



Kingdoms of Men [2300]

Foot Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [245]	5	3+	-	5+	4	25	21/23	2	[225]
Indomitable Will									[10]
Hann's Sanguinary Scripture									[10]
<i>Special Rules: Indomitable Will, Lifeleech(1) Keywords: Human, Knight</i>									

Fanatics Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [150]	5	3+	-	3+	3	15	-/15	2	[145]
Mace of Crushing									[5]
<i>Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Human</i>									

Bowmen Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [100]	5	5+	5+	3+	2	10	13/15	2	[100]
Bows (24")									
<i>Keywords: Human</i>									

Knights Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [190]	8	3+	-	5+	3	16	14/16	3	[190]
<i>Special Rules: Headstrong, Thunderous Charge(2) Keywords: Human, Knight</i>									
Regiment (10) [190]	8	3+	-	5+	3	16	14/16	3	[190]
<i>Special Rules: Headstrong, Thunderous Charge(2) Keywords: Human, Knight</i>									
Horde (20) [380]	8	2+	-	5+	4	32	21/23	3	[325]
Indomitable Will									[10]
Brew of Sharpness									[45]
<i>Special Rules: Headstrong, Thunderous Charge(2), Indomitable Will Keywords: Human, Knight</i>									

Ballista War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Ballista (48", Blast(D3), Piercing(2), Reload)									
<i>Keywords: Artillery, Human</i>									
1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Ballista (48", Blast(D3), Piercing(2), Reload)									
<i>Keywords: Artillery, Human</i>									
1 [60]	5	0+	4+	4+	0	2	9/11	2	[60]
Ballista (48", Blast(D3), Piercing(2), Reload)									
<i>Keywords: Artillery, Human</i>									

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

Army Standard Bearer Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [75]	5	5+	-	4+	0	1	9/11	2	[50]
Lute of Insatiable Darkness									[25]
Bane Chant (2)									
<i>Special Rules: Individual, Very Inspiring Keywords: Human</i>									

Wizard Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [95]	5	5+	-	4+	0	1	10/12	2	[50]
Shroud of the Saint									[25]
Lightning Bolt (3)									[0]
Heal (5)									[20]
<i>Special Rules: Individual Keywords: Human</i>									
1 Spellcaster 1 [80]	5	5+	-	4+	0	1	10/12	2	[50]
Conjurer's Staff									[10]
Bane Chant (2)									[20]
Lightning Bolt (3)									[0]
<i>Special Rules: Individual Keywords: Human</i>									

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

Total Units: 15 **Total Unit Strength:** 22
Total Primary Core Points: 2300 (100.0%)

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.
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.
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 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.
Lifeflech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeflech has a maximum total of 3.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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
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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.
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.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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.
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.