

Foot Guard Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	3+	-	4+	12	14/16	135
- Exchange shields for two-handed weapons (lower Defence to 4+, gain Crushing Strength (1))							0

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Regiment(20)	5	4+	-	3+	15	13/15	135	Ensnare, Phalanx
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Horde(40)	5	4+	-	4+	30	21/23	270	Elite, Ensnare, Phalanx
- Fire-Oil							5	

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Troop(10)	5	5+	-	3+	10	8/10	50
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Horde(40)	5	3+	-	3+	30	-/23	230	Crushing Strength (1)
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Troop(10)	5	5+	5+	3+	8	9/11	100	Piercing (2), Reload!, Rifles
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Regiment(10)	8	3+	-	5+	16	14/16	195	Headstrong, Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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(1)	5	-	5+	4+	1	9/11	85	Blast (D6+1), Piercing (4), Reload!
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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(1)	5	-	5+	4+	1	9/11	90	Blast (D6+2), Indirect Fire, Piercing (3), Reload!
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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(1)	10	3+	-	5+	6	14/16	190	Hero (Mon), Crushing Strength (2), Fly, Very Inspiring
- Diadem of Dragon-kind							30	

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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(1)	10	3+	-	5+	3	10/12	50	Hero (Inf), Crushing Strength (1), Individual
- Mount on a Pagasus, increasing Speed to 10 and gaining Fly, but losing the Individual special rule and changing to Hero (Large Cav)							40	

Army Standard Bearer

Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	9/11	50	Hero (Inf), Individual, Very Inspiring

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	

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<b>Blast</b>	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.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Diadem of Dragon-kind</b>	The unit has the Breath Attack (10) rule.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Ensnare</b>	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
<b>Fire-Oil</b>	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
<b>Fireball</b>	Spell. Range 12"
<b>Fly</b>	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.
<b>Headstrong</b>	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.
<b>Indirect Fire</b>	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
<b>Individual</b>	<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>
<b>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Phalanx</b>	Units that charge this unit's front cannot use the Thunderous Charge special rule.
<b>Piercing</b>	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.

**Rifles** Range: 24".

**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.