



## Kingdoms of Men [2300]

Pole-Arms Block	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [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]

Spear Phalanx	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [130]</b> Indomitable Will Pikes <i>Special Rules: Phalanx, Indomitable Will, Ensnare</i> <b>Keywords: Human</b>	5	4+	-	4+	3	15	13/15	2	[110] [10] [10]
<b>Inf Regiment [130]</b> Indomitable Will Pikes <i>Special Rules: Phalanx, Indomitable Will, Ensnare</i> <b>Keywords: Human</b>	5	4+	-	4+	3	15	13/15	2	[110] [10] [10]
<b>Inf Horde [230]</b> Indomitable Will Pikes Hammer of Measured Force <i>Special Rules: Phalanx, Indomitable Will, Ensnare</i> <b>Keywords: Human</b>	5	4+	-	4+	4	30	20/22	2	[180] [10] [20] [20]

Militia Mob*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [105]</b> <i>Keywords: Expendable, Human</i>	5	5+	-	3+	3	25	18/21	2	[105]
<b>Inf Horde [105]</b> <i>Keywords: Expendable, Human</i>	5	5+	-	3+	3	25	18/21	2	[105]
<b>Inf Horde [105]</b> <i>Keywords: Expendable, Human</i>	5	5+	-	3+	3	25	18/21	2	[105]

Beast Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Cav Horde [315]</b> Gain Fly and Speed 10 Gain Thunderous Charge (1) and Vicious Indomitable Will Wine of Elvenkind <i>Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will, Nimble</i> <b>Keywords: Beast, Human</b>	10	3+	-	5+	3	18	15/17	4	[210] [40] [20] [10] [35]
<b>Lrg Cav Horde [290]</b> Gain Fly and Speed 10 Gain Thunderous Charge (1) and Vicious Indomitable Will Mead of Madness <i>Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will, Wild Charge(1)</i> <b>Keywords: Beast, Human</b>	10	3+	-	5+	3	18	15/17	4	[210] [40] [20] [10] [10]

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

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Cav) 1 Spellcaster 1 [85]</b> Pegasus Mount Lightning Bolt (3) <i>Special Rules: Fly, Nimble</i> <b>Keywords: Human</b>	10	5+	-	4+	1	1	10/12	4	[30] [35] [20]

The Captain [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 [155]</b> Horse Mount <i>Special Rules: Crushing Strength(1), Individual, Mighty, Rallying(1), Very Inspiring, Master Tactician</i> <b>Keywords: Human</b>	8	3+	-	5+	0	5	13/15	3	[120] [35]

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

**Total Units:** 14      **Total Unit Strength:** 32  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
Master Tactician	After deployment is finished, you may choose up to D3 of your own units to gain the Redeploy Special Rule.

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
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.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
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.
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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.	
<b>Lightning Bolt</b> 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.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Wine of Elvenkind	The unit gains the Nimble special rule.