

George Kirke Clash of Kings 2023

2300 / 2300 VALID

Doppelgangers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [145] <i>Special Rules: Mindthirst, Stealthy, Doppelganger</i> Keywords: Nightmare	5	5+	-	4+	3	10	15/17	2	[145]

Scarecrows	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3)</i> Keywords: Expendable, Nightmare, Zombie	4	5+	-	3+	3	25	-/21	2	[125]
Inf Horde (40) [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3)</i> Keywords: Expendable, Nightmare, Zombie	4	5+	-	3+	3	25	-/21	2	[125]
Inf Horde (40) [125] <i>Special Rules: Mindthirst, Stealthy, Wild Charge(D3)</i> Keywords: Expendable, Nightmare, Zombie	4	5+	-	3+	3	25	-/21	2	[125]

Phantoms*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (6+) [105] <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy</i> Keywords: Phantasm	10	4+	-	4+	1	12	-/12	2	[105]
Hv Inf Troop (6+) [105] <i>Special Rules: Fly, Mindthirst, Nimble, Stealthy</i> Keywords: Phantasm	10	4+	-	4+	1	12	-/12	2	[105]

Shadow-hulk	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [225] <i>Special Rules: Crushing Strength(3), Mindthirst, Slayer(Melee D3), Stealthy, Strider</i> Keywords: Abomination, Cyclops, Giant	6	3+	-	5+	1	D6+6	-/20	6	[225]
Titan 1 [225] <i>Special Rules: Crushing Strength(3), Mindthirst, Slayer(Melee D3), Stealthy, Strider</i> Keywords: Abomination, Cyclops, Giant	6	3+	-	5+	1	D6+6	-/20	6	[225]

Terror	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 [240] <i>Special Rules: Crushing Strength(1), Ensnare, Mindthirst, Rampage(8), Regeneration(4+), Stealthy, Strider</i> Keywords: Abomination, Nightmare	6	3+	-	4+	1	12	18/19	6	[240]

Shade	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [150] Mournful Blade <i>Special Rules: Crushing Strength(1), Dread, Fly, Individual, Mindthirst, Stealthy, Duelist</i> Keywords: Phantasm	10	3+	-	5+	0	5	11/13	2	[135] [15]

Esenyshra, the Wailing Shadow [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [160] Enthral (7) <i>Special Rules: Crushing Strength(3), Dread, Fly, Individual, Mighty, Mindthirst, Stealthy, Strider, Beguilement</i> Keywords: Phantasm	10	3+	-	5+	0	5	-/13	2	[160] [0]

Void Lurker	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [280] Mead of Madness <i>Special Rules: Crushing Strength(2), Fly, Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1), Wild Charge(1)</i> Keywords: Phantasm, Voracious	10	3+	-	4+	1	10	17/19	6	[270] [10]
Hero (Titan) 1 [290] Brew of Haste <i>Special Rules: Crushing Strength(2), Fly, Mindthirst, Nimble, Regeneration(5+), Stealthy, Thunderous Charge(1)</i> Keywords: Phantasm, Voracious	11	3+	-	4+	1	10	17/19	6	[270] [20]

Total Units:

13

Total Unit Strength:

19

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Doppelganger	When this unit attacks an enemy unit in melee, it may opt to use the Enemy's profile for its melee attacks instead of its own. If it does so then it uses the Enemy unit's Melee stat, Attacks stat and Crushing Strength value for that turn instead of its own. Any magical artefacts the Enemy unit has are ignored. The Doppelgangers themselves may still use a magic artefact as normal if they have one. Apply any bonuses and penalties granted by magic artefacts, spells, terrain or other sources after the decision on which stats to use.
Beguilement	If Esenyshra's Enthral spell causes enough hits that an enemy unit would be able to move into contact with

Esenyshra herself, the normal 1" stopping restriction is lifted. After contact is made, Esenyshra may immediately charge and align against the enemy facing that was moved into contact with her. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase.

Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Mindthirst	If this unit is within 12" of an enemy unit with the Inspiring or Very Inspiring special rule and it is Routed, the opponent must re-roll that Nerve test. The second result stands.
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.
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.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
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
Enthral Range: 18" Enemy	For each hit scored, the target Enemy unit is pulled 1inch directly forward if the spellcaster is in the target unit's front arc, directly sideways and toward the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly backward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with Blocking Terrain and Friendly units. This spell has no effect on units with Speed 0.	

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Mournful Blade	Individuals only. The unit gains the Duelist special rule.
Brew of Haste	This unit increases its Speed stat by +1.