



Main Faction: Kingdoms of Men [8105]

Shield Wall	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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]
Inf Horde [175] <i>Special Rules: Crushing Strength(1) Keywords: Human</i>	5	4+	-	3+	4	25	20/22	2	[175]
Inf Horde [175] <i>Special Rules: Crushing Strength(1) Keywords: Human</i>	5	4+	-	3+	4	25	20/22	2	[175]

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 Horde [200] Pikes <i>Special Rules: Phalanx, Ensnare Keywords: Human</i>	5	4+	-	4+	4	30	20/22	2	[180] [20]
Inf Horde [180] <i>Special Rules: Phalanx Keywords: Human</i>	5	4+	-	4+	4	30	20/22	2	[180]

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [90] <i>Keywords: Human, Knight</i>	5	3+	-	5+	1	10	10/12	2	[90]
Inf Regiment [135] <i>Keywords: Human, Knight</i>	5	3+	-	5+	3	12	14/16	2	[135]
Inf Horde [225] <i>Keywords: Human, Knight</i>	5	3+	-	5+	4	25	21/23	2	[225]

Militia Mob*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Legion [155] <i>Keywords: Expendable, Human</i>	5	5+	-	3+	4	30	24/27	2	[155]

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

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

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]
Inf Horde [200] Crossbows (24", Piercing(1)) <i>Keywords: Human</i>	5	5+	5+	3+	3	20	20/22	2	[200]
Inf Horde [225] Rifles Rifles (24", Piercing(2)) <i>Keywords: Human</i>	5	5+	5+	3+	3	20	20/22	2	[200] [25]

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

Mounted Sergeants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [150]	9	4+	-	4+	3	14	13/15	3	[150]
<i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Human</i>									
Cav Regiment [150]	9	4+	-	4+	3	14	13/15	3	[150]
<i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Human</i>									

Mounted Scouts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [110]	9	4+	5+	3+	1	7	10/12	3	[100]
Blackpowder Weapons									[10]
Blackpowder Weapons (18", Piercing(1),Steady Aim)									
Special Rules: Nimble Keywords: Human									
Cav Regiment [170]	9	4+	5+	3+	2	14	13/15	3	[155]
Blackpowder Weapons									[15]
Blackpowder Weapons (18", Piercing(1),Steady Aim)									
Special Rules: Nimble Keywords: Human									

Beast Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [230]	7	3+	-	5+	3	18	15/17	4	[210]
Gain Thunderous Charge (1) and Vicious									
Special Rules: <i>Crushing Strength(1), Thunderous Charge(1), Vicious</i> Keywords: <i>Beast, Human</i>									

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	-	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	-	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	-	5+	4+	0	2	9/11	2	[90]

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	-	4+	4+	0	2	9/11	2	[60]
WE 1 [60] Ballista (48", Blast(D3),Piercing(2),Reload) <i>Keywords: Artillery, Human</i>	5	-	4+	4+	0	2	9/11	2	[60]
WE 1 [60] Ballista (48", Blast(D3),Piercing(2),Reload) <i>Keywords: Artillery, Human</i>	5	-	4+	4+	0	2	9/11	2	[60]

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)) Keywords: <i>Artillery, Human</i>	5	-	5+	4+	1	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)) Keywords: <i>Artillery, Human</i>	5	-	5+	4+	1	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)) Keywords: <i>Artillery, Human</i>	5	-	5+	4+	1	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)) Keywords: <i>Artillery, Human</i>	5	-	5+	4+	1	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)) Keywords: <i>Artillery, Human</i>	5	-	5+	4+	1	2	9/11	2	[100]

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

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

General	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [120] Horse Mount Special Rules: <i>Command, Crushing Strength(1),Individual, Mighty, Very Inspiring</i> Keywords: <i>Human</i>	8	3+	-	5+	0	5	12/14	3	[85] [35]
Hero (Cav) 1 [120] Horse Mount Special Rules: <i>Command, Crushing Strength(1),Individual, Mighty, Very Inspiring</i> Keywords: <i>Human</i>	8	3+	-	5+	0	5	12/14	3	[85] [35]

Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [50] Special Rules: <i>Aura(Life Leech (+2) - Infantry only),Command, Individual, Very Inspiring</i> Keywords: <i>Human</i>	5	5+	-	4+	0	1	9/11	2	[50]
Hero (Inf) 1 [50] Special Rules: <i>Aura(Life Leech (+2) - Infantry only),Command, Individual, Very Inspiring</i> Keywords: <i>Human</i>	5	5+	-	4+	0	1	9/11	2	[50]
Hero (Inf) 1 [50] Special Rules: <i>Aura(Life Leech (+2) - Infantry only),Command, Individual, Very Inspiring</i> Keywords: <i>Human</i>	5	5+	-	4+	0	1	9/11	2	[50]
Hero (Cav) 1 [75] Horse Mount Special Rules: <i>Aura(Life Leech (+2) - Infantry only),Command, Individual, Very Inspiring</i> Keywords: <i>Human</i>	8	5+	-	4+	0	1	9/11	3	[50] [25]
Hero (Cav) 1 [75] Horse Mount Special Rules: <i>Aura(Life Leech (+2) - Infantry only),Command, Individual, Very Inspiring</i> Keywords: <i>Human</i>	8	5+	-	4+	0	1	9/11	3	[50] [25]

Hero	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [40] Special Rules: <i>Crushing Strength(1),Individual</i> Keywords: <i>Human</i>	5	3+	-	5+	0	3	10/12	2	[40]

Fanatic Instigator	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [85] Special Rules: <i>Command, Crushing Strength(1),Individual, Mighty, Wild Charge(D3)</i> Keywords: <i>Berserker, Human</i>	5	3+	-	4+	0	6	-/14	2	[85]

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 1 [50] Lightning Bolt (3) <i>Special Rules: Individual</i> Keywords: Human	5	5+	-	4+	0	1	10/12	2	[30] [20]
Hero (Cav) 1 Spellcaster 1 [75] Horse Mount Fireball (6) <i>Special Rules: Individual</i> Keywords: Human	8	5+	-	4+	0	1	10/12	3	[30] [25] [20]
Hero (Lrg Cav) 1 Spellcaster 1 [85] Pegasus Mount Lightning Bolt (3) <i>Special Rules: Fly, Nimble</i> Keywords: Human	10	5+	-	4+	1	1	10/12	4	[30] [35] [20]
Hero (Lrg Cav) 1 Spellcaster 1 [85] Pegasus Mount Lightning Bolt (3) <i>Special Rules: Fly, Nimble</i> Keywords: Human	10	5+	-	4+	1	1	10/12	4	[30] [35] [20]
Hero (Cav) 1 Spellcaster 1 [75] Horse Mount Lightning Bolt (3) <i>Special Rules: Individual</i> Keywords: Human	8	5+	-	4+	0	1	10/12	3	[30] [25] [20]
Hero (Inf) 1 Spellcaster 1 [50] Lightning Bolt (3) <i>Special Rules: Individual</i> Keywords: Human	5	5+	-	4+	0	1	10/12	2	[30] [20]
Hero (Inf) 1 Spellcaster 1 [50] Lightning Bolt (3) <i>Special Rules: Individual</i> Keywords: Human	5	5+	-	4+	0	1	10/12	2	[30] [20]

General on Pegasus	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [135] <i>Special Rules: Command, Crushing Strength(1),Fly, Nimble, Very Inspiring</i> Keywords: Beast, Human	10	3+	-	5+	1	4	12/14	4	[135]

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

The Monarch [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [305] Wings Crown of Chivalry <i>Special Rules: Command, Crushing Strength(3),Very Inspiring, Fly, Nimble, Rallying(2 - Knight only)</i> Keywords: Beast, Human	10	3+	-	5+	2	10	17/19	6	[235] [50] [20]

Total Units:	61	Total Unit Strength:	96
Total Primary Core Points:	8105 (100.0%)	Total Ally Core Points:	0 (0.0%)

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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they

have not been routed.

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.
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.
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
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.
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.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
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
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.