

# Kingdoms of meh V3 Pride of the Shire

1800 / 1800 VALID

## Kingdoms of Men [1800]

Spear Phalanx	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [130]</b> Indomitable Will Pikes <i>Special Rules: Phalanx, Indomitable Will, Ensnare</i> <b>Keywords: Human</b>	5	4+	-	4+	3	15	13/15	2	[110] [10] [10]
<b>Inf Horde [210]</b> Indomitable Will Pikes <i>Special Rules: Phalanx, Indomitable Will, Ensnare</i> <b>Keywords: Human</b>	5	4+	-	4+	4	30	20/22	2	[180] [10] [20]

Militia Mob*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [65]</b> <i>Keywords: Expendable, Human</i>	5	5+	-	3+	2	12	11/14	2	[65]

Fanatics	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment [160]</b> Helm of the Drunken Ram <i>Special Rules: Crushing Strength(1), Wild Charge(D3), Thunderous Charge(1)</i> <b>Keywords: Berserker, Human</b>	5	3+	-	3+	3	15	-/15	2	[145] [15]
<b>Inf Regiment [165]</b> Blessing of the Gods <i>Special Rules: Crushing Strength(1), Wild Charge(D3), Elite</i> <b>Keywords: Berserker, Human</b>	5	3+	-	3+	3	15	-/15	2	[145] [20]

Beast Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Cav Horde [280]</b> Gain Fly and Speed 10 Gain Thunderous Charge (1) and Vicious Indomitable Will <i>Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will</i> <b>Keywords: Beast, Human</b>	10	3+	-	5+	3	18	15/17	4	[210] [40] [20] [10]

Ballista	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>WE 1 [60]</b> Ballista (48", Blast(D3), Piercing(2), Reload) <b>Keywords: Artillery, Human</b>	5	0+	4+	4+	0	2	9/11	2	[60]
<b>WE 1 [60]</b> Ballista (48", Blast(D3), Piercing(2), Reload) <b>Keywords: Artillery, Human</b>	5	0+	4+	4+	0	2	9/11	2	[60]

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Cav) 1 Spellcaster 1 [100]</b> Pegasus Mount Bane Chant (2) Hex(2) <i>Special Rules: Fly, Nimble</i> <b>Keywords: Human</b>	10	5+	-	4+	1	1	10/12	4	[30] [35] [20] [15]
<b>Hero (Inf) 1 Spellcaster 1 [70]</b> Bane Chant (2) Heal (3) <i>Special Rules: Individual</i> <b>Keywords: Human</b>	5	5+	-	4+	0	1	10/12	2	[30] [20] [20]

The Captain [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [120]</b> <i>Special Rules: Crushing Strength(1), Individual, Mighty, Rallying(1), Very Inspiring, Master Tactician</i> <b>Keywords: Human</b>	5	3+	-	5+	0	5	13/15	2	[120]

General on Winged Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Mon) 1 [190]</b> <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring</i> <b>Keywords: Beast, Human</b>	10	3+	-	5+	1	7	14/16	5	[190]
<b>Hero (Mon) 1 [190]</b> <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring</i> <b>Keywords: Beast, Human</b>	10	3+	-	5+	1	7	14/16	5	[190]

Total Units:

13

Total Unit Strength:

21

Total Primary Core Points:

1800 (100.0%)

Custom Rule	Description
Master Tactician	After deployment is finished, you may choose up to D3 of your own units to gain the Redeploy Special Rule.

  

Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Indomitable Will	Once per game, during your turn, you may choose to make the unit Fearless and gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

  

Spell	Description	Special Rules
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Hex</b> Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it	

may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.

---

Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Blessing of the Gods	The unit gains the Elite special rule.

---