

Richard Heath - The Art of War - Kings of Men

Kingdoms of Men (Neutral)								
Foot Guard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	3+	-	5+	25	21/23	225	
- Brew of Strength							30	
Heavy Pike Block								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	4+	30	21/23	270	Elite, Ensnare, Phalanx
Pole-Arms Block								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	3+	25	20/22	165	Crushing Strength (1)
Bowmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	5+	3+	8	9/11	75	Bows (Range 24")
Troop(10)	5	5+	5+	3+	8	9/11	75	Bows (Range 24")
Troop(10)	5	5+	5+	3+	8	9/11	75	Bows (Range 24")
Knights								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	16	14/16	195	Headstrong, Thunderous Charge (2)
- Brew of Courage							15	
Mounted Sergeants								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	4+	-	4+	14	13/15	160	Nimble, Thunderous Charge (1)
General								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	4	12/14	100	Hero (Inf), Crushing Strength (1), Individual, Very Inspiring
- Mount on a horse, increasing Speed to 8 and changing to Hero (Cav)							20	
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	9/11	50	Hero (Inf), Individual, Very Inspiring
- Lute of Insatiable Darkness							25	
Wizard								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	4+	-	4+	1	10/12	50	Hero (Inf), Fireball (6), Individual
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Replace Fireball (6) with Lightning Bolt (3)							0	
- Drain Life (6)							25	
- Inspiring Talisman							20	
Beast of War								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)

7 4+ - 5+ 12 15/17 210

Base Size: (50x100mm), Brutal, Crushing Strength (2), Thunderous Charge (2)

~~1800~~ 1800 + Blaine on Mount = 2000

MERCENARIES

Blaine [1]

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
(1)	5	3	5	5	7	14/16	180

Special

Brutal, Crushing Strength (2), Firebolt, Individual, Inspiring (Blaine only), Piercing (1)

Options

- Mount on Kaisenor Raptor Mount (increase Speed to 8, gain Thunderous Charge (1), change to Hero (Cav)) (+20 pts)

This unit can be taken in any army.

Brew of Courage	When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Drain Life (6)	Please refer to the Clash of Kings 2018 book page 63
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Ensnare	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
Fireball	Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Headstrong	Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
Individual	<p>Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.</p> <p>Move Individuals have the Nimble special rule.</p> <p>Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.</p> <p>Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.</p>
Inspiring Talisman	This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
Lightning Bolt	Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Lute of Insatiable Darkness	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.

Phalanx Units that charge this unit's front cannot use the Thunderous Charge special rule.

Thunderous Charge All melee hits inflicted by the 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 1 (to a minimum of zero) when Hindered.

Very Inspiring This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.