



Kingdoms of Men [2300]

Spear Phalanx	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [120] Pikes <i>Special Rules: Phalanx, Ensnare Keywords: Human</i>	5	4+	-	4+	3	15	13/15	2	[110] [10]
Inf Regiment [120] Pikes <i>Special Rules: Phalanx, Ensnare Keywords: Human</i>	5	4+	-	4+	3	15	13/15	2	[110] [10]
Inf Horde [200] Pikes <i>Special Rules: Phalanx, Ensnare Keywords: Human</i>	5	4+	-	4+	4	30	20/22	2	[180] [20]

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [235] Indomitable Will Two-handed Weapons <i>Special Rules: Indomitable Will, Crushing Strength(1) Keywords: Human, Knight</i>	5	3+	-	4+	4	25	21/23	2	[225] [10] [0]
Inf Horde [255] Indomitable Will Hammer of Measured Force <i>Special Rules: Indomitable Will Keywords: Human, Knight</i>	5	3+	-	5+	4	25	21/23	2	[225] [10] [20]

Crossbow Block	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [130] Rifles Rifles (24", Piercing(2)) <i>Keywords: Human</i>	5	5+	5+	3+	2	10	13/15	2	[115] [15]

Knights	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [215] Indomitable Will Sir Jesse's Boots of Striding <i>Special Rules: Headstrong, Thunderous Charge(2), Indomitable Will Keywords: Human, Knight</i>	8	3+	-	5+	3	16	14/16	3	[190] [10] [15]

Siege Artillery	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [90] 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]
WE 1 [90] 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]
WE 1 [90] 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]

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

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [70]	5	5+	-	4+	0	1	10/12	2	[30]
Inspiring Talisman									[20]
Bane Chant (2)									[20]
Special Rules: Individual, Inspiring Keywords: Human									

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

Total Units: 16 **Total Unit Strength:** 25
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.
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.
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.
Inspiring	If this unit, or any Friendly Core unit within 6 inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
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.
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.
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.

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).

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.	
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.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	
Inspiring Talisman	The unit gains the Inspiring special rule.	