



## KINGDOMS OF MEN

NEUTRAL

### Gorge Guard - Shield Wall

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	25	20/22	[165]

Keywords: Human

### Thornes of Fordern - Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	30	20/22	200

Hammer of Measured Force  
Exchange Spears for Pikes, gaining Ensnare

Phalanx, Ensnare  
Keywords: Human

[250]

### Children of the Fall - Fanatics

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	3	2	4	30	-/22	[240]

Crushing Strength (1), Wild Charge (D3)  
Keywords: Berserker, Human

### Sons of the Drunken Ram / Winged Fury - Knights

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	14/16	195

Helm of the Drunken Ram

Headstrong, Thunderous Charge (2)  
Keywords: Human, Knight

[210]

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

[215]

### Mounted Sergeants

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	4	-	4	3	1	7	10/12	[100]

Nimble, Thunderous Charge (1)  
Keywords: Human

### Ogrut / Waruk - Cannon

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	5	4	2	0	2	9/11	[100]

Cannon (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+)  
Keywords: Artillery, Human

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	5	4	2	0	2	9/11	[100]

Cannon (48", Blast (D3+1), Ignores Cover, Piercing (3), Reload, Shattering), Grapeshot (12", Att: 10, Piercing (1) - This attack always hits on a 6+)  
Keywords: Artillery, Human

### Croog- Giant

Titan

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	6	1	D6+8	18/20	[225]

Brutal, Crushing Strength (4), Fury, Slayer (Melee - D6), Strider  
Keywords: Giant

### Falton Swiftfoot - General on Winged Beast

Hero (Mon)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	5	1	7	14/16	190

Mead of Madness

Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring  
Keywords: Beast, Human

[200]

Spectis Bluelake - Army Standard Bearer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	4	2	0	1	9/11	50	
Banner of Abbetshire										20
Individual, Very Inspiring										[70]
Keywords: Human										

  

Barorin Hilltopple - The Captain[1]										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	13/15	[120]	
Crushing Strength (1), Individual, Master Tactician, Mighty, Rallying (1), Very Inspiring										
Keywords: Human										

  

Falpher Fastfoot- The Monarch [1]										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	17/19	235	
Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble										50
Monarch: Crown of Chivalry - Gain Rallying (2 - Knight only). Can only take one Monarch upgrade.										20
Crushing Strength (3), Very Inspiring, Fly, Nimble, Rallying (2 - Knight only)										[305]
Keywords: Beast, Human										

Total Unit Strength: 22  
Total Core: 2300 (100%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Banner of Abbetshire</b>	The unit gains Aura (Spellward) special rule.
<b>Blast</b>	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.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<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>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Hammer of Measured Force</b>	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
<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>Helm of the Drunken Ram</b>	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
<b>Ignore Cover</b>	The firing unit only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit still needs to have Line of Sight to the target to fire at it.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Master Tactician</b>	You can redeploy D3 of your own units after deployment is finished, but before Scout moves are made.
<b>Mead of Madness</b>	The unit gains the <i>Wild Charge</i> (+1) special rule.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<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>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Rallying</b>	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 <i>Rallying</i> are in range.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.

<b>Shattering</b>	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 <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
<b>Slayer</b>	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.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<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> Inspiring: 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>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.
<b>Beer Wagon</b>	Ht 3, Sp 9, Me 3+, De 5+, Att 5, US 1, Ne -/14 Crushing Strength (1), Inspiring (self), Nimble, Thunderous Charge (1), Lightning Bolt (3), Wild Charge (1), Pathfinder

Every Charioteer X has the ability to choose each game from his pool of Trick Driving: As a special, once per game shooting attack (following the rules for shooting attacks) you can utilize one of the following awesome driving tricks.

- **Spray Gravel:** By doing donuts in place (no actual change of facing) you create a cloud of gravel that deters even the most ferocious enemies. Until the start of your next turn you have Aura: Phalanx.
- **Belch Smoke:** Fiddling with the inner workings of your chariot engine you create a billowing cloud of black smoke. Until the start of your next turn you have Aura: Stealthy.
- **Rev the Demon:** Whether it's clever machinery, arcane energies, or an actual caged demon, you can push the engine of your chariot to create a terrible racket that warps the fabric of space around you. Until the start of your next turn you have Aura: Spellward.

Modifications:

- **Speed Racer:** Your chariot improves to speed 9 and gains wild charge (1) and pathfinder.