

Kingdoms of Men

Kingdoms of Men (Neutral)								
Pole-Arms Block								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	3+	25	20/22	165	Crushing Strength (1)
Militia Mob*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	3+	12	12/14	70	
Crossbowmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	5+	3+	10	13/15	115	Crossbows (Range 24"), Piercing (1), Reload!
Knights								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	16	14/16	195	Headstrong, Thunderous Charge (2)
Mounted Scouts								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	9	5+	5+	3+	7	10/12	100	Bows (Range 24"), Nimble
Troop(5)	9	5+	5+	3+	7	10/12	100	Bows (Range 24"), Nimble
Ballista								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	9/11	60	Blast (D3+2), Piercing (3), Reload!
General								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	4	12/14	100	Hero (Inf), Crushing Strength (1), Individual, Very Inspiring
- Mount on a horse, increasing Speed to 8 and changing to Hero (Cav)							20	
Wizard								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	1	10/12	50	Hero (Inf), Fireball (6), Individual
- Bane-chant (2)							15	
- Heal (2)							10	
- Replace Fireball (6) with Lightning Bolt (3)							0	
							1000	

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength
- 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.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Fireball** Spell. Range 12"
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and is Disordered instead.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Thunderous Charge** All melee hits inflicted by the 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 or during Hindered charges.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.