

Empire

Kingdoms of Men (Neutral)								
Spear Phalanx							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	4+	30	20/22	200	Phalanx
- Brew of Courage							15	
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)
- Dwarven Ale							10	
Berserkers							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	3+	-	3+	10	-/12	100	Crushing Strength (1)
Regiment(20)	5	3+	-	3+	15	-/16	140	Crushing Strength (1)
Arquebusiers							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	5+	3+	10	13/15	135	Piercing (2), Reload!, Rifles
Regiment(20)	5	5+	5+	3+	10	13/15	135	Piercing (2), Reload!, Rifles
Knights							Cavalry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	5+	8	11/13	125	Headstrong, Thunderous Charge (2)
Regiment(10)	8	3+	-	5+	16	14/16	195	Headstrong, Thunderous Charge (2)
- Brew of Strength							30	
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
- Exchange bows with pistols (gain Piercing (1) but halve their range)							0	
Troop(5)	9	5+	5+	3+	7	10/12	100	Bows (Range 24"), Nimble
- Exchange bows with pistols (gain Piercing (1) but halve their range)							0	
Cannon							War Engine	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	9/11	85	Blast (D6+1), Piercing (4), 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	
- Quicksilver Rapier							10	
Wizard							Hero (Inf)	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	4+	-	4+	1	10/12	50	Hero (Inf), Fireball (6), Individual
- Lightning Bolt (3)							25	

- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)

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- Scarletmaw's Fenulian Amulet

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Beast of War

Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	12	15/17	210	Base Size: (50x100mm), Brutal, Crushing Strength (2), Thunderous Charge (2)
- Mount a light ballista on it - Range 36", Ra 5+, 2 attacks, Blast (D3), Piercing (2)							10	

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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.
Brew of Courage	When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Dwarven Ale	The unit has the Headstrong special rule.
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.
Individual	<p>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.</p> <p>Move Individuals have the Nimble special rule.</p> <p>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.</p> <p>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</p>
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.
Phalanx	Units that charge this unit's front cannot use the Thunderous Charge special rule.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
Pistol (Range 12")	Range: 12". No -1 modifier for moving.
Quicksilver Rapier	This unit has +1 to hit when attacking individuals in melee.

Reload! The unit can fire only if it received a Halt order that turn.

Rifles Range: 24".

Scarletmaw's Fenulian Amulet Units with the Lightning Bolt spell only. This item increases the unit's Lightning Bolt (n) value by 2. For example, Lightning Bolt (3) becomes Lightning Bolt (5).

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.