</b> Rifles Rifles (24", Piercing(2), Pot Shot) <i>Keywords: Human</i>	5	5+	5+	3+	3	20	20/22	2	[200] [25]

<b>Knights Cavalry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Regiment (10) [215]</b> Indomitable Will Aegis of the Elohi <i>Special Rules: Headstrong, Thunderous Charge(2), Indomitable Will, Iron Resolve</i> <b>Keywords: Human, Knight</b>	8	3+	-	5+	3	16	14/16	3	[190] [10] [15]

<b>Beast Cavalry Large Cavalry</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Regiment (3) [160]</b> Gain Fly and Speed 10 Indomitable Will <i>Special Rules: Crushing Strength(1), Fly, Indomitable Will</i> <b>Keywords: Beast, Human</b>	10	3+	-	5+	2	9	12/14	4	[125] [25] [10]
<b>Regiment (3) [160]</b> Gain Fly and Speed 10 Indomitable Will <i>Special Rules: Crushing Strength(1), Fly, Indomitable Will</i> <b>Keywords: Beast, Human</b>	10	3+	-	5+	2	9	12/14	4	[125] [25] [10]

<b>Siege Artillery War Engine</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 [90]</b> Artillery Strike (48", Blast(D3+1), Indirect, Piercing(3), Reload, Ignores Obscured) <i>Keywords: Artillery, Human</i>	5	0+	5+	4+	0	2	9/11	2	[90]

<b>Cannon War Engine</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 [100]</b> Cannon (48", Blast(D3+1), Ignores Concealed, Piercing(3), Reload, Shattering) Grapeshot (12", Att: 10, Always hits on 6+, Piercing(1)) <i>Keywords: Artillery, Human</i>	5	0+	5+	4+	0	2	9/11	2	[100]
<b>1 [100]</b> Cannon (48", Blast(D3+1), Ignores Concealed, Piercing(3), Reload, Shattering) Grapeshot (12", Att: 10, Always hits on 6+, Piercing(1)) <i>Keywords: Artillery, Human</i>	5	0+	5+	4+	0	2	9/11	2	[100]

<b>Wizard Hero (Infantry)</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 Spellcaster 1 [50]</b> Fireball (6) <i>Special Rules: Individual</i> <b>Keywords: Human</b>	5	5+	-	4+	0	1	10/12	2	[50] [0]

<b>The Captain [1] Hero (Infantry)</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>1 [120]</b> <i>Special Rules: Crushing Strength(1), Individual, Mighty, Rallying(1), Very Inspiring, Master Tactician</i> <b>Keywords: Human</b>	5	3+	-	5+	0	5	13/15	2	[120]

Hero on Pegasus Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [95] Indomitable Will <i>Special Rules: Crushing Strength(1), Fly, Nimble, Indomitable Will</i> <b>Keywords: Beast, Human</b>	10	3+	-	5+	1	3	10/12	4	[90] [5]

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

Custom Rule	Description
Master Tactician	: You can redeploy D3 of your own units after deployment is finished, but before Scout moves are made.
Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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.
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.
Ignores Concealed	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting a Concealed Target (although the target unit may still benefit from Cover from another source (e.g. by being Obscured)).
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Indomitable Will	Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Pot Shot	If this unit is given any order other than Halt in the Movement phase, any Ranged attacks with this rule that it makes are resolved with a -2 Moving modifier rather than the normal -1 Moving modifier.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Shattering	If a unit is damaged by the ranged attacks of one or more units with this rule, add one to the subsequent Nerve test at the end of the Ranged phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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).

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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).

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Spell	Description	Special Rules
<b>Fireball</b> Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.

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Artefact	Description
Aegis of the Elohi	The unit gains the Iron Resolve special rule. If it already has Iron Resolve, it increases the amount of damage regained each time Iron Resolve is used to two.

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