

Kingdoms of Men (Neutral)								
Foot Guard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	3+	-	4+	10	10/12	95	Crushing Strength (1)
- Exchange shields for two-handed weapons (lower Defence to 4+, gain Crushing Strength (1))							0	
- Orcish Skullpole							5	
Horde(40)	5	3+	-	5+	25	21/23	225	
- Hammer of Measured Force							20	
Heavy Pike Block								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	4+	30	21/23	270	Elite, Ensnare, Phalanx
- Brew of Strength							30	
Pole-Arms Block								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	4+	-	3+	10	9/11	70	Crushing Strength (1)
Troop(10)	5	4+	-	3+	10	9/11	70	Crushing Strength (1)
Knights								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	16	14/16	195	Headstrong, Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
Mounted Sergeants								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	9	4+	-	4+	7	10/12	105	Nimble, Thunderous Charge (1)
Troop(5)	9	4+	-	4+	7	10/12	105	Nimble, Thunderous Charge (1)
Regiment(10)	9	4+	-	4+	14	13/15	160	Nimble, Thunderous Charge (1)
- Fire-Oil							5	
General on Winged Beast								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	6	14/16	190	Hero (Mon), Crushing Strength (2), Fly, Very Inspiring
- Blade of Slashing							5	
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	5+	-	4+	1	9/11	50	Hero (Cav), Individual, Very Inspiring
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Lute of Insatiable Darkness							25	
Wizard								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	1	10/12	50	Hero (Inf), Bane-chant (2), Individual, Lightning Bolt (3)
- Bane-chant (2)							15	
- Replace Fireball (6) with Lightning Bolt (3)							0	

- Inspiring Talisman (1)	9	4+	-	4+	1	10/12	20 50	Hero (Cav), Blizzard (2), Fireball (6), Individual
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Blizzard (2) (L)							30	
- Heart-seeking Chant							30	

Colossal Giant **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Infantry only)

Imlar Coursers[1] **Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	15	Formation: Imlar Coursers

Ogres (Neutral)

Shooters **Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	5+	4+	18	15/17	230	Brutal, Crushing Strength (1), Heavy Crossbows (Range 36"), Piercing (2), Reload!

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- 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 (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Blade of Slashing** Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
- Blizzard** 36" Range, Blast (D6). Indirect.
- 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.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Ensnare** When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
- Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Fly** The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
- Formation:** Formation must contain:
Imlar 2x Mounted Sergeants Troops
Coursers 1x Mounted Sergeants Regiment
 Each unit in this formation gains +1 Speed.
- Hammer of Measured Force** This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
- Heart-seeking Chant** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.

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. 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, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

Inspiring Talisman

This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

Lightning Bolt

Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

Lute of Insatiable Darkness

This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

Maccwar's Potion of the Caterpillar

The unit has the Pathfinder special rule.

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. 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.

Orcish Skullpole

The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.

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.

Reload!

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

Strider

The unit never suffers the penalty for Hindered charges.

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 and reduces this bonus by 1 when Hindered.

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.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.