

Kings of War V2 Starter Faction Cards

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These references require a copy of the Kings of War rule set, which is available from the Mantic Games website:

<http://www.manticgames.com/free-rules.html>

Ironclad Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	4+	-	5+	10	10/12	75

Special Rules: Headstrong

- Dwarven Throwing Mastiff (+10 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. Against units with Shambling, you may re-roll any dice that fail to wound the target.

Ironclad Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	4+	-	5+	12	14/16	110

Special Rules: Headstrong

- Dwarven Throwing Mastiff (+10 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. Against units with Shambling, you may re-roll any dice that fail to wound the target.

Ironclad Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	4	4+	-	5+	25	21/23	180

Special Rules: Headstrong

- Dwarven Throwing Mastiff (+10 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. Against units with Shambling, you may re-roll any dice that fail to wound the target.

Bulwarkers Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	4+	-	5+	10	10/12	105

Special Rules: Headstrong, Phalanx

- Dwarven Throwing Mastiff (+10 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. Against units with Shambling, you may re-roll any dice that fail to wound the target.

Bulwarkers Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	4+	-	5+	15	14/16	150

Special Rules: Headstrong, Phalanx

- Dwarven Throwing Mastiff (+10 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. Against units with Shambling, you may re-roll any dice that fail to wound the target.

Bulwarkers Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	4	4+	-	5+	30	21/23	250

Special Rules: Headstrong, Phalanx

- Dwarven Throwing Mastiff (+10 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. Against units with Shambling, you may re-roll any dice that fail to wound the target.

Shieldbreakers Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	4+	-	4+	10	10/12	90

Special Rules: Headstrong, Crushing Strength(2)

- Dwarven Throwing Mastiff (+10 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. Against units with Shambling, you may re-roll any dice that fail to wound the target.

Shieldbreakers Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	4+	-	4+	12	14/16	130

Special Rules: Headstrong, Crushing Strength(2)

- Dwarven Throwing Mastiff (+10 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. Against units with Shambling, you may re-roll any dice that fail to wound the target.

Shieldbreakers Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	4	4+	-	4+	25	21/23	215

Special Rules: Headstrong, Crushing Strength(2)

- Dwarven Throwing Mastiff (+10 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. Against units with Shambling, you may re-roll any dice that fail to wound the target.

Ironwatch Crossbow Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	5+	5+	4+	8	10/12	100

Special Rules: Headstrong, Crossbows (range 24"), Piercing(1), Reload

Ironwatch Crossbow Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	5+	5+	4+	10	14/16	135

Special Rules: Headstrong, Crossbows (range 24"), Piercing(1), Reload

Ironwatch Crossbow Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	4	5+	5+	4+	20	21/23	225

Special Rules: Headstrong, Crossbows (range 24"), Piercing(1), Reload

Ironwatch Rifles Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	5+	5+	4+	8	10/12	115

Special Rules: Headstrong, Rifles (range 24"), Piercing(2), Reload

Ironwatch Rifles Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	5+	5+	4+	10	14/16	155

Special Rules: Headstrong, Rifles (range 24"), Piercing(2), Reload

Ironwatch Rifles Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	4	5+	5+	4+	20	21/23	255

Special Rules: Headstrong, Rifles (range 24"), Piercing(2), Reload

Ironbelcher Organ Gun

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	-	5+	5+	15	10/12	85

Special Rules: Headstrong, Range 24", Piercing(2), Reload

- Gains Elite if within 6" of a Warsmith (included)

Sharpshooters

Infantry, Ht 1, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	4	5+	4+	5+	5	9/11	100

Special Rules: Headstrong, Long Rifles (range 36"), Piercing(2), Reload

Jarrun Bombard

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	-	5+	5+	1	10/12	110

Special Rules: Headstrong, Range 48", Blast(D6+3), Piercing(2), Reload, Lob It!*

- *Lob It! (included): This unit may choose to use Indirect Fire at range 60", ignoring cover. If it does so, it cannot shoot at targets within 12" this turn.

Berserker Brock Riders Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	8	4+	-	4+	13	-/16	135

Special Rules: Thunderous Charge(1), Vicious

Berserker Brock Riders Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	8	4+	-	4+	26	-/22	210

Special Rules: Thunderous Charge(1), Vicious

Dwarf King

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	3+	-	6+	5	13/15	120

Special Rules: Headstrong, Crushing Strength(1), Individual, Inspiring

Ironbelcher Cannon

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	-	5+	5+	1	10/12	110

Special Rules: Headstrong, Range 48", Blast(D6+2), Piercing(4), Reload

- Blast changes to (D6+3) if within 6" of a warsmith (included)

Warsmith

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	4+	4+	5+	2	11/13	85

Special Rules: Headstrong, Crushing Strength(1), Individual, Inspiring (War Engines Only), Pistol (range 12"), Piercing(1)

Dwarf Army Standard Bearer

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	5+	-	5+	1	10/12	50

Special Rules: Headstrong, Individual, Inspiring

Garrek Heavyhand [1]

Unique Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	3+	-	6+	5	14/16	150

Special Rules: Crushing Strength(3), Individual, Inspiring, Regeneration(6+)

Kindred Tallspears Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	6	4+	-	4+	10	10/12	100

Special Rules: Elite, Phalanx

Kindred Tallspears Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	6	4+	-	4+	15	14/16	140

Special Rules: Elite, Phalanx

Kindred Tallspears Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	6	4+	-	4+	30	21/23	230

Special Rules: Elite, Phalanx

Palace Guard Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	6	3+	-	4+	10	11/13	105

Special Rules: Elite, Crushing Strength(1)

Palace Guard Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	6	3+	-	4+	12	15/17	150

Special Rules: Elite, Crushing Strength(1)

Kindred Archers Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	6	5+	4+	4+	8	10/12	115

Special Rules: Elite, Bows (range 24")

Kindred Archers Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	6	5+	4+	4+	10	14/16	150

Special Rules: Elite, Bows (range 24")

Kindred Archers Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	6	5+	4+	4+	20	21/23	250

Special Rules: Elite, Bows (range 24")

Kindred Gladestalkers Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	6	4+	4+	3+	8	10/12	130

Special Rules: Elite, Bows (range 24"), Pathfinder, Vanguard

Kindred Gladestalkers Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	6	4+	4+	3+	10	14/16	175

Special Rules: Elite, Bows (range 24"), Pathfinder, Vanguard

Hunters of the Wild Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	6	4+	-	4+	20	10/12	135

Special Rules: Pathfinder, Vanguard

Hunters of the Wild Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	6	4+	-	4+	25	14/16	190

Special Rules: Pathfinder, Vanguard

Forest Shamblers Regiment

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	6	4+	-	5+	9	-/14	125

Special Rules: Crushing Strength(1), Pathfinder, Shambling, Vanguard

Forest Shamblers Horde

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	6	4+	-	5+	18	-/17	190

Special Rules: Crushing Strength(1), Pathfinder, Shambling, Vanguard

Elven Prince

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	3+	-	5+	3	11/13	60

Special Rules: Elite, Crushing Strength(1), Individual

- Sabre-Toothed Pussycat (+10 pts): Counts as a once-per-game throwing weapon (5 dice, always hits on 4+, 12" range, Piercing (1)) that can only be used against Heroes, Monsters, War Engines, and units of Infantry or Cavalry that are 10 models or less. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed.

Elven Prince with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	9	3+	-	5+	3	11/13	75

Special Rules: Elite, Crushing Strength(1), Individual

- Sabre-Toothed Pussycat (+10 pts): Counts as a once-per-game throwing weapon (5 dice, always hits on 4+, 12" range, Piercing (1)) that can only be used against Heroes, Monsters, War Engines, and units of Infantry or Cavalry that are 10 models or less. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed.

Stormwind Cavalry Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	9	3+	-	5+	8	11/13	140

Special Rules: Elite, Thunderous Charge(2)

Stormwind Cavalry Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	9	3+	-	5+	16	14/16	215

Special Rules: Elite, Thunderous Charge(2)

Elf Army Standard-Bearer

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	5+	-	4+	1	10/12	50

Special Rules: Elite, Individual, Inspiring

Elf Army Standard Bearer with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	9	5+	-	4+	1	10/12	65

Special Rules: Elite, Individual, Inspiring

Bolt Thrower

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	-	4+	4+	2	10/12	90

Special Rules: Elite, Blast(D3), Piercing(2), Reload

Elven Mage

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	5+	-	4+	1	10/12	75

Special Rules: Elite, Heal(3), Individual

☐ Lightning Bolt(5) (+45 pts)

☐ Fireball(10) (+10 pts)

☐ Wind Blast(5) (+30 pts)

☐ Bane Chant(2) (+15 pts)

☐ Sabre-Toothed Pussycat (+10 pts): Counts as a once-per-game throwing weapon (5 dice, always hits on 4+, 12" range, Piercing(1)) that can only be used against Heroes, Monsters, War Engines, and units of Infantry or Cavalry that are 10 models or less. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed.

Elven Mage with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	9	5+	-	4+	1	10/12	90

Special Rules: Elite, Heal(3), Individual

☐ Lightning Bolt(5) (+45 pts)

☐ Fireball(10) (+10 pts)

☐ Wind Blast(5) (+30 pts)

☐ Bane Chant(2) (+15 pts)

☐ Sabre-Toothed Pussycat (+10 pts): Counts as a once-per-game throwing weapon (5 dice, always hits on 4+, 12" range, Piercing(1)) that can only be used against Heroes, Monsters, War Engines, and units of Infantry or Cavalry that are 10 models or less. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed.

Elven King

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	3+	-	5+	5	13/15	120

Special Rules: Elite, Crushing Strength(1), Individual, Inspiring

- Sabre-Toothed Pussycat (+10 pts): Counts as a once-per-game throwing weapon (5 dice, always hits on 4+, 12" range, Piercing (1)) that can only be used against Heroes, Monsters, War Engines, and units of Infantry or Cavalry that are 10 models or less. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed.

Elven King with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	9	3+	-	5+	5	13/15	140

Special Rules: Elite, Crushing Strength(1), Individual, Inspiring

- Sabre-Toothed Pussycat (+10 pts): Counts as a once-per-game throwing weapon (5 dice, always hits on 4+, 12" range, Piercing (1)) that can only be used against Heroes, Monsters, War Engines, and units of Infantry or Cavalry that are 10 models or less. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed.

Men-At-Arms with Swords Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	4+	10	10/12	80

Special Rules: Iron Resolve

Men-At-Arms with Swords Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	4+	12	14/16	115

Special Rules: Iron Resolve

Men-At-Arms with Swords Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	4+	25	21/23	190

Special Rules: Iron Resolve

Men-At-Arms with Spears Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	4+	10	10/12	95

Special Rules: Iron Resolve, Phalanx

Men-At-Arms with Spears Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	4+	15	14/16	135

Special Rules: Iron Resolve, Phalanx

Men-At-Arms with Spears Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	4+	30	21/23	225

Special Rules: Iron Resolve, Phalanx

Paladin Foot Guard Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	3+	-	5+	10	11/13	105

Special Rules: Iron Resolve, Headstrong

Paladin Foot Guard Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	3+	-	5+	12	15/17	150

Special Rules: Iron Resolve, Headstrong

Paladin Foot Guard Troop with Two-Handed Weapons

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	3+	-	4+	10	11/13	105

Special Rules: Iron Resolve, Crushing Strength(1), Headstrong

Paladin Foot Guard Regiment with Two-Handed Weapons

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	3+	-	4+	12	15/17	150

Special Rules: Iron Resolve, Crushing Strength(1), Headstrong

Paladin Knights Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	8	3+	-	5+	8	12/14	135

Special Rules: Iron Resolve, Headstrong, Thunderous Charge(2)

Paladin Knights Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	8	3+	-	5+	16	15/17	210

Special Rules: Iron Resolve, Headstrong, Thunderous Charge(2)

Paladin Knights Horde

Cavalry, Ht 2, 250x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	8	3+	-	5+	32	22/24	350

Special Rules: Iron Resolve, Headstrong, Thunderous Charge(2)

Sisterhood Infantry Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	3+	10	10/12	90

Special Rules: Iron Resolve, Crushing Strength(1), Headstrong, Vicious

Sisterhood Infantry Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	3+	15	14/16	130

Special Rules: Iron Resolve, Crushing Strength(1), Headstrong, Vicious

Sisterhood Infantry Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	3+	30	21/23	215

Special Rules: Iron Resolve, Crushing Strength(1), Headstrong, Vicious

Sisterhood Panther Lancers Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	10	4+	-	3+	8	11/13	115

Special Rules: Iron Resolve, Nimble, Thunderous Charge(1), Vicious

Sisterhood Panther Lancers Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	10	4+	-	3+	16	14/16	175

Special Rules: Iron Resolve, Nimble, Thunderous Charge(1), Vicious

Sisterhood Panther Chariot Regiment

Large Cavalry, Ht 3, 150x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	9	4+	-	4+	15	12/14	180

Special Rules: Iron Resolve, Thunderous Charge(2), Vicious

Sisterhood Panther Chariot Horde

Large Cavalry, Ht 3, 150x200mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	9	4+	-	4+	30	15/17	280

Special Rules: Iron Resolve, Thunderous Charge(2), Vicious

Heavy Arbalest

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	-	5+	4+	1	10/12	65

Special Rules: Iron Resolve, Blast(D3+2), Piercing(3), Reload

High Paladin

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	3+	-	5+	5	13/15	130

Special Rules: Iron Resolve, Crushing Strength(1), Headstrong, Heal(2), Individual, Inspiring

High Paladin with Barded Horse

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	3+	-	5+	5	13/15	160

Special Rules: Iron Resolve, Crushing Strength(1), Headstrong, Heal(2), Individual, Inspiring, Thunderous Charge(1)

Elohi Regiment

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	10	3+	-	5+	9	-/14	195

Special Rules: Iron Resolve, Crushing Strength(1), Fly, Thunderous Charge(1)

Elohi Horde

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	10	3+	-	5+	18	-/17	300

Special Rules: Iron Resolve, Crushing Strength(1), Fly, Thunderous Charge(1)

War-Wizard

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	4+	1	11/13	60

Special Rules: Iron Resolve, Fireball(8), Individual

☐ Lightning Bolt(3) (+25 pts)

☐ Wind Blast(5) (+30 pts)

War-Wizard with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	9	4+	-	4+	1	11/13	75

Special Rules: Iron Resolve, Fireball(8), Individual

☐ Lightning Bolt(3) (+25 pts)

☐ Wind Blast(5) (+30 pts)

Bearer of the Holy Icon

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	5+	-	4+	1	10/12	55

Special Rules: Iron Resolve, Individual, Inspiring

Bearer of the Holy Icon with Barded Horse

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	5+	-	5+	1	10/12	75

Special Rules: Iron Resolve, Individual, Inspiring

Shield Wall Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	4+	10	9/11	70

Special Rules:

Shield Wall Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	4+	12	13/15	100

Special Rules:

Shield Wall Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	4+	25	20/22	165

Special Rules:

Foot Guard Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	3+	-	5+	10	10/12	95

Special Rules:

Foot Guard Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	3+	-	5+	12	14/16	135

Special Rules:

Foot Guard Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	3+	-	5+	25	21/23	225

Special Rules:

Foot Guard Troop w/Two-Handed Weapons

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	3+	-	4+	10	10/12	95

Special Rules: Crushing Strength(1)

Foot Guard Regiment w/Two-Handed Weapons

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	3+	-	4+	12	14/16	135

Special Rules: Crushing Strength(1)

Foot Guard Horde w/Two-Handed Weapons

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	3+	-	4+	25	21/23	225

Special Rules: Crushing Strength(1)

Pike Block Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	3+	15	13/15	135

Special Rules: Phalanx, Ensnare

Pike Block Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	3+	30	20/22	225

Special Rules: Phalanx, Ensnare

Spear Phalanx Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	4+	10	9/11	85

Special Rules: Phalanx

Spear Phalanx Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	4+	15	13/15	120

Special Rules: Phalanx

Spear Phalanx Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	4+	30	20/22	200

Special Rules: Phalanx

Pole-Arms Block Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	3+	10	9/11	70

Special Rules: Crushing Strength(1)

Pole-Arms Block Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	3+	12	13/15	100

Special Rules: Crushing Strength(1)

Pole-Arms Block Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	3+	25	20/22	165

Special Rules: Crushing Strength(1)

Militia Mob Troop*

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	5+	-	3+	10	8/10	50

Special Rules:

Militia Mob Regiment*

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	5+	-	3+	12	12/14	70

Special Rules:

Militia Mob Horde*

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	5+	-	3+	25	19/21	115

Special Rules:

Militia Mob Legion*

Infantry, Ht 1, 200x120mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
60	5	5+	-	3+	30	25/27	170

Special Rules:

Bowmen Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	5+	5+	3+	8	9/11	75

Special Rules: Bows (range 24")

Bowmen Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	5+	5+	3+	10	13/15	100

Special Rules: Bows (range 24")

Bowmen Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	5+	5+	3+	20	20/22	165

Special Rules: Bows (range 24")

Crossbowmen Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	5+	5+	3+	8	9/11	85

Special Rules: Crossbows (range 24"), Piercing(1), Reload

Crossbowmen Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	5+	5+	3+	10	13/15	115

Special Rules: Crossbows (range 24"), Piercing(1), Reload

Crossbowmen Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	5+	5+	3+	20	20/22	190

Special Rules: Crossbows (range 24"), Piercing(1), Reload

Arquebusiers Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	5+	5+	3+	8	9/11	100

Special Rules: Rifles (range 24"), Piercing(2), Reload

Arquebusiers Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	5+	5+	3+	10	13/15	135

Special Rules: Rifles (range 24"), Piercing(2), Reload

Arquebusiers Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	5+	5+	3+	20	20/22	225

Special Rules: Rifles (range 24"), Piercing(2), Reload

Knights Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	8	3+	-	5+	8	11/13	125

Special Rules: Headstrong, Thunderous Charge(2)

Knights Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	8	3+	-	5+	16	14/16	195

Special Rules: Headstrong, Thunderous Charge(2)

Knights Horde

Cavalry, Ht 2, 250x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	8	3+	-	5+	32	21/23	340

Special Rules: Headstrong, Thunderous Charge(2)

Mounted Scouts Troop with Bows

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	9	5+	5+	3+	7	10/12	100

Special Rules: Bows (range 24"), Nimble

Mounted Scouts Troop with Pistols

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	9	5+	5+	3+	7	10/12	100

Special Rules: Pistols (range 12"), Nimble, Piercing(1)

Mounted Scouts Troop with Carbines

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	9	5+	5+	3+	7	10/12	115

Special Rules: Carbines (range 18"), Nimble, Piercing(1)

Cannon

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	-	5+	4+	1	9/11	85

Special Rules: Blast(D6+1), Piercing(4), Reload

Siege Artillery

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	-	5+	4+	1	9/11	90

Special Rules: Blast(D6+2), Indirect, Piercing(3), Reload

Ballista

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	-	5+	4+	1	9/11	60

Special Rules: Blast(D3+2), Piercing(3), Reload

General

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	3+	-	5+	4	12/14	100

Special Rules: Crushing Strength(1), Individual, Very Inspiring

General with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	3+	-	5+	4	12/14	120

Special Rules: Crushing Strength(1), Individual, Very Inspiring

General on Pegasus

*Hero (Large Cav), Ht 3, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	10	3+	-	5+	4	12/14	150

Special Rules: Crushing Strength(1), Fly, Very Inspiring

Army Standard Bearer

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	5+	-	4+	1	9/11	50

Special Rules: Individual, Very Inspiring

Army Standard Bearer with Mount

Hero (Cav), Ht 1, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	9	4+	-	4+	1	9/11	65

Special Rules: Individual, Very Inspiring

Hero

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	3+	-	5+	3	10/12	50

Special Rules: Crushing Strength(1), Individual

Hero with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	3+	-	5+	3	10/12	65

Special Rules: Crushing Strength(1), Individual

Hero on Pegasus

*Hero (Large Cav), Ht 3, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	10	3+	-	5+	3	10/12	90

Special Rules: Crushing Strength(1), Fly

Wizard

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	4+	1	10/12	50

Special Rules: Fireball(6), Individual

- ☐ Lightning Bolt(3) (+25 pts OR replace Fireball for free)
- ☐ Wind Blast(5) (+30 pts)
- ☐ Heal(2) (+10 pts)
- ☐ Bane Chant(2) (+15 pts)

Wizard with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	4+	1	10/12	65

Special Rules: Fireball(6), Individual

- ☐ Lightning Bolt(3) (+25 pts OR replace Fireball for free)
- ☐ Wind Blast(5) (+30 pts)
- ☐ Heal(2) (+10 pts)
- ☐ Bane Chant(2) (+15 pts)

Wizard on Pegasus

*Hero (Large Cav), Ht 3, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	4+	1	10/12	75

Special Rules: Fireball(6), Fly

- ☐ Lightning Bolt(3) (+25 pts OR replace Fireball for free)
- ☐ Wind Blast(5) (+30 pts)
- ☐ Heal(2) (+10 pts)
- ☐ Bane Chant(2) (+15 pts)

Ogre Warriors Regiment

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	6	3+	-	5+	9	12/14	130

Special Rules: Brutal, Crushing Strength(1)

Ogre Warriors Horde

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	6	3+	-	5+	18	15/17	200

Special Rules: Brutal, Crushing Strength(1)

Ogre Warriors Legion

Large Infantry, Ht 2, 240x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
12	6	3+	-	5+	36	22/24	350

Special Rules: Brutal, Crushing Strength(1)

Ogre Warriors Regiment with Two-Handed Weapons

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	6	3+	-	4+	9	12/14	130

Special Rules: Brutal, Crushing Strength(2)

Ogre Warriors Horde with Two-Handed Weapons

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	6	3+	-	4+	18	15/17	200

Special Rules: Brutal, Crushing Strength(2)

Ogre Warriors Legion with Two-Handed Weapons

Large Infantry, Ht 2, 240x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
12	6	3+	-	4+	36	22/24	350

Special Rules: Brutal, Crushing Strength(2)

Berserker Braves Regiment

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	6	4+	-	4+	15	-/15	150

Special Rules: Brutal, Crushing Strength(1)

Berserker Braves Horde

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	6	4+	-	4+	30	-/18	230

Special Rules: Brutal, Crushing Strength(1)

Shooters Regiment

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	6	4+	5+	4+	9	12/14	150

Special Rules: Brutal, Crushing Strength(1), Heavy Crossbows (range 36"), Piercing(2), Reload

Shooters Horde

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	6	4+	5+	4+	18	15/17	230

Special Rules: Brutal, Crushing Strength(1), Heavy Crossbows (range 36"), Piercing(2), Reload

Boomer Regiment

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	6	4+	-	4+	9	12/14	150

Special Rules: Brutal, Breath Attack (Att), Crushing Strength(1), Piercing(1)

Boomer Horde

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	6	4+	-	4+	18	15/17	230

Special Rules: Brutal, Breath Attack (Att), Crushing Strength(1), Piercing(1)

Warrior Chariots Regiment

Large Cavalry, Ht 3, 150x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	7	3+	-	5+	12	12/14	170

Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2)

Warrior Chariots Horde

Large Cavalry, Ht 3, 150x200mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	7	3+	-	5+	24	15/17	265

Special Rules: Brutal, Crushing Strength(1), Thunderous Charge(2)

Red Goblin Regiment*

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	6+	5+	3+	10	12/14	85

Special Rules: Bows (range 24")

Red Goblin Horde*

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	6+	5+	3+	20	19/21	140

Special Rules: Bows (range 24")

Red Goblin Scout Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	10	4+	-	4+	7	9/11	100

Special Rules: Nimble, Thunderous Charge(1)

Red Goblin Scout Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	10	4+	-	4+	14	12/14	155

Special Rules: Nimble, Thunderous Charge(1)

Red Goblin Blaster

Monster, Ht 3, 50x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	-	-	5+	*	8/10	65

Special Rules:

You may trigger the Blaster explosion at any point during any of its Shoot phases, even if it has moved At The Double or is Disordered that turn.

All units (friend and foe) within D6" of the Blaster model suffer 2D6 hits with Piercing (4), and then the Blaster model is immediately Routed.

Roll the number of hits once, but then roll to damage individually for each unit hit. Friendly units taking damage as a result do not have to take Nerve tests, but enemy units will do so as normal.

If a Blaster routs as a result of a Nerve test, it explodes as above.

If a Blaster charges an enemy unit, it will detonate in the Shoot phase as above.

Ogre Captain

Hero (Large Inf), Ht 2, 40x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	3+	-	5+	5	13/15	135

Special Rules: Brutal, Crushing Strength(2), Inspiring, Nimble

Ogre Captain with Two-Handed Weapon

Hero (Large Inf), Ht 2, 40x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	3+	-	4+	5	13/15	135

Special Rules: Brutal, Crushing Strength(3), Inspiring, Nimble

Ogre Captain with Chariot

Hero (Large Cav), Ht 3, 50x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	7	3+	-	5+	5	13/15	150

Special Rules: Brutal, Crushing Strength(2), Inspiring, Thunderous Charge(2)

Ogre Captain with Heavy Crossbow

Hero (Large Inf), Ht 2, 40x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	3+	5+	4+	5	13/15	145

Special Rules: Brutal, Crushing Strength(2), Heavy Crossbow (range 36"), Inspiring, Nimble, Piercing(2), Reload

Ogre Army Standard

Hero (Large Inf), Ht 2, 40x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	3+	-	4+	3	11/13	70

Special Rules: Brutal, Crushing Strength(1), Inspiring, Nimble

Ogre Army Standard with Chariot

Hero (Large Cav), Ht 3, 50x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	3+	-	5+	3	11/13	85

Special Rules: Brutal, Crushing Strength(1), Inspiring, Thunderous Charge(2)

Ogre Warlock

Hero (Large Inf), Ht 2, 40x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	4+	-	4+	2	12/14	100

Special Rules: Brutal, Crushing Strength(1), Inspiring (Braves only), Nimble, Lightning Bolt(3)

- ☐ * (included): The Warlock gains an additional dice for spells for each unit of Braves within 6"
- ☐ Wind Blast(5) (+30 pts)
- ☐ Fireball(12) (+30 pts)

Boomer Sergeant

Hero (Large Inf), Ht 2, 40x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	6	4+	-	4+	4	11/13	90

Special Rules: Brutal, Breath Attack(Att), Crushing Strength(1), Nimble, Piercing(1)

Red Goblin Biggit

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	4+	4+	3	9/11	60

Special Rules: Bow (range 24"), Individual, Inspiring (Red Goblin units only)

Red Goblin Biggit with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	10	4+	4+	4+	3	9/11	75

Special Rules: Bow (range 24"), Individual, Inspiring (Red Goblin units only)

Blacksouls Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	4+	-	5+	10	10/12	80

Special Rules: Vicious

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Blacksouls Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	4+	-	5+	12	14/16	115

Special Rules: Vicious

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Blacksouls Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	4	4+	-	5+	25	21/23	190

Special Rules: Vicious

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Blacksouls Troop with Two-Handed Weapons

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	4+	-	4+	10	10/12	80

Special Rules: Vicious, Crushing Strength(1)

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Blacksouls Regiment with Two-Handed Weapons

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	4+	-	4+	12	14/16	115

Special Rules: Vicious, Crushing Strength(1)

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Blacksouls Horde with Two-Handed Weapons

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	4	4+	-	4+	25	21/23	190

Special Rules: Vicious, Crushing Strength(1)

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Immortal Guard Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	3+	-	5+	10	-/13	100

Special Rules: Vicious

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Immortal Guard Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	3+	-	5+	12	-/17	145

Special Rules: Vicious

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Immortal Guard Troop with Two-Handed Weapons

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	3+	-	4+	10	-/13	100

Special Rules: Vicious, Crushing Strength(1)

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Immortal Guard Regiment with Two-Handed Weapons

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	3+	-	4+	12	-/17	145

Special Rules: Vicious, Crushing Strength(1)

- Mutated Throwing Mastiff (+15 pts): Counts as a once-per-game throwing weapon (12" range). Roll 5 dice to hit- the dog always hits on a 4+. For each wound caused, roll to hit again, and if the attempt is a success, roll to wound again. Repeat until all dice have missed. You may re-roll any dice that fail to wound the target.

Decimators Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	4	5+	-	4+	10	10/12	120

Special Rules: Vicious, Breath Attack (Att), Piercing(1)

Decimators Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	4	5+	-	4+	12	14/16	160

Special Rules: Vicious, Breath Attack (Att), Piercing(1)

Decimators Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	4	5+	-	4+	25	21/23	255

Special Rules: Vicious, Breath Attack (Att), Piercing(1)

Slave Orcs Troop*

Infantry, Ht 1, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	4+	10	9/11	65

Special Rules: Crushing Strength(1), Yellow-Bellied

Slave Orcs Regiment*

Infantry, Ht 1, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	4+	12	13/15	90

Special Rules: Crushing Strength(1), Yellow-Bellied

Slave Orcs Horde*

Infantry, Ht 1, 250x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	4+	25	20/22	150

Special Rules: Crushing Strength(1), Yellow-Bellied

Gargoyle Troop*

Infantry, Ht 1, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	10	4+	-	3+	8	9/11	80

Special Rules: Vicious, Fly, Regeneration(3+)

Lesser Obsidian Golem Regiment

Large Infantry, Ht 3, 150x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	5	4+	-	6+	9	-/14	135

Special Rules: Vicious, Crushing Strength(2), Shambling

Lesser Obsidian Golem Horde

Large Infantry, Ht 3, 150x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	5	4+	-	6+	18	-/17	210

Special Rules: Vicious, Crushing Strength(2), Shambling

Greater Obsidian Golem

*Monster, Ht 4, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	6+	8	-/18	160

Special Rules: Vicious, Shambling, Crushing Strength(3)

Abyssal Halfbreeds Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	8	3+	-	4+	8	11/13	125

Special Rules: Vicious, Crushing Strength(1), Regeneration(5+), Thunderous Charge (1)

Abyssal Halfbreeds Regiment

Cavalry, Ht 2, 125x100m

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	8	3+	-	4+	16	14/16	195

Special Rules: Vicious, Crushing Strength(1), Regeneration(5+), Thunderous Charge (1)

Katsuchan Rocket Launcher

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	-	5+	5+	3	10/12	85

Special Rules: Vicious, Blast(D3), Indirect, Piercing(1), Reload

Angkor Heavy Mortar

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	-	5+	5+	1	10/12	120

Special Rules: Vicious, Blast(D6+4), Indirect, Piercing(3), Reload

Overmaster

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	3+	-	6+	5	13/15	120

Special Rules: Vicious, Crushing Strength(1), Individual, Inspiring

Abyssal Halfbreed Champion

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	3+	-	5+	6	12/14	160

Special Rules: Vicious, Crushing Strength(3), Individual, Inspiring, Regeneration(5+)

Iron-caster

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	4	4+	-	5+	2	11/13	105

Special Rules: Vicious, Fireball(6), Crushing Strength(1), Heal(3)(War Engines, Golems, Immortal Guard Only), Individual, Inspiring (War Engines only)

☐ Lightning Bolt(3) (+20 pts)

☐ Surge(8) (+15 pts)

Supreme Iron-caster on Great Winged Halfbreed

*Hero (Mon), Ht 4, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	10	4+	-	5+	5	15/17	190

Special Rules: Vicious, Fireball(10), Crushing Strength(2), Fly, Heal(4)(War Engines, Golems, Immortal Guard Only), Inspiring

☐ Lightning Bolt(3) (+20 pts)

☐ Surge(10) (+20 pts)

Sharpsticks Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	5+	-	4+	15	12/14	95

Special Rules: Yellow-Bellied, Phalanx

Sharpsticks Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	5+	-	4+	30	19/21	155

Special Rules: Yellow-Bellied, Phalanx

Sharpsticks Legion

Infantry, Ht 1, 200x120mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
60	5	5+	-	4+	35	25/27	230

Special Rules: Yellow-Bellied, Phalanx

Rabble Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	5+	-	4+	12	12/14	75

Special Rules: Yellow-Bellied

Rabble Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	5+	-	4+	25	19/21	125

Special Rules: Yellow-Bellied

Rabble Legion

Infantry, Ht 1, 200x120mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
60	5	5+	-	4+	30	25/27	180

Special Rules: Yellow-Bellied

Spitters Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	6+	5+	3+	10	12/14	85

Special Rules: Yellow-Bellied, Bows (range 24")

Spitters Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	6+	5+	3+	20	19/21	140

Special Rules: Yellow-Bellied, Bows (range 24")

Fleabag Riders Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	10	4+	-	4+	7	9/11	95

Special Rules: Yellow-Bellied, Nimble, Thunderous Charge(1)

Fleabag Riders Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	10	4+	-	4+	14	12/14	145

Special Rules: Yellow-Bellied, Nimble, Thunderous Charge(1)

Fleabag Riders Horde

Cavalry, Ht 2, 125x200mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	10	4+	-	4+	28	17/19	255

Special Rules: Yellow-Bellied, Nimble, Thunderous Charge(1)

Fleabag Chariots Regiment

Large Cavalry, Ht 3, 150x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	9	4+	5+	4+	8	10/12	110

Special Rules: Yellow-Bellied, Bows (range 24"), Thunderous Charge(2)

Fleabag Chariots Horde

Large Cavalry, Ht 3, 150x200mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	9	4+	5+	4+	16	13/15	170

Special Rules: Yellow-Bellied, Bows (range 24"), Thunderous Charge(2)

Fleabag Rider Sniffs Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	10	5+	5+	3+	7	9/11	95

Special Rules: Yellow-Bellied, Bows (range 24"), Nimble

Fleabag Rider Sniffs Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	10	5+	5+	3+	14	12/14	145

Special Rules: Yellow-Bellied, Bows (range 24"), Nimble

Trolls Regiment

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	6	4+	-	5+	9	11/14	125

Special Rules: Crushing Strength(2), Regeneration(5+)

Trolls Horde

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	6	4+	-	5+	18	14/17	190

Special Rules: Crushing Strength(2), Regeneration(5+)

War-Trombone

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	-	-	4+	12	8/10	65

Special Rules: Yellow-Bellied, Breath Attack(Att)

Mincer

*Monster, Ht 3, 50x100mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	4+	D6+6*	9/11	80

Special Rules: Yellow-Bellied, Big Shield*, Brutal, Thunderous Charge(3)

- ☐ *Big Shield (included): All attacks from enemies in this unit's front arc treat its defense as 6+
- ☐ * (included): Roll D6+6 for the number of Attacks every time you resolve a Melee action.

King

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	4+	4+	5	11/13	90

Special Rules: Yellow-Bellied, Bow (range 24"), Individual, Inspiring

King with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	10	4+	4+	4+	5	11/13	110

Special Rules: Yellow-Bellied, Bow (range 24"), Individual, Inspiring

Flaggit

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	6+	-	4+	1	8/10	40

Special Rules: Yellow-Bellied, Individual, Inspiring

Flaggit with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	10	6+	-	4+	1	8/10	55

Special Rules: Yellow-Bellied, Individual, Inspiring

Biggit

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	4+	4+	3	9/11	60

Special Rules: Yellow-Bellied, Bow (range 24"), Individual, Inspiring

Biggit with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	10	4+	4+	4+	3	9/11	75

Special Rules: Yellow-Bellied, Bow (range 24"), Individual, Inspiring

Wiz

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	5+	-	4+	1	9/11	45

Special Rules: Yellow-Bellied, Individual, Lightning Bolt(3)

☐ Wind Blast(5) (+15 pts)

☐ Bane Chant(2) (+15pts)

☐ Fireball(6) (+15pts)

Wiz with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	10	5+	-	4+	1	9/11	60

Special Rules: Yellow-Bellied, Individual, Lightning Bolt(3)

☐ Wind Blast(5) (+15 pts)

☐ Bane Chant(2) (+15pts)

☐ Fireball(6) (+15pts)

Ax Troop

Infantry, Ht 1, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	5+	10	9/11	90

Special Rules: Crushing Strength(1)

Ax Regiment

Infantry, Ht 1, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	5+	12	13/15	125

Special Rules: Crushing Strength(1)

Ax Horde

Infantry, Ht 1, 250x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	5+	25	20/22	205

Special Rules: Crushing Strength(1)

Greatax Troop

Infantry, Ht 1, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	3+	-	4+	10	10/12	100

Special Rules: Crushing Strength(2)

Greatax Regiment

Infantry, Ht 1, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	3+	-	4+	12	14/16	145

Special Rules: Crushing Strength(2)

Greatax Horde

Infantry, Ht 1, 250x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	3+	-	4+	25	21/23	240

Special Rules: Crushing Strength(2)

Gore Riders Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	8	3+	-	5+	8	10/12	120

Special Rules: Crushing Strength(1), Thunderous Charge(1)

Gore Riders Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	8	3+	-	5+	16	13/15	185

Special Rules: Crushing Strength(1), Thunderous Charge(1)

Gore Chariots Regiment

Large Cavalry, Ht 3, 150x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	7	3+	-	5+	9	11/13	140

Special Rules: Crushing Strength(1), Thunderous Charge(2)

Gore Chariots Horde

Large Cavalry, Ht 3, 150x200mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	7	3+	-	5+	18	14/16	215

Special Rules: Crushing Strength(1), Thunderous Charge(2)

Skulk Troop

Infantry, Ht 1, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	6	5+	5+	3+	8	9/11	75

Special Rules: Bows (range 24"), Crushing Strength(1), Vanguard

Trolls Regiment*

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	6	4+	-	5+	9	11/14	125

Special Rules: Crushing Strength(2), Regeneration(5+)

Trolls Horde*

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	6	4+	-	5+	18	14/17	190

Special Rules: Crushing Strength(2), Regeneration(5+)

Fight Wagons Regiment

Large Cavalry, Ht 3, 150x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	7	3+	-	5+	15	11/13	170

Special Rules: Crushing Strength(1)

Fight Wagons Horde

Large Cavalry, Ht 3, 150x200mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	7	3+	-	5+	30	14/16	260

Special Rules: Crushing Strength(1)

War Drum

*Monster, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	4+	3	-/11	80

Special Rules:

- * (included) Friendly, non-allied units within 6" of one or more War Drums gain +2 to their waver and rout Nerve values. War Drums themselves are not affected by this rule.

Krudger

Hero (Inf), Ht 1, 25x25mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	3+	-	5+	5	12/14	130

Special Rules: Crushing Strength(2), Individual, Inspiring

- ☐ Zappy Sneak (+15 pts): adds Lightning Bolt(2)
- ☐ Stabby Sneak (+15 pts): adds +1 attack

Krudger with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	3+	-	5+	5	12/14	150

Special Rules: Crushing Strength(2), Individual, Inspiring

- ☐ Zappy Sneak (+15 pts): adds Lightning Bolt(2)
- ☐ Stabby Sneak (+15 pts): adds +1 attack

Flagger

Hero (Inf), Ht 1, 25x25mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	4+	1	9/11	50

Special Rules: Crushing Strength(1), Individual, Inspiring

Flagger with Mount

Hero (Cav), Ht 1, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	4+	-	4+	1	9/11	65

Special Rules: Crushing Strength(1), Individual, Inspiring

Godspeaker

Hero (Inf), Ht 1, 25x25mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	3+	-	4+	2	10/12	75

Special Rules: Fireball(9), Crushing Strength(1), Individual

- ☐ * (included): For every friendly non-Allied Horde within 6", Increase the amount of dice rolled for all spells by 1.
- ☐ Bane Chant(2) (+15 pts)
- ☐ Heal(2) (+10 pts)

Godspeaker with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	3+	-	4+	2	10/12	90

Special Rules: Fireball(9), Crushing Strength(1), Individual

- ☐ * (included): For every friendly non-Allied Horde within 6", Increase the amount of dice rolled for all spells by 1.
- ☐ Bane Chant(2) (+15 pts)
- ☐ Heal(2) (+10 pts)

Skeleton Warriors Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	5+	-	4+	10	-/12	65

Special Rules: Lifeleech(1), Shambling

- Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Skeleton Warriors Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	5+	-	4+	12	-/16	90

Special Rules: Lifeleech(1), Shambling

- ☐ Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Skeleton Warriors Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	5+	-	4+	25	-/23	150

Special Rules: Lifeleech(1), Shambling

- Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Skeleton Spearmen Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	5+	-	4+	10	-/12	75

Special Rules: Lifeleech(1), Phalanx, Shambling

- ☐ Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Skeleton Spearmen Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	5+	-	4+	15	-/16	105

Special Rules: Lifeleech(1), Phalanx, Shambling

- ☐ Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Skeleton Spearmen Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	5+	-	4+	30	-/23	175

Special Rules: Lifeleech(1), Phalanx, Shambling

- ☐ Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Ghoul Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	6	4+	-	3+	10	8/10	65

Special Rules: Lifeleech(1)

Ghoul Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	6	4+	-	3+	12	12/14	90

Special Rules: Lifeleech(1)

Ghoul Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	6	4+	-	3+	25	19/21	150

Special Rules: Lifeleech(1)

Soul Reavers Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	6	3+	-	5+	20	11/13	180

Special Rules: Lifeleech(2), Crushing Strength(2)

Soul Reavers Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	6	3+	-	5+	25	15/17	260

Special Rules: Lifeleech(2), Crushing Strength(2)

Revenant Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	5+	10	-/13	85

Special Rules: Lifeleech(1), Shambling

- ☐ Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Revenant Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	5+	12	-/17	120

Special Rules: Lifeleech(1), Shambling

- ☐ Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Revenant Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	5+	25	-/24	200

Special Rules: Lifeleech(1), Shambling

- Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Revenant Troop with Two-Handed Weapons

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	4+	10	-/13	85

Special Rules: Lifeleech(1), Shambling, Crushing Strength(1)

- Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Revenant Regiment with Two-Handed Weapons

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	4+	12	-/17	120

Special Rules: Lifeleech(1), Shambling, Crushing Strength(1)

- ☐ Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Revenant Horde with Two-Handed Weapons

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	4+	-	4+	25	-/24	200

Special Rules: Lifeleech(1), Shambling, Crushing Strength(1)

- Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Soul Reaper Cavalry Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	8	3+	-	6+	10	12/14	195

Special Rules: Lifeleech(2), Crushing Strength(1), Thunderous Charge(2)

Soul Reaper Cavalry Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	8	3+	-	6+	20	15/17	300

Special Rules: Lifeleech(2), Crushing Strength(2), Thunderous Charge(1)

Revenant Cavalry Troop

Cavalry, Ht 2, 125x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
5	8	4+	-	5+	8	-/14	110

Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2)

Revenant Cavalry Regiment

Cavalry, Ht 2, 125x100mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	8	4+	-	5+	16	-/17	170

Special Rules: Lifeleech(1), Shambling, Thunderous Charge(2)

Wraith Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	10	4+	-	6+	10	-/12	140

Special Rules: Lifeleech(1), Crushing Strength(1), Fly, Shambling

Wraith Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	10	4+	-	6+	12	-/16	200

Special Rules: Lifeleech(1), Crushing Strength(1), Fly, Shambling

Mummies Troop

Infantry, Ht 1, 100x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
10	5	4+	-	5+	10	-/14	120

Special Rules: Lifeleech(1), Crushing Strength(2), Regeneration(5+), Shambling

Mummies Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	4+	-	5+	12	-/18	170

Special Rules: Lifeleech(1), Crushing Strength(2), Regeneration(5+), Shambling

Zombie Regiment

Infantry, Ht 1, 100x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
20	5	5+	-	3+	15	-/15	80

Special Rules: Lifeleech(1), Shambling

- Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Zombie Horde

Infantry, Ht 1, 200x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
40	5	5+	-	3+	30	-/22	130

Special Rules: Lifeleech(1), Shambling

- Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Zombie Legion

Infantry, Ht 1, 200x120mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
60	5	5+	-	3+	40	-/28	190

Special Rules: Lifeleech(1), Shambling

- Undead Dogs (+10 pts): Increases Lifeleech(1) to Lifeleech(2)

Werewolf Regiment

Large Infantry, Ht 2, 120x40mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
3	9	3+	-	5+	9	12/14	160

Special Rules: Lifeleech(1), Crushing Strength(1), Nimble

Werewolf Horde

Large Infantry, Ht 2, 120x80mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
6	9	3+	-	5+	18	15/17	245

Special Rules: Lifeleech(1), Crushing Strength(1), Nimble

Balefire Catapult

*War Engine, Ht 1, 50x50mm**

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	-	5+	4+	1	-/11	100

Special Rules: Blast(D6+2), Indirect, Piercing(2), Reload, Shambling, Vicious

Revenant King

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	4+	-	5+	5	14/16	120

Special Rules: Lifeleech(1), Crushing Strength(1), Individual, Inspiring, Surge(6)

Revenant King with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	4+	-	5+	5	14/16	140

Special Rules: Lifeleech(1), Crushing Strength(1), Individual, Inspiring, Surge(6)

Undead Army Standard Bearer

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	5+	-	4+	1	-/13	50

Special Rules: Lifeleech(1), Individual, Inspiring, Shambling

Undead Army Standard Bearer with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	5+	-	4+	1	-/13	65

Special Rules: Lifeleech(1), Individual, Inspiring, Shambling

Vampire Lord

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	7	3+	-	6+	8	14/16	220

Special Rules: Lifeleech(2), Crushing Strength(2), Surge(3), Individual, Inspiring

- ☐ Heal(2) (+10 pts)
- ☐ Lightning Bolt(3) (+20 pts)

Vampire Lord with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	9	3+	-	6+	8	14/16	235

Special Rules: Lifeleech(2), Crushing Strength(2), Surge(3), Individual, Inspiring

- ☐ Heal(2) (+10 pts)
- ☐ Lightning Bolt(3) (+20 pts)

Liche King

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	5+	-	4+	1	14/16	145

Special Rules: Lifeleech(1), Surge(12), Individual, Inspiring, Regeneration(5+)

☐ Heal(6) (+20 pts OR replace Surge for free)

☐ Lightning Bolt(5) (+35 pts)

☐ Bane Chant(3) (+20 pts)

Liche King with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	5+	-	4+	1	14/16	165

Special Rules: Lifeleech(1), Surge(12), Individual, Inspiring, Regeneration(5+)

☐ Heal(6) (+20 pts OR replace Surge for free)

☐ Lightning Bolt(5) (+35 pts)

☐ Bane Chant(3) (+20 pts)

Necromancer

Hero (Inf), Ht 1, 20x20mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	5	5+	-	4+	1	10/12	85

Special Rules: Lifeleech(1), Individual, Surge(8)

- ☐ Heal(3) (+15 pts OR replace Surge for free)
- ☐ Lightning Bolt(3) (+20 pts)
- ☐ Bane Chant(2) (+15 pts)

Necromancer with Mount

Hero (Cav), Ht 2, 25x50mm

Unit Size	Speed	Melee	Ranged	Defense	Attacks	Nerve	Points
1	8	5+	-	4+	1	10/12	100

Special Rules: Lifeleech(1), Individual, Surge(8)

- ☐ Heal(3) (+15 pts OR replace Surge for free)
- ☐ Lightning Bolt(3) (+20 pts)
- ☐ Bane Chant(2) (+15 pts)