

Kingdoms of Men - 2300pts - Event List

2300 / 2300 VALID

Kingdoms of Men [2300]

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

Foot Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [275] Indomitable Will Brew of Strength <i>Special Rules: Indomitable Will, Crushing Strength(1)</i> Keywords: Human, Knight	5	3+	-	5+	4	25	21/23	2	[225] [10] [40]

Mounted Scouts*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100] Shortbows (18", Steady Aim) <i>Special Rules: Nimble</i> Keywords: Human	9	4+	5+	3+	1	7	10/12	3	[100]
Cav Troop [100] Shortbows (18", Steady Aim) <i>Special Rules: Nimble</i> Keywords: Human	9	4+	5+	3+	1	7	10/12	3	[100]

Beast Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Red Pegasus Knights] Lrg Cav Horde [325] Gain Fly and Speed 10 Gain Thunderous Charge (1) and Vicious Indomitable Will Brew of Sharpness <i>Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will</i> Keywords: Beast, Human	10	2+	-	5+	3	18	15/17	4	[210] [40] [20] [10] [45]
[Yellow Pegasus Knights] Lrg Cav Horde [295] Gain Fly and Speed 10 Gain Thunderous Charge (1) and Vicious Indomitable Will Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will</i> Keywords: Beast, Human	10	3+	-	5+	3	18	15/17	4	[210] [40] [20] [10] [15]

Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] Giant Club <i>Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Rampage(Melee D6)</i> Keywords: Giant	7	4+	-	5+	2	D6+8	18/20	6	[225] [0]

Wizard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Black Wizard on Pegasus] Hero (Lrg Cav) 1 Spellcaster 1 [125] Pegasus Mount Sacred Horn Bane Chant (2) Veil of Shadows[1](2) <i>Special Rules: Fly, Nimble</i> Keywords: Human	10	5+	-	4+	1	1	10/12	4	[30] [35] [15] [20] [25]
[Red Wizard on Pegasus] Hero (Lrg Cav) 1 Spellcaster 1 [90] Pegasus Mount Mindfog(2) Hex(2) <i>Special Rules: Fly, Nimble</i> Keywords: Human	10	5+	-	4+	1	1	10/12	4	[30] [35] [10] [15]

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

General on Winged Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Pegasus Knight with Banner] Hero (Mon) 1 [190]	10	3+	-	5+	1	7	14/16	5	[190]
<i>Special Rules:</i> Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring Keywords: Beast, Human									
[King on Hypogriff] Hero (Mon) 1 [195]	10	3+	-	5+	1	7	14/16	5	[190]
Mace of Crushing									[5]
<i>Special Rules:</i> Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring Keywords: Beast, Human									

Total Units: 13 **Total Unit Strength:** 24
Total Primary Core Points: 2300 (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
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.

Spell	Description	Special Rules
Bane Chant 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.	
Hex 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.	
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering
Veil of Shadows [1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.