Target 2600 Points

# Bills Orctown 22

Target 2600 Points

## Kingdoms of Men

Neutral

### Shield Wall — Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Regiment(20) | 5 | 4 | - | 4 | 2 | 3 | 12 | 13/15 | [100] |
| Keywords: Human | | | | | | | | | |
| Regiment(20) | 5 | 4 | - | 4 | 2 | 3 | 12 | 13/15 | [100] |
| Keywords: Human | | | | | | | | | |

### 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 |
| Indomitable Will | | | | | | | | | 10 |
| Exchange Spears for Pikes, gaining Ensnare | | | | | | | | | 30 |
| | | | | | | | | | [240] |
| Phalanx, Ensnare | | | | | | | | | |
| Keywords: Human | | | | | | | | | |

### Foot Guard — Infantry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Horde(40) | 5 | 3 | - | 4 | 2 | 4 | 25 | 21/23 | 225 |
| Indomitable Will | | | | | | | | | 10 |
| Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1) | | | | | | | | | 0 |
| | | | | | | | | | [235] |
| Crushing Strength (1) | | | | | | | | | |
| Keywords: Human, Knight | | | | | | | | | |

### Knights — Cavalry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Regiment(10) | 8 | 3 | - | 5 | 3 | 3 | 16 | 14/16 | 195 |
| Sir Jesse's Boots of Striding | | | | | | | | | 15 |
| | | | | | | | | | [210] |
| Headstrong, Thunderous Charge (2) | | | | | | | | | |
| Keywords: Human, Knight | | | | | | | | | |
| Regiment(10) | 8 | 3 | - | 5 | 3 | 3 | 16 | 14/16 | 195 |
| Maccwar's Potion of the Caterpillar | | | | | | | | | 20 |
| | | | | | | | | | [215] |
| Headstrong, Thunderous Charge (2) | | | | | | | | | |
| Keywords: Human, Knight | | | | | | | | | |

### 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 | | | | | | | | | |
| Troop(5) | 9 | 4 | - | 4 | 3 | 1 | 7 | 10/12 | [100] |
| Nimble, Thunderous Charge (1) | | | | | | | | | |
| Keywords: Human | | | | | | | | | |

## Beast Cavalry — Large Cavalry

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|---|---|---|---|---|---|---|---|---|
| Horde(6) | 7 | 3 | - | 5 | 4 | 3 | 18 | 15/17 | 210 |
| Gain Thunderous Charge (1) and Vicious (cannot take with Fly) | | | | | | | | | 20 |
| | | | | | | | | | [230] |
| Crushing Strength (1), Thunderous Charge (1), Vicious | | | | | | | | | |
| Keywords: Beast, Human | | | | | | | | | |
| Horde(6) | 7 | 3 | - | 5 | 4 | 3 | 18 | 15/17 | 210 |
| Gain Thunderous Charge (1) and Vicious (cannot take with Fly) | | | | | | | | | 20 |
| | | | | | | | | | [230] |
| Crushing Strength (1), Thunderous Charge (1), Vicious | | | | | | | | | |
| Keywords: Beast, Human | | | | | | | | | |

## Siege Artillery — War Engine

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 5 | - | 5 | 4 | 2 | 0 | 2 | 9/11 | [90] |
| Artillery Strike (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload) | | | | | | | | | |
| Keywords: Artillery, Human | | | | | | | | | |
| 1 | 5 | - | 5 | 4 | 2 | 0 | 2 | 9/11 | [90] |
| Artillery Strike (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload) | | | | | | | | | |
| Keywords: Artillery, Human | | | | | | | | | |
| 1 | 5 | - | 5 | 4 | 2 | 0 | 2 | 9/11 | [90] |
| Artillery Strike (48", Blast (D3+1), Ignores Cover, Indirect, Piercing (3), Reload) | | | | | | | | | |
| Keywords: Artillery, Human | | | | | | | | | |

## 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] |
| Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring | | | | | | | | | |
| Keywords: Beast, Human | | | | | | | | | |
| 1 | 10 | 3 | - | 5 | 5 | 1 | 7 | 14/16 | [190] |
| Crushing Strength (2), Fly, Nimble, Thunderous Charge (1), Very Inspiring | | | | | | | | | |
| Keywords: Beast, Human | | | | | | | | | |

## Army Standard Bearer — Hero (Cav)

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 8 | 5 | - | 4 | 3 | 0 | 1 | 9/11 | 50 |
| Lute of Insatiable Darkness | | | | | | | | | 25 |
| Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) | | | | | | | | | 25 |
| | | | | | | | | | [100] |
| Individual, Very Inspiring | | | | | | | | | |
| Keywords: Human | | | | | | | | | |

## Wizard — Hero (Inf) Spellcaster: 1

| Unit Size | Sp | Me | Ra | De | H | US | At | Ne | Pts |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 5 | 5 | - | 4 | 2 | 0 | 1 | 10/12 | 50 |
| Inspiring Talisman | | | | | | | | | 20 |
| Bane Chant (2) | | | | | | | | | 20 |
| Replace Fireball (6) with Lightning Bolt (3) | | | | | | | | | 0 |
| | | | | | | | | | [90] |
| Individual | | | | | | | | | |
| Spells: Bane Chant (2), Lightning Bolt (3) | | | | | | | | | |
| Keywords: Human | | | | | | | | | |

Total Unit Strength: 30 — Total Units: 17
Total Core: 2600 (100%)

# Special Rules and Spells:

| | |
|---|---|
| **Bane Chant** | Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains *Crushing Strength* (+1). This effect only applies once - multiple castings on the same target have no additional effect. |
| **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. |
| **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. 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. |
| **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. |
| **Ignore Cover** | 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. |
| **Indirect** | The unit cannot make Ranged attacks on targets that are within 12" |
| **Individual** | See page 34 (page 30 in gamers edition) |
| **Indomitable Will** | Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game. |
| **Inspiring Talisman** | The unit gains the *Inspiring* special rule. |
| **Lightning Bolt** | Spell: 24", Enemy - Roll to damage as normal. Modifiers: *Piercing* (1), Hits on a 5+ against unit in Cover. |
| **Lute of Insatiable Darkness** | The unit gains the Bane Change (2) spell. |
| **Maccwar's Potion of the Caterpillar** | This unit gains the *Pathfinder* special rule. |
| **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. |
| **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. |
| **Reload** | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase. |
| **Sir Jesse's Boots of Striding** | Once per game, this unit gains the *Strider* special rule until the end of the Turn. |
| **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*<br>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 scond result stands. Note that a unit may also have a qualifier for its *Inspiring* rule. In this case, the unit will only Inspire itself and the unit(s) specified. |
| **Vicious** | Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1. |