Raul Hilara CoK 2026

2300 / 2300 VALID

1st Battalion

Navigator [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	11	2	[100]
Special Rules: *Individual, Very Inspiring, Savage*									

Summoner Crone [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	13	2	[140]
Bane Chant (3)									[30]
Veil of Shadows(3)									[30]
Special Rules: *Individual, Inspiring, Yielding, Essence of the Bloodshrine* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	6	5+	-	4+	1	1	13	2	[115]
Weakness (4)									[35]
Special Rules: *Individual, Inspiring, Yielding, Essence of the Bloodshrine* ***Traits:*** *Spellcaster*									

Corsair Fleetwardens	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	4+	-	4+	2	15	16	2	[140]
Special Rules: *Crushing Strength(1),Elite(Combat),Phalanx* ***Traits:*** *Dark Kin*									
Core Inf Regiment	6	4+	-	4+	2	15	16	2	[140]
Special Rules: *Crushing Strength(1),Elite(Combat),Phalanx* ***Traits:*** *Dark Kin*									
Core Inf Horde	6	4+	-	4+	4	30	24	2	[235]
Special Rules: *Crushing Strength(1),Elite(Combat),Phalanx* ***Traits:*** *Dark Kin*									

Corsair Voidwalkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	4+	-	4+	4	25	24	2	[200]
Special Rules: *Elite(Combat),Ensnare* ***Traits:*** *Dark Kin*									
Core Inf Regiment	6	4+	-	4+	2	12	16	2	[120]
Special Rules: *Elite(Combat),Ensnare* ***Traits:*** *Dark Kin*									

Voidtouched Mutants	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Regiment	7	3+	-	4+	2	20	17	2	[205]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Elite(Combat),Thunderous Charge(2),Wild Charge(D3)*									
Specialist Hvy Inf Regiment	7	3+	-	4+	2	20	17	2	[190]
Special Rules: *Elite(Combat),Thunderous Charge(2),Wild Charge(D3)*									

Corsair Void-Skiffs	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cht Regiment	7	4+	-	4+	2	16	16	4	[155]
Special Rules: *Brutal(1),Elite(Combat),Fly, Thunderous Charge(2)* ***Traits:*** *Dark Kin*									
Specialist Cht Regiment	7	4+	-	4+	2	16	16	4	[155]
Special Rules: *Brutal(1),Elite(Combat),Fly, Thunderous Charge(2)* ***Traits:*** *Dark Kin*									

Impalers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon Inf Regiment	5	3+	-	4+	2	16	17	3	[245]
Special Rules: *Big Shield, Crushing Strength(2),Elite(Combat),Fearless*									

Bound Mind-screech [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	4+	-	4+	2	5	15	5	[160]
Drain Life (6)									[0]
Lightning Bolt (6)									[0]
Wind Blast (6)									[0]
Special Rules: *Fly, Stealthy* ***Traits:*** *Cronebound*									

Total Units: 14 **Total Unit Strength:** 29
Total Points: 2300

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.

Fear the Darkness	5	The unit gains the Dread special rule.
Flesh Hooks	4	Units with the Dark Kin Trait only. Enemy units Engaged to the front facing of this unit, cannot Withdraw! and lose 3 Attacks to a minimum of 1. This lasts until the start of this unit's (with the order) next Turn.

Special Rule	Description
Big Shield	All attacks (Ranged and Combat) against the target unit's front facing treat its defence as 6+.
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Essence of the Bloodshrine	After rolling to hit with Enthral, Hex, Weakness or Wind Blast, additionally roll to damage the target unit for each hit scored.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Savage	In the Movement Phase, choose a friendly unit with the Dark Kin Trait within 12" of this unit. It gains the Vicious (Combat) special rule until the end of the Turn.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
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.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Drain Life Range: 6"	Piercing (1). Roll to damage as normal. If this is cast into Combat, the target will not take a Nerve test at the end of the Ranged Phase. In addition, if any points of damage are scored, choose either the caster or a single Friendly unit

CC	within 6” of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target.
Lightning Bolt Range: 24" Magical Missile	Piercing (1)
Weakness Range: 24" CC	If any hits are scored, instead of causing damage, the target unit is Weakened until the end of its next Turn. Weakened units have a -1 modifier when rolling to damage enemy units (any rolls the unit makes of natural six will still cause damage, however). This effect only applies once – multiple castings on the same target have no effect.
Veil of Shadows Range: 0" Self	If any hits are scored, instead of causing damage, the spellcaster gains the Aura (Stealthy) special rule until the start of the player’s next Turn.
Wind Blast Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pushed 1” directly backward if the spellcaster is in the target unit’s front arc, directly sideways (on the side opposite the spellcaster) if the spellcaster is in either of the target unit’s flank arcs, or directly forward if the spellcaster is in the target unit’s rear arc. The target stops just out of contact with enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on Speed 0 units.

Artefact	Description
Sir Jesse’s Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.