

Gerald Kelly - Kings of Men 2300 - COGS of War 2026

2300 / 2300 VALID

1st Battalion

Baron on Winged Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav) <i>Special Rules: Crushing Strength(2),Fly, Very Inspiring</i>	9	3+	-	5+	2	8	14	4	[190]

Wizard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Cav) Horse Fireball (3) Bane Chant (2) <i>Special Rules: Individual, Yielding Traits: Spellcaster</i>	8	5+	-	4+	1	1	12	3	[115] [15] [20] [20]
Champion Hero (Inf) Bane Chant (2) Heal (3) <i>Special Rules: Individual, Yielding Traits: Spellcaster</i>	5	5+	-	4+	1	1	12	2	[95] [20] [15]

Bowmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment Bows (24") <i>Traits: Stoic</i>	5	5+	6+	3+	2	10	15	2	[95]
Core Inf Regiment Bows (24") <i>Traits: Stoic</i>	5	5+	6+	3+	2	10	15	2	[95]

Halberdiers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde <i>Special Rules: Crushing Strength(1) Traits: Mercenary, Stoic</i>	5	4+	-	3+	4	25	24	2	[160]

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

Dogs of War	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Horde Pikes Brew of Strength <i>Special Rules: Ensnare, Phalanx, Crushing Strength(1) Traits: Mercenary</i>	5	4+	-	5+	4	25	24	2	[310] [70] [40]

Foot Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment <i>Special Rules: Elite(Combat) Traits: Noble</i>	5	3+	-	5+	2	15	16	2	[135]
Specialist Inf Regiment <i>Special Rules: Elite(Combat) Traits: Noble</i>	5	3+	-	5+	2	15	16	2	[135]

Mammoth	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon (Cht) <i>Special Rules: Brutal(1),Crushing Strength(2),Fearless, Rampage(D6 - Combat),Strider, Thunderous Charge(2),Wild Charge(1)</i>	8	4+	-	5+	2	12	18	5	[250]

Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti Giant Cleaver <i>Special Rules: Brutal(1),Crushing Strength(4),Height(6),Strider, Slayer(D6 - Combat)</i>	7	4+	-	5+	2	D6+8	20	6	[225] [0]

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

Total Units:
Total Points:

14
2300

Total Unit Strength:

29

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
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
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.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
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.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12), its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
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.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
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.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.

Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
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.
Fireball Range: 12" Magical Missile	Blast (D3), Shattering (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.

Artefact	Description
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.