



# KINGDOMS OF MEN

NEUTRAL

## Militia Mob\*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	5	-	3	2	3	25	18/21	[105]
Keywords: Expendable, Human									
Horde(40)	5	5	-	3	2	3	25	18/21	[105]
Keywords: Expendable, Human									

## Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Maccwar's Potion of the Caterpillar									
Headstrong, Thunderous Charge (2)									
Keywords: Human, Knight									
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Brew of Strength									
Headstrong, Thunderous Charge (2)									
Keywords: Human, Knight									
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Healing Brew									
Headstrong, Thunderous Charge (2)									
Keywords: Human, Knight									
Regiment(10)	8	3	-	5	3	3	16	14/16	195
Sir Jesse's Boots of Striding									
Headstrong, Thunderous Charge (2)									
Keywords: Human, Knight									

## Mounted Scouts\*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	5	3	3	1	7	10/12	[100]
Nimble									
Shortbows (18", Steady Aim)									
Keywords: Human									
Troop(5)	9	4	5	3	3	1	7	10/12	[100]
Nimble									
Shortbows (18", Steady Aim)									
Keywords: Human									

## Beast Cavalry

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	3	-	5	4	3	18	15/17	210
Helm of Confidence									
Gain Thunderous Charge (1) and Vicious (cannot take with Fly)									
Crushing Strength (1), Thunderous Charge (1), Vicious									
Keywords: Beast, Human									
									[245]

Army Standard Bearer										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	9/11	50	
Lute of Insatiable Darkness Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									25	
Individual, Very Inspiring Keywords: Human									25	
									[100]	
Hero on Pegasus										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	3	10/12	[90]	
Crushing Strength (1), Fly, Nimble Keywords: Beast, Human										
1	10	3	-	5	4	1	3	10/12	[90]	
Crushing Strength (1), Fly, Nimble Keywords: Beast, Human										
Wizard										Hero (Cav) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	4	3	0	1	10/12	50	
Inspiring Talisman Bane Chant (2) Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									20	
Individual Spells: Fireball (6), Bane Chant (2) Keywords: Human									20	
									25	
									[115]	
1	8	5	-	4	3	0	1	10/12	50	
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) Bane Chant (2)									25	
Individual Spells: Fireball (6), Bane Chant (2) Keywords: Human									20	
									[95]	

Total Unit Strength: 25  
 Total Core: 1995 (86.7%)

Total Units: 14



## SPECIAL RULES AND SPELLS:

<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Headstrong</b>	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.
<b>Healing Brew</b>	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.
<b>Helm of Confidence</b>	The unit gains the <i>Inspiring</i> (Self) special rule.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<b>Lute of Insatiable Darkness</b>	The unit gains the Bane Chant (2) spell.

<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Nimble</b>	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.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> <i>Inspiring</i> : If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.