

Alignment: Neutral

Army Special Rules

Pike Phalanx

The unit rolls an extra 10 Attacks in melee if it is a Regiment, or 20 extra Attacks if it is a Horde. These attacks are added after multiplying the Attacks for

flank/rear charges. In addition, Cavalry units and units with the *Fly* special rule that charge this unit's front suffer from a -2 penalty on their rolls to hit.

Very Inspiring

This is the same as the *Inspiring* special rule, except that it has a range of 12".

Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	90
Regiment (20)	5	3+	-	5+	10	14/16	115
Horde (40)	5	3+	-	5+	20	21/23	220

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain *Crushing Strength (1)*)

Pole-Arms Block

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150

Special

Crushing Strength (1)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Shield Wall

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options

- Banner (+15 pts)
- Musician (+10 pts)

Cannon

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	75

Special: *Blast (2D6)*, *Piercing (4)*, *Grapeshot*

Pike Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	3+	10	13/15	95
Horde (40)	5	4+	-	3+	20	20/22	180

Special

Pike Phalanx

Options

- Banner (+15 pts)
- Musician (+10 pts)

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180

Special

Phalanx

Options

- Banner (+15 pts)
- Musician (+10 pts)

Militia Mob*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options

- Banner (+15 pts)
- Musician (+10 pts)

Organ Gun

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	12	9/11	65

Special: Range 24". *Piercing (2)*

General Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

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

Options

- Mount on a horse, increasing Speed to 9 (+20 pts), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+40 pts)

General on Winged Beast Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	6	15/17	190

Special: *Crushing Strength (2), Fly, Very Inspiring*

Only the richest noblemen can afford to ride a Hippogryph, Manticore or similar winged beast.

Hero Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: *Crushing Strength (1), Individual*

Options

- Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+20 pts)

'The Captain' [1] Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	11/13	125

Special

Crushing Strength (1), Individual, Very Inspiring. Master Tactician – After deployment, but before Vanguard moves, roll a D3-1. The result is the number of extra friendly units that can make a move as if they had the Vanguard rule.

Options

- Mount on a horse, increasing Speed to 9 (+10 pts)

Mortar War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: *Blast (2D6), Indirect Fire, Piercing (2)*

Ogre Captain Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	5	14/16	125

Special

Crushing Strength (2), Inspiring (Ogres only)

Army Standard Bearer Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: *Individual, Very Inspiring*

Options

- Mount on a horse, increasing Speed to 9 (+5 pts)

Men are especially trained to follow the battle-signals issued by these large banners.

Wizard Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	10/12	60

Special: *Breath Attack (6), Individual, Zap! (3)*

Options

- Mount on a horse, increasing Speed to 9 (+10 pts), or mount on a Pegasus, increasing Speed to 10 and gaining *Fly*, but losing the *Individual* special rule (+20 pts)

Priest Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	2	10/12	60

Special: *Crushing Strength (1), Headstrong, Heal (1), Individual, Very Inspiring (Penitents only)*

Options

- Mount on a horse, increasing Speed to 9 (+10 pts)

Rocket Artillery War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: *Blast (3D6), Indirect Fire, Piercing (1)*

Knights

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	95
Regiment (10)	8	3+	-	5+	16	14/16	175
Horde (20)	8	3+	-	5+	32	21/23	335

Special

Crushing Strength (2), Headstrong

Options

- Banner (+15 pts)
- Musician (+10 pts)

Ogres

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	3	10/12	45
Troop (3)	6	3+	-	5+	9	12/14	115
Regiment (6)	6	3+	-	5+	18	15/17	190

Special: *Crushing Strength (1)*

Options

- Exchange shields with two-handed weapons for free (lower Defence to 4+, but gain *Crushing Strength (2)*).

Troops and regiments can have:

- Banner (+15 pts)
- Musician (+10 pts)

Missile Troops Block

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	190

Special: Bows

Options

- Banner (+15 pts)
- Musician (+10 pts)
- Exchange bows for crossbows for free, gaining *Piercing (1)* and *Reload!* Or instead exchange bows for arquebuses (treat as rifles, +15 pts), gaining *Piercing (2)* and *Reload!*

Trebuchet

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special

Blast (2D6), Indirect Fire, Piercing (3)

Mounted Scouts

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70

Special

Bows. *Nimble*

Options

- Musician (+10 pts)
- Exchange bows with pistols for free (gain *Piercing (1)* but halve their range) or exchange bows with rifles for free (gain *Piercing (2)* and *Reload*)

Ogre Shooters

Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	5+	4+	3	10/12	55
Troop (3)	6	3+	5+	4+	9	12/14	140
Regiment (6)	6	3+	5+	4+	18	15/17	225

Special

Heavy crossbows (treat as rifles), *Reload!*, *Piercing (2)*, *Crushing Strength (1)*

Options

- Exchange heavy crossbows with blunderbusses for free. *Piercing* goes down to (1), but unit gains *Breath Attack (3 per model)*.

Mounted Sergeants

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125

Special

Crushing Strength (1)

Options

- Banner (+15 pts)
- Musician (+10 pts)

Penitents Mob

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	15	8/11	75
Regiment (20)	5	5+	-	3+	15	11/14	100
Horde (40)	5	5+	-	3+	30	18/21	190

Special: *Crushing Strength (1), Headstrong*

Options

- Banner (+15 pts)
- Musician (+10 pts)