CoK UK 2026 - Cornelia Leitner

2300 / 2300 VALID

1st Battalion

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[100]
Banner of Command									[20]
Special Rules: *Elite(Combat),Individual, Very Inspiring, Yielding*									

Mage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	13	2	[120]
Blizzard(4)									[40]
Special Rules: *Elite(Spells),Individual, Yielding* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	6	5+	-	4+	1	1	13	2	[140]
The Boomstick									[30]
Lightning Bolt (7)									[30]
Special Rules: *Elite(Spells),Individual, Yielding* ***Traits:*** *Spellcaster*									

Kindred Archers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	5+	5+	4+	4	20	23	2	[220]
Fire-Oil									[5]
Bows (24")									
Special Rules: *Elite(Ranged),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Kindred*									

Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	3+	-	5+	**5**	25	25	2	[280]
Orb of Towering Presence									[15]
Special Rules: *Crushing Strength(1),Elite(Combat)* ***Traits:*** *Kindred*									

Stormwind Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	9	3+	-	5+	2	18	16	3	[235]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Elite(Combat),Thunderous Charge(3)*									

Therennian Sea Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde	6	4+	5+	4+	4	25	25	2	[300]
Blessing of the Gods									[25]
Bows (24")									
Special Rules: *Elite, Phalanx* ***Traits:*** *Kindred*									

Silverbreeze Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Regiment	10	4+	5+	4+	2	14	16	3	[200]
Short Bows (18")									
Special Rules: *Elite(Ranged),Feint*									
Specialist Cav Regiment	10	4+	5+	4+	2	14	16	3	[200]
Short Bows (18")									
Special Rules: *Elite(Ranged),Feint*									

Drakon Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[275]
Chant of Hate									[25]
Special Rules: *Crushing Strength(1),Elite(Combat),Fly, Thunderous Charge(1),Vicious*									

Dragon Breath [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	6	-	4+	4+	1	15	12	2	[115]
Dragon Breath (12", Elite(Ranged),Shattering (1))									
Support War Eng	6	-	4+	4+	1	15	12	2	[115]
Dragon Breath (12", Elite(Ranged),Shattering (1))									

Total Units: 12 **Total Unit Strength:** 26
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.
Hunting Cat	4	Units with the Kindred Trait only. The unit may make a ranged attack with the following profile (12", Att: 6) and this hits on a 3+ regardless of modifiers.
Rodinar's Presence	4	The unit gains the Headstrong and Inspiring (Self) special rules until the start of its next Turn.

Special Rule	Description
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.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
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.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit’s front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
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
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Lightning Bolt Range: 24" Magical Missile	Piercing (1)

Artefact	Description

Fire-Oil	The unit gains both the Crushing Strength special rule (+1 vs. units with Regeneration) and the Piercing special rule (+1 vs. units with Regeneration).
Orb of Towering Presence	May not be taken by units with the Individual or Fly special rules. Increase the unit's Unit Strength (see page 67) by +1.
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.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.
The Boomstick	The hero gains the Lighting Bolt (3) spell, or if the hero already has a Lightning Bolt spell, its value is increased by 2.