KoM 2500pts

2500 / 2500 VALID

1st Battalion

Baron on Winged Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	9	3+	-	5+	2	8	14	4	[195]
Blade of Slashing									[5]
Special Rules: *Crushing Strength(2),Fly, Very Inspiring*									

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[105]
Ej Periscope									[5]
Blizzard(4)									[40]
Special Rules: *Individual, Yielding, Leaper* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	5	5+	-	4+	1	1	12	2	[115]
Bane Chant (2)									[20]
Celestial Restoration(3)									[35]
Special Rules: *Individual, Yielding* ***Traits:*** *Spellcaster*									

Shield Wall	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	**15**	15	2	[110]
Spears									[20]
Special Rules: *Phalanx* ***Traits:*** *Stoic*									
Core Inf Regiment	5	4+	-	4+	2	**15**	15	2	[110]
Spears									[20]
Special Rules: *Phalanx* ***Traits:*** *Stoic*									
Core Inf Horde	5	4+	-	4+	4	**30**	24	2	[215]
Spears									[25]
Crystal Pendant of Retribution									[35]
Special Rules: *Phalanx* ***Traits:*** *Stoic*									

Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									
Core Cav Regiment	8	3+	-	5+	2	18	16	3	[200]
Special Rules: *Headstrong, Thunderous Charge(3)* ***Traits:*** *Noble*									

Light Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	4+	-	4+	1	7	12	3	[95]
Special Rules: *Feint, Thunderous Charge(1)*									

Beast Knights	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	**9**	3+	-	5+	2	20	17	4	[295]
Change Sp to 9 and Gain Fly									[50]
Sir Jesse's Boots of Striding									[15]
Special Rules: *Crushing Strength(2),Thunderous Charge(1),Fly* ***Traits:*** *Noble*									
Support Lrg Cav Regiment	**9**	**2+**	-	5+	2	20	17	4	[325]
Change Sp to 9 and Gain Fly									[50]
Brew of Sharpness									[45]
Special Rules: *Crushing Strength(2),Thunderous Charge(1),Fly* ***Traits:*** *Noble*									

Cannon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	2	11	2	[95]
Cannon (48", Blast (D3+1), Piercing (3), Reload, Shattering (D3))									
Grapeshot (12", Att: 12, Piercing (1))									
Special Rules: *Grapeshot*									

2nd Battalion

The Captain [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	5	15	2	[165]
Special Rules: *Crushing Strength(1),Rallying(Mercenary Trait only),Individual, Very Inspiring, Master Tactician*									

Shield Wall	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[90]
Traits: *Stoic*									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[90]
Traits: *Stoic*									

Cannon [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	5+	4+	1	2	11	2	[95]
Cannon (48", Blast (D3+1),Piercing (3),Reload, Shattering (D3))									
Grapeshot (12", Att: 12, Piercing (1))									
Special Rules: *Grapeshot*									

Total Units: 16 **Total Unit Strength:** 29
Total Points: 2500

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.
Indomitable Will	4	The unit gains the Headstrong and Inspiring (Self) special rules until the start of its next turn.
Brace for Impact	5	Unengaged units with the Stoic Trait only. Unless the unit moves At the Double! or Charges this Turn, until the start of its next Turn, the unit increases its De by one (e.g. 4+ becomes 5+) while being targeting by any attacks in its front facing.

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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.
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.
Grapeshot	This attack always hits on a 5+ regardless of modifiers.
Headstrong	If a unit with this rule begins its Turn Wavering, roll a die before declaring a Movement order (including Halt!) for this unit. On a 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
Individual	This rule is explained on page 42.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Master Tactician	After Deployment and all Scout moves, choose two friendly units and move them anywhere wholly within the friendly deployment zone. If both players have this ability, remove all such units and then take it in turns to redeploy them, starting with the player that finished their normal deployment first.
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.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Reload	The unit can only make ranged attacks if it received a Halt! order in its previous Movement Phase.

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.
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.
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
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.
Crystal Pendant of Retribution	May not be taken by units with the Individual special rule. When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits with Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units.
Brew of Sharpness	The unit has a +1 to hit modifier with Combat attacks.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.