

## HUMANS

**ALIGNMENT:** Neutral

**ARMY SPECIAL RULE:** all units have *Age of Humanity*.

### STATE SOLDIERS

#### STATE SOLDIERS TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(10)	5	4+	5+	4+	10	3

**Special:** Can have banner (+10 pts), musician (+5 pts).

Can swap shields for bows or crossbows, crossbow grant +1 to the **Ra** value (lowering their defense to 3+) for 10 pts, or for rifles, gaining *Piercing* (1) rule, for 25 pts.

#### STATE SOLDIERS REGIMENT Cost: 95 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(20)	5	4+	5+	4+	10	6

**Special:** Can have banner(+15 pts), musician(+10 pts). Can have spears, gaining the Phalanx rule, for +15pts. Can swap shields for bows or crossbows (crossbows give +1 **Ra** value) for 15 pts, or for rifles, gaining *Piercing* (1) rule, for 30 pts (lowering their defense to 3+).

#### STATE SOLDIERS HORDE Cost:185 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(40)	5	4+	5+	4+	20	13

**Special:** Can have banner (+20 pts), musician (+15 pts). Can have spears, gaining the Phalanx rule, for +25pts. Can swap shields for bows or crossbows (crossbows give +1 **Ra** value) for 30 pts, or for rifles, gaining *Piercing* (1) rule, for 60 pts (lowering their defense to 3+).

### LEVY SOLDIERS

#### LEVY SOLDIERS TROOP Cost: 45 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(10)	5	4+	5+	3+	10	1

**Special:** Can have banner (+10 pts), musician (+5 pts).

Can swap shields for bows or crossbows (lowering their defense to 2+) for 5 pts.

#### LEVY SOLDIERS REGIMENT Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(20)	5	4+	5+	3+	10	4

**Special:** Can have banner(+15 pts), musician (+10 pts).

Can swap shields for bows or crossbows (lowering their defense to 2+) for 10 pts.

#### LEVY SOLDIERS HORDE Cost:150 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(40)	5	4+	5+	3+	20	11

**Special:** Can have banner (+20 pts), musician (+15 pts).

Can swap shields for bows or crossbows (lowering their defense to 2+) for 20 pts.

### GREATWEAPONS

#### GREATWEAPON TROOP Cost: 35 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(5)	5	3+	-	4+	5	2

**Special:** Crushing Strength (1). Can have banner (+10 pts), musician (+5 pts).

#### GREATWEAPON HALF-REGIMENT Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(10)	5	3+	-	4+	10	3

**Special:** Crushing Strength (1). Can have banner (+15 pts), musician (+10 pts).

#### GREATWEAPON REGIMENT Cost: 115 pts

Type	Sp	Me	Ra	De	At	Ne
Inf(20)	5	3+	-	4+	10	6

**Special:** Crushing Strength (1). Can have banner (+20 pts), musician (+15 pts).

### KNIGHTS OF THE STATE

#### STATE KNIGHTS TROOP Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Cav(5)	9	3+	-	5+	8	3

**Special:** Crushing Strength (1). Can have banner (+15 pts), musician (+10 pts).

#### STATE KNIGHTS REGIMENT Cost: 160 pts

Type	Sp	Me	Ra	De	At	Ne
Cav(10)	9	3+	-	5+	16	6

**Special:** Crushing Strength (1). Can have banner (+20 pts), musician (+15 pts).

### JINETE LIGHT CAVALRY

#### JINETE TROOP Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Cav(5)	10	6+	4+	4+	8	3

**Special:** Can have banner (+15 pts), musician (+10 pts). Nimble. Javelins. Can upgrade javelins to pistols, gaining *Piercing*(1) rule, for 20 pts.

#### JINETE REGIMENT Cost: 140 pts

Type	Sp	Me	Ra	De	At	Ne
Cav(10)	10	6+	4+	4+	16	6

**Special:** Can have banner (+20 pts), musician (+15 pts). Nimble. Javelins. Can upgrade javelins to pistols, gaining *Piercing*(1) rule, for 40 pts.

### WAR ENGINES

#### STATE BIG CANNON Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
WarEng	5	-	5+	5+	6	2

**Special:** *Piercing* (3)

#### HELLSPITTER ORGAN GUN Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
WarEng	5	-	5+	5+	12	2

**Special:** Range 24", *Piercing* (1)

#### LEVY TREBUCHET Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
WarEng	5	-	5+	5+	6	2

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

### HEROES/MONSTERS

#### GREAT LORD ON FLYING BEAST Cost: 300 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	10	3+	-	5+	10	6

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

#### GREAT KING OF MEN Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	3+	-	5+	5	6

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

#### WIZARD/ENCHANTRESS OF THE STATE Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	4+	4+	4+	1	3

**Special:** Individual, Zap!(5), Healer (3)

#### PRINCE OF THE STATE Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	3+	-	5+	3	3

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

#### ARMY STANDARD BEARER Cost: 30 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	4+	-	4+	1	2

**Special:** Individual, Inspiring

## **The Human Realm of Rim**

The human realm of Rim began as a collection of tribes. The elves saw their potential early on, but failed to take it into hand, and so the human tribes battled amongst each other and with other races as they saw fit.

The humans were made up of many different tribes, but only two different peoples: the Franzien and the Garmonic peoples. The Franzien and Garmonic peoples were long enemies, and so although Garmonic tribes would fight other Gramonic tribes, and Franzien tribes would fight other Franzien tribes, they would almost always unite to fight each other.

Then came the time of the great Charles deMaigne, the first king of the humans. Charles deMaigne was a charismatic chief of a Franzien tribe who developed a kind of warfare that was new to the tribes of men: the knight. With the power of his knights, who could smash a shieldwall of foot soldiers in a single deadly charge, he set out to unite the tribes of men.

He swiftly succeeded in uniting all of the Franzien tribes, who were quick to adopt the new form of knight warfare. When that was done, he turned his attention to the Garmonic peoples, and despite many difficulties, they were united under the crown of Charles deMaigne and his human kingdom became known as Rim.

Sadly, humanity lived at peace with itself only for a short while, until the god of winter descended upon the land and laid waist to all who would refuse him. Then came the time of the alliance of elves and humans and the great wars.

It was during the great wars that many tribes of humans, both Franzien and Garmonic, broke away from Rim and fought with the god of winter. Death came again to humans at the hands of humans.

And such that it was that the Kingdom of Rim lost much of its influence, and the power of the throne waned in favour of the power of the lords, thus splintering the lands of humans. Thus lords often go to battle against other lords for claim to land, resources, and weddings.

Still to this day, the counties of Franzien descent hold to their knightly ways of warfare, preferring to have their armies made up of primarily knights and peasant levies. While to the south and east the counties of Garmonic descent prefer the staunch foot soldier, keeping large armies of trained foot soldiers at hand. Furthermore, it is the Garmonic lords that had greatest trade with the dwarfs, and so were able to copy their machines or war.

## **SPECIAL RULES**

### **Age of Humanity**

*Thus it was ordained by the gods of the world that the age of humanity would be now. The fortunes of the gods would be bestowed upon them, so that some of their numbers may be spared death even though it is their due lot.*

Every time damage is allocated to a human unit but before damage is recorded, the attacking player rolls a single die, on a result of 4+ the damage is reduced by one before it is recorded. Any damage modified in this way can not be reduced to below zero.

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