

KINGDOMS OF MEN

Kingdoms of Men Special Rules

Alignment: Neutral

Rallying Cry

All units in this list with the Inspiring rule have the Very Inspiring rule instead (already noted in their profile), including Inspiring granted by other means such as Magical Artefacts.

Shield Wall

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	4+	10	9/11	70
Regiment (20)	5	4+	-	4+	12	13/15	100
Horde (40)	5	4+	-	4+	25	20/22	165

Foot Guard

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	3+	-	5+	10	10/12	95
Regiment (20)	5	3+	-	5+	12	14/16	135
Horde (40)	5	4+	-	4+	25	21/23	225

Options

- Exchange shields for two-handed weapons for free (lower Defence to 4+, gain Crushing Strength (1))

Pike Block

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	4+	-	3+	15	13/15	135
Horde (40)	5	4+	-	3+	30	20/22	225

Special

Ensnare, Phalanx

Spear Phalanx

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	4+	10	9/11	85
Regiment (20)	5	4+	-	4+	15	13/15	120
Horde (40)	5	4+	-	4+	30	20/22	200

Special

Phalanx

Pole-Arms Block

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	3+	10	9/11	70
Regiment (20)	5	4+	-	3+	12	13/15	100
Horde (40)	5	4+	-	3+	25	20/22	165

Special

Crushing Strength (1)

Militia Mob*

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/10	50
Regiment (20)	5	5+	-	3+	12	12/14	70
Horde (40)	5	5+	-	3+	25	19/21	115
Legion (60)	5	5+	-	3+	30	25/27	170

FORCE LISTS

Bowmen

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	5+	3+	8	9/11	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	165

Special

Bows

Crossbowmen

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	5+	3+	8	9/11	85
Regiment (20)	5	5+	5+	3+	10	13/15	115
Horde (40)	5	5+	5+	3+	20	20/22	190

Special

Crossbows, Piercing (1), Reload!

Arquebusiers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	5+	5+	3+	8	9/11	100
Regiment (20)	5	5+	5+	3+	10	13/15	135
Horde (40)	5	5+	5+	3+	20	20/22	225

Special

Rifles, Piercing (2), Reload!

Knights

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	125
Regiment (10)	8	3+	-	5+	16	14/16	195
Horde (20)	8	3+	-	5+	32	21/23	340

Special

Headstrong, Thunderous Charge (2)

Mounted Scouts

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	5+	5+	3+	7	10/12	100

Special

Bows, Nimble

Options

- Exchange bows with pistols for free (gain Piercing (1) but halve their range) or exchange bows with carbines for +15 pts (gain Piercing (1) and range 18").

Cannon

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	5+	4+	1	9/11	85

Special

Blast (D6+1), Piercing (4), Reload!

Siege Artillery

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	5+	4+	1	9/11	90

Special

Blast (D6+2), Indirect Fire, Piercing (3), Reload!

Ballista

War Engine

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

Special

Blast (D3+2), Piercing (3), Reload!

General

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	4	12/14	100

Special

Crushing Strength (1), Individual, Very Inspiring

Options

- Mount on a horse, increasing Speed to 8 (+20 pts) and changing to Hero (Cav), or mount on a Pegasus, increasing Speed to 10 and gaining Fly, but losing the Individual special rule (+50 pts) and changing to Hero (Large Cav).

Hero Hero (Inf)

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

Special
Crushing Strength (1), Individual

Options

- Mount on a horse, increasing Speed to 8 (+15 pts) and changing to Hero (Cav), or mount on a Pegasus, increasing Speed to 10 and gaining Fly, but losing the Individual special rule (+40 pts) and changing to Hero (Large Cav).

Army Standard Bearer Hero (Inf)

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

Special
Individual, Very Inspiring

Options

- Mount on a horse, increasing Speed to 9 (+15 pts) and changing to Hero (Cav)

Wizard Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	4+	-	4+	1	10/12	50

Special
Fireball (6), Individual

Options

- Lightning Bolt (3) for +25 pts, or free if it replaces Fireball
- Wind Blast (5) for +30 pts
- Bane Chant (2) for +15 pts
- Heal (2) for +10 pts
- Mount on a horse, increasing Speed to 9 (+15 pts) and changing to Hero (Cav), or mount on a Pegasus, increasing Speed to 10 and gaining Fly, but losing the Individual special rule (+25 pts) and changing to Hero (Large Cav).