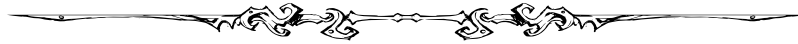




The Hundred Kingdoms	1235 / 1300
Mercian Knights ms1	

Characters	2	Light Regiments	3	Medium Regiments	3	Heavy Regiments	1
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Noble Lord (Cavalry)								1 <input type="checkbox"/>	100
M	V	C	A	W	R	D	E	Type	Cavalry
8	1	3	5	4	3	3	0	Class	Medium
Special Rules				Character					


Household Knights								Restricted	4 <input type="checkbox"/>	240
M	V	C	A	W	R	D	E	Type	Cavalry	
8	1	2	4	4	3	3	0	Class	Medium	
Special Rules				Brutal Impact 2, Shield						
Command Models				Standard Bearer						


Militia Bowmen								Mainstay	3 <input type="checkbox"/>	75
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	1	1	1	2	1	0	Class	Light	
Special Rules				Barrage 1 (24")						


Militia								Mainstay	3 <input type="checkbox"/>	115
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	1	1	1	2	1	0	Class	Light	
Special Rules				Shield, Support						
Command Models				Leader, Standard Bearer						

Household Guard								Mainstay	3 <input type="checkbox"/>	150
M	V	C	A	W	R	D	E	Type	Infantry	
5	1	2	1	1	3	3	0	Class	Medium	
Special Rules				Cleave 1, Support						

Imperial Officer								1 	60
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	4	4	3	3	0	Class	Medium
Special Rules				Character					
Supremacy Abilities				Redeploy					
Draw Events				Turn the Tide					

Steel Legion						Restricted	3 	185	
M	V	C	A	W	R	D	E	Type	Infantry
5	1	3	1	1	3	3	0	Class	Heavy
Special Rules				Cleave 2					
Command Models				Leader, Standard Bearer					

Mercenary Crossbowmen						Mainstay	3 	105	
M	V	C	A	W	R	D	E	Type	Infantry
5	2	1	1	1	2	1	0	Class	Light
Special Rules				Barrage 1 (20", Armor Piercing 1)					

Men at Arms						Mainstay	5 	205	
M	V	C	A	W	R	D	E	Type	Infantry
5	1	2	1	1	2	2	0	Class	Medium
Special Rules				Shield					
Command Models				Seasoned Veteran					