

Kingdoms of Men - Christmas Cracker

2300 / 2300 VALID

Kingdoms of Men [2300]

Shield Wall	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [65] <i>Keywords: Human</i>	5	4+	-	4+	1	10	9/11	2	[65]
Inf Troop [65] <i>Keywords: Human</i>	5	4+	-	4+	1	10	9/11	2	[65]

Spear Phalanx	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [120] Pikes <i>Special Rules: Phalanx, Ensnare Keywords: Human</i>	5	4+	-	4+	3	15	13/15	2	[110] [10]
Inf Regiment [120] Pikes <i>Special Rules: Phalanx, Ensnare Keywords: Human</i>	5	4+	-	4+	3	15	13/15	2	[110] [10]
Inf Horde [230] Indomitable Will Pikes Hammer of Measured Force <i>Special Rules: Phalanx, Indomitable Will, Ensnare Keywords: Human</i>	5	4+	-	4+	4	30	20/22	2	[180] [10] [20] [20]

Fanatics	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [145] <i>Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Human</i>	5	3+	-	3+	3	15	-/15	2	[145]
Inf Regiment [145] <i>Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Human</i>	5	3+	-	3+	3	15	-/15	2	[145]

Mounted Sergeants	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [100] <i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Human</i>	9	4+	-	4+	1	7	10/12	3	[100]
Cav Troop [100] <i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Human</i>	9	4+	-	4+	1	7	10/12	3	[100]

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

General	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [145] Horse Mount Lute of Insatiable Darkness Bane Chant (2) <i>Special Rules: Crushing Strength(1), Individual, Mighty, Very Inspiring Keywords: Human</i>	8	3+	-	5+	0	5	12/14	3	[85] [35] [25]

General on Winged Beast	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [210] Brew of Haste <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring Keywords: Beast, Human</i>	11	3+	-	5+	1	7	14/16	5	[190] [20]
Hero (Mon) 1 [205] Chalice of Wrath <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring, Fury Keywords: Beast, Human</i>	10	3+	-	5+	1	7	14/16	5	[190] [15]
Hero (Mon) 1 [200] Mead of Madness <i>Special Rules: Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring, Wild Charge(1) Keywords: Beast, Human</i>	10	3+	-	5+	1	7	14/16	5	[190] [10]

Total Units:

15

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Special Rule	Description
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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.
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.
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.
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).
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
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.	
Artefact	Description	
Mead of Madness	The unit gains the Wild Charge (+1) special rule.	
Chalice of Wrath	The unit gains the Fury special rule.	
Brew of Haste	This unit increases its Speed stat by +1.	
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	