

 Kingdoms of Men [2300]

Pole-Arms Block	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [190]	5	4+	-	3+	4	25	20/22	2	[175]
Indomitable Will									[10]
Healing Brew									[5]
Special Rules: Crushing Strength(1), Indomitable Will Keywords: Human									

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [175]	5	3+	-	5+	3	12	14/16	2	[135]
Indomitable Will									[10]
Brew of Strength									[30]
Special Rules: Indomitable Will, Crushing Strength(1) Keywords: Human, Knight									
Inf Regiment [180]	5	2+	-	4+	3	12	14/16	2	[135]
Indomitable Will									[10]
Two-handed Weapons									[0]
Brew of Sharpness									[35]
Special Rules: Indomitable Will, Crushing Strength(1) Keywords: Human, Knight									
Inf Regiment [165]	5	3+	-	5+	3	12	14/16	2	[135]
Indomitable Will									[10]
Blessing of the Gods									[20]
Special Rules: Indomitable Will, Elite Keywords: Human, Knight									

Bowmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [180]	5	5+	5+	3+	3	20	20/22	2	[175]
Fire-Oil									[5]
Bows (24")									
Special Rules: Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) Keywords: Human									

Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [205]	8	3+	-	5+	3	16	15/16	3	[190]
Indomitable Will									[10]
Staying Stone									[5]
Special Rules: Headstrong, Thunderous Charge(2), Indomitable Will Keywords: Human, Knight									

Beast Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [170]	10	3+	-	5+	2	9	12/14	4	[125]
Gain Fly and Speed 10									[25]
Gain Thunderous Charge (1) and Vicious									[10]
Indomitable Will									[10]
Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will Keywords: Beast, Human									
Lrg Cav Regiment [170]	10	3+	-	5+	2	9	12/14	4	[125]
Gain Fly and Speed 10									[25]
Gain Thunderous Charge (1) and Vicious									[10]
Indomitable Will									[10]
Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will Keywords: Beast, Human									

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

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225]	7	4+	-	5+	2	D6+8	18/20	6	[225]
Giant Club									[0]
Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Rampage(Melee D6) Keywords: Giant									
Titan 1 [225]	7	4+	-	5+	2	D6+8	18/20	6	[225]
Giant Club									[0]
Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Rampage(Melee D6) Keywords: Giant									

General	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [90]	5	3+	-	5+	0	5	12/14	2	[85]
Blade of Slashing									[5]
Special Rules: <i>Crushing Strength(1), Individual, Mighty, Very Inspiring</i> Keywords: <i>Human</i>									

Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [50]	5	5+	-	4+	0	1	9/11	2	[50]
Special Rules: <i>Aura(Life Leech (+1) - Infantry only), Individual, Very Inspiring</i> Keywords: <i>Human</i>									
Hero (Cav) 1 [75]	8	5+	-	4+	0	1	9/11	3	[50]
Horse Mount									[25]
Special Rules: <i>Aura(Life Leech (+1) - Infantry only), Individual, Very Inspiring</i> Keywords: <i>Human</i>									

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [100]	5	5+	-	4+	0	1	10/12	2	[30]
Conjurer's Staff									[10]
Bane Chant (2)									[20]
Lightning Bolt (3)									[20]
Heal (3)									[20]
Special Rules: <i>Individual</i> Keywords: <i>Human</i>									

Total Units: 15 **Total Unit Strength:** 27
Total Primary Core Points: 2300 (100.0%)

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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. This includes Difficult Terrain the unit started in. 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.
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)).
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.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.

Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Secured Position	This unit is considered a Scoring Unit with a Unit Strength of 0. Units with this rule add +1 to their US so long as they are outside of 6" of enemy units.
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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant 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.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

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.
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration) and the Piercing special rule (+1 - vs. units with Regeneration).
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Staying Stone	The unit gains +1 to its Wavering stat value.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.