

Kingdoms of Meh stuff thats painted

2300 / 2300 VALID

Kingdoms of Men [2300]

| Spear Phalanx | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Inf Regiment [130] | 5 | 4+ | - | 4+ | 3 | 15 | 13/15 | 2 | [110] |
| Indomitable Will | | | | | | | | | [10] |
| Pikes | | | | | | | | | [10] |
| Special Rules: Phalanx, Indomitable Will, Ensnare Keywords: Human | | | | | | | | | |
| Inf Regiment [130] | 5 | 4+ | - | 4+ | 3 | 15 | 13/15 | 2 | [110] |
| Indomitable Will | | | | | | | | | [10] |
| Pikes | | | | | | | | | [10] |
| Special Rules: Phalanx, Indomitable Will, Ensnare Keywords: Human | | | | | | | | | |

| Foot Guard | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Inf Horde [235] | 5 | 3+ | - | 5+ | 4 | 25 | 21/23 | 2 | [225] |
| Indomitable Will | | | | | | | | | [10] |
| Special Rules: Indomitable Will Keywords: Human, Knight | | | | | | | | | |

| Fanatics | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|------|----|-------|
| Inf Regiment [160] | 5 | 3+ | - | 3+ | 3 | 15 | -/15 | 2 | [145] |
| Helm of the Drunken Ram | | | | | | | | | [15] |
| Special Rules: Crushing Strength(1), Wild Charge(D3), Thunderous Charge(1) Keywords: Berserker, Human | | | | | | | | | |
| Inf Regiment [145] | 5 | 3+ | - | 3+ | 3 | 15 | -/15 | 2 | [145] |
| Special Rules: Crushing Strength(1), Wild Charge(D3) Keywords: Berserker, Human | | | | | | | | | |

| Mounted Scouts* | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Cav Troop [100] | 9 | 4+ | 5+ | 3+ | 1 | 7 | 10/12 | 3 | [100] |
| Shortbows (18", Steady Aim) | | | | | | | | | |
| Special Rules: Nimble Keywords: Human | | | | | | | | | |
| Cav Troop [100] | 9 | 4+ | 5+ | 3+ | 1 | 7 | 10/12 | 3 | [100] |
| Shortbows (18", Steady Aim) | | | | | | | | | |
| Special Rules: Nimble Keywords: Human | | | | | | | | | |

| Beast Cavalry | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| Lrg Cav Horde [295] | 10 | 3+ | - | 5+ | 3 | 18 | 15/17 | 4 | [210] |
| Gain Fly and Speed 10 | | | | | | | | | [40] |
| Gain Thunderous Charge (1) and Vicious | | | | | | | | | [20] |
| Indomitable Will | | | | | | | | | [10] |
| Sir Jesse's Boots of Striding | | | | | | | | | [15] |
| Special Rules: Crushing Strength(1), Fly, Thunderous Charge(1), Vicious, Indomitable Will Keywords: Beast, Human | | | | | | | | | |

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

| Fanatic Instigator | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|------|----|------|
| Hero (Inf) 1 [140] | 10 | 3+ | - | 3+ | 0 | 6 | -/14 | 2 | [85] |
| Gain Rallying(1 - Berserker only) | | | | | | | | | [15] |
| Wings of Honeymaze | | | | | | | | | [40] |
| Special Rules: Crushing Strength(1), Individual, Mighty, Wild Charge(D3), Rallying(1 - Berserker only), Fly Keywords: Berserker, Human | | | | | | | | | |
| Hero (Inf) 1 [110] | 5 | 3+ | - | 4+ | 0 | 6 | -/14 | 2 | [85] |
| Gain Rallying(1 - Berserker only) | | | | | | | | | [15] |
| Gnome-Glass Shield | | | | | | | | | [10] |
| Special Rules: Crushing Strength(1), Individual, Mighty, Wild Charge(D3), Rallying(1 - Berserker only) Keywords: Berserker, Human | | | | | | | | | |

| Wizard | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|------|
| Hero (Inf) 1 Spellcaster 2 [130] | 5 | 5+ | - | 4+ | 0 | 1 | 10/12 | 2 | [30] |
| Inspiring Talisman | | | | | | | | | [20] |
| Knowledgable[1] | | | | | | | | | [10] |
| Bane Chant (2) | | | | | | | | | [20] |
| Veil of Shadows[1](3) | | | | | | | | | [30] |
| Host Shadowbeast(3) | | | | | | | | | [20] |
| Special Rules: Individual, Inspiring Keywords: Human | | | | | | | | | |

| The Captain [1] | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|--|----|----|----|----|----|-----|-------|----|-------|
| Hero (Inf) 1 [120] | 5 | 3+ | - | 5+ | 0 | 5 | 13/15 | 2 | [120] |
| <i>Special Rules:</i> Crushing Strength(1), Individual, Mighty, Rallying(1), Very Inspiring, Master Tactician Keywords: Human | | | | | | | | | |

| Hero on Pegasus | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|------|
| Hero (Lrg Cav) 1 [90] | 10 | 3+ | - | 5+ | 1 | 3 | 10/12 | 4 | [90] |
| <i>Special Rules:</i> Crushing Strength(1), Fly, Nimble Keywords: Beast, Human | | | | | | | | | |

| General on Winged Beast | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
|---|----|----|----|----|----|-----|-------|----|-------|
| Hero (Mon) 1 [190] | 10 | 3+ | - | 5+ | 1 | 7 | 14/16 | 5 | [190] |
| <i>Special Rules:</i> Crushing Strength(2), Fly, Nimble, Thunderous Charge(1), Very Inspiring Keywords: Beast, Human | | | | | | | | | |

Total Units: 15 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

| Custom Rule | Description |
|------------------|--|
| Master Tactician | After deployment is finished, you may choose up to D3 of your own units to gain the Redeploy Special Rule. |

| Special Rule | Description |
|-------------------|--|
| 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. |
| Inspiring | If this unit, or any Friendly Core unit within 6 inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only inspire itself and the unit(s) specified. |
| 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. |
| Rallying | Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying. |
| 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. |
| Steady Aim | The unit does not suffer from the -1 Moving modifier when making Ranged attacks. |
| 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). |
| Vicious | Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1. |
| 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. |

| Arcane Ability | Description |
|------------------|---------------------|
| Knowledgable [1] | Spellcaster Tier +1 |

| 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. | |
| Veil of Shadows [1] Range: 0" Self | If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn. | |
| Host Shadowbeast Range: 12" Friendly Individuals or Self (individuals only),CC | If any successes are rolled, until the start of your following Turn, when attacking in melee, the target may make a number of additional attacks equal to the casters Spellcaster tier plus 2. These attacks are rolled separately to their normal attacks and always hit on a 3+, with the Crushing Strength (3)Special Rule. These attacks are never doubled, tripled or affected by artefacts, spells or any other special rules. A spellcaster may cast host shadowbeast onto themselves and can do so even when engaged with an enemy unit. Multiple castings on the same target have no additional effect. | |

| Artefact | Description |
|-------------------------------|--|
| Gnome-Glass Shield | Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game. |
| Helm of the Drunken Ram | The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge. |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn. |
| Inspiring Talisman | The unit gains the Inspiring special rule. |
| Wings of Honeymaze | Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2. |