

THE SEIGE OF ORC TOWN



KINGDOMS OF MEN

NEUTRAL

Shield Wall

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	4	-	4	2	1	10	9/11	[65]
	Keywords: Human								
Troop(10)	5	4	-	4	2	1	10	9/11	[65]
	Keywords: Human								
Troop(10)	5	4	-	4	2	1	10	9/11	[65]
	Keywords: Human								
Horde(40)	5	4	-	4	2	4	25	20/22	165 10 [175]
	Indomitable Will								
	Keywords: Human								
Horde(40)	5	4	-	4	2	4	25	20/22	165 10 [175]
	Indomitable Will								
	Keywords: Human								
Horde(40)	5	4	-	4	2	4	25	20/22	165 10 [175]
	Indomitable Will								
	Keywords: Human								

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	4	2	3	15	13/15	[120]
	Phalanx Keywords: Human								
Regiment(20)	5	4	-	4	2	3	15	13/15	[120]
	Phalanx Keywords: Human								
Regiment(20)	5	4	-	4	2	3	15	13/15	[120]
	Phalanx Keywords: Human								
Regiment(20)	5	4	-	4	2	3	15	13/15	[120]
	Phalanx Keywords: Human								

Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	4	2	3	12	14/16	135 0 [135]
	Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)								
	Crushing Strength (1) Keywords: Human, Knight								
Regiment(20)	5	3	-	4	2	3	12	14/16	135 0 [135]
	Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)								
	Crushing Strength (1) Keywords: Human, Knight								
Regiment(20)	5	3	-	4	2	3	12	14/16	135 0 [135]
	Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining Crushing Strength (1)								
	Crushing Strength (1) Keywords: Human, Knight								

The Brigand [1] (F)									Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	4	4	2	0	4	11/13	[75]
A Merry Band, Crushing Strength (1), Individual, Inspiring Recurve Bow (24", Piercing (1)) Keywords: Human, Tracker									

Total Unit Strength: 38

Total Core: 2600 (100%)

Total Units: 24



SPECIAL RULES AND SPELLS:

A Merry Band	The Brigand may only be taken as part of the formation: The Outlaws
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.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
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	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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Phalanx	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.
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.
Shattering	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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Very Inspiring	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.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Volley Fire	When issued a Halt order, the unit may choose to have both the Indirect Fire and Ignore Cover special rules for the rest of the Turn.
Wings of Honeymaze	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.