



Kingdoms of Men [2300]

Shield Wall	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [100] <i>Keywords: Human</i>	5	4+	-	4+	3	12	13/15	2	[100]
Inf Horde [165] <i>Keywords: Human</i>	5	4+	-	4+	4	25	20/22	2	[165]

Pole-Arms Block	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [105] <i>Special Rules: Crushing Strength(1) Keywords: Human</i>	5	4+	-	3+	3	12	13/15	2	[105]

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [135] <i>Keywords: Human, Knight</i>	5	3+	-	5+	3	12	14/16	2	[135]
Inf Horde [245] Hammer of Measured Force <i>Keywords: Human, Knight</i>	5	3+	-	5+	4	25	21/23	2	[225] [20]

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

Mammoth	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon (Chariot) 1 [220] <i>Special Rules: Brutal, Crushing Strength(2),Rampage(Melee - D6),Strider, Thunderous Charge(2) Keywords: Beast</i>	7	4+	-	5+	1	12	-/18	5	[220]
Mon (Chariot) 1 [220] <i>Special Rules: Brutal, Crushing Strength(2),Rampage(Melee - D6),Strider, Thunderous Charge(2) Keywords: Beast</i>	7	4+	-	5+	1	12	-/18	5	[220]

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

Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [65] Talisman of Silence Mind Fog (2) <i>Special Rules: Aura(Life Leech (+1) - Infantry only),Individual, Very Inspiring Keywords: Human</i>	5	5+	-	4+	0	1	9/11	2	[50] [15]

The Monarch [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [250] Sword of Mercy <i>Special Rules: Crushing Strength(3),Very Inspiring, Slayer(Melee - 3) Keywords: Beast, Human</i>	7	3+	-	5+	2	10	17/19	6	[235] [15]

Total Units:

14

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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
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.
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).

Spell	Description	Special Rules
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
Artefact	Description	
Talisman of Silence	The unit gains the Mindfog (2) spell.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	