

Clash of Kings 2018 Rules

Rule & Unit Changes

Special Rules:

Bane-Chant (Spell)

This will only grant or improve Piercing if two or more hits are scored from the same casting.

Breath Attack, Fireball, Bloodboil, and Lightning Bolt

When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

Fly

While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (e.g. Individual) then they will remain Nimble while Disordered.

Headstrong:

Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.

Individual:

In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

Thunderous Charge (n):

All melee hits inflicted by the 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 1 when Hindered.

Army Composition

In a standard 2000 point tournament, players may only take the same hero, monster or war engine a maximum of three times. Elves could take a maximum of three Bolt Throwers in 2000 points for example. This limit includes units with artefacts or other upgrades, so an Undead player could only take a maximum of 3 Necromancers, regardless of what options or upgrades they take.

For other game sizes, please consult the table below.

Point Limit	Max Duplicates
0-1499	1
1500-1999	2
2000-2999	3
Each additional 1000 points	+1

Allies

- If you include allies, you cannot select the same allied unit entry of each of the following types, War Engine, Hero (all types) or Monster more than once.
- You may only include a total of one Irregular allied unit.
- Allied units cannot take Magical Artefacts.

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Abyssal Dwarfs, Forces of the Abyss & Twilight Kin

- Gargoyles* - Nerve reduced to 8/10
- Ba'su'su the Vile [1] - Nerve reduced to 14/16.

Abyssal Dwarfs

- Slave Orcs* - Now have a Me value of 5+ and the Vicious special rule.

Brotherhood

- Valiant - All units with the Inspiring special rule in this army also have the Valiant special rule.

Dwarfs

- Bulwarkers - This unit now has the Big Shield special rule.
- Steel Behemoth – This unit now has Breath Attack (15), Strider and Piercing (1) special rules.

Empire of Dust

- Ahmunite Pharaoh – This unit has a Defence of 5+, not 6+.
- Revenant Chariots - Speed increased to 8 and Nerve values increased to the following:
 - Regiment: -/15
 - Horde: -/18
- Ahmunite Pharaoh on Royal Chariot - Speed increased to 8, and has the Nimble special rule.

Elves

- War Chariots - Speed increased to 9 and Nerve values increased to the following:
 - Regiment: 13/15
 - Horde: 16/18
- Noble War Chariot - Speed increased to 9, This unit now has the Nimble special rule.

Forces of the Abyss

- Molochs – This unit has the Regeneration (5+) special rule.
- Tortured Souls – This unit has Crushing Strength (1), not (2). And gains Thunderous Charge (1).

Forces of Basilea

- Sisterhood Panther Chariots - Nerve values changed to the following:
 - Regiment: 14/16
 - Horde: 17/19
- Abbess on Panther Chariot - This unit now has the Nimble special rule.

Forces of Nature

- Naiad Heartpiercers – Attacks increased to the following:
 - Troop: 10
 - Regiment: 12
- Sylph Talonriders* - Attacks increased to the following:
 - Regiment: 8
 - Horde: 16

Goblins

- Mawbeast Pack* - This unit has a Melee attack value of 4+, not 3+.
- War-Trombone - This unit has 10 Attacks, not 12.
- Fleabag Chariots - Nerve values increased to the following:
 - Regiment: 11/13
 - Horde: 14/16
- King on Chariot - This unit now has the Nimble special rule, but its Defence is lowered to 4+.

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The Herd

- Giant Eagles* – Nerve values increased to the following:
 - Regiment: 12/14
 - Horde: 15/17
- Stampede* - This units Nerve is now 18/20.
- Harpies* - This unit is now Irregular.
- Tribal Chariots - Nerve values increased to the following:
 - Regiment: 12/14
 - Horde: 15/17
- Great Chieftain on Chariot - This unit now has the Nimble special rule.

Kingdoms of Men

- Charioteers - Speed increased to 9 and Nerve values increased to the following:
 - Regiment: 12/14
 - Horde: 15/17

League of Rhordia

- Honour Guard - Nerve values reduced to the following:
 - Regiment: 12/14
 - Horde: 15/17
- Halfling Iron Beast – This unit now has Breath Attack (12) and Strider special rules.

Night-Stalkers

- Fiends - Nerve values reduced to the following:
 - Regiment: 12/15
 - Horde: 15/18
- Mindscreach – Nerve reduced to 14/17.
- Terror - This unit now has the Stealthy special rule.

Ogres

- Chariots - Speed increased to 8 and Nerve values increased to the following:
 - Regiment: 13/15
 - Horde: 16/18
- Warlord, Captain & Army Standard Chariot Upgrades: Mount on chariot for +15 pts, gaining Thunderous Charge (1) and Speed 8, changing to Hero (Large Cav) on a 50x100mm base.
- Boomer Sergeant – This unit now has Breath Attack (8).

Orcs

- The following units have the Fury special rule:
 - **Fightwagons**
 - **Morax**
 - **Krudger**
 - **Krudger on Slasher**
 - **Krudger on Gore Chariot**
 - **Gakamak [1]**
- Gore Chariots - Speed increased to 8 and Nerve values increased to the following:
 - Regiment: 12/14
 - Horde: 15/17
- Fight Wagons - Nerve values increased to the following:
 - Regiment: 12/14
 - Horde: 15/17
- Krudger on Gore Chariot - Speed increased to 8, This unit now has the Nimble special rule.
- Godspeaker - Replace Special Rule with: For every friendly non-allied Horde within 6" (Excluding Orclings), increase the amount of dice rolled for all spells by 1.

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Ratkin

- Hackpaws - Nerve values increased to the following:
 - Troop: 10/12
 - Regiment: 13/15
- Death Engine – Defence is reduced to 4+ if the Vile Sorcery upgrade is chosen.

Salamanders

- The following units have the Vicious special rule:
 - **Clan Lord**
 - **Clan Lord on Fire Drake**
 - **Fire Drake**
 - **Kaisenor Lancers**
 - **Tyrants**
- Ghekkotah Skyraiders* - Attacks increased to the following:
 - Regiment: 9
 - Horde: 18
- Battle-Captain - Now has the following optional upgrade: Mount on Kaisenor Raptor Mount (increase Speed to 8, gain Thunderous Charge (1), change to Hero (Cav)) (+20 pts)

Trident Realms

- The following units have the Ensnare special rule:
 - **Riverguard**
 - **Riverguard Captain**
 - **Nokken**
- Depth Horror Eternal - This unit is now Fearless.
- Depth Horrors - This unit is now Fearless.
- Naiad Heartpiercers – Attacks increased to the following:
 - Troop: 10
 - Regiment: 12
- Thuul - This unit has a Speed of 6, not 5.
- Thuul Mythican- This unit has a Speed of 6, not 5 and it now has the Inspiring (Thuul only) special rule.
- Kraken - This unit is now on a 50x100mm base. Nerve increased to 17/19 and increase Attacks to 15.
- Siren [1] - This unit now has the Inspiring special rule.
- Trident King [1] - This unit now has the Nimble special rule.

Twilight Kin

- Darkscythe Chariots - Speed increased to 8 and Nerve values increased to the following:
 - Regiment: 13/15
 - Horde: 16/18

Undead

- Pharaoh – This unit has a Defence of 5+, not 6+.
- Vampire – This unit has a Defence of 5+, not 6+

Varangur

- Gift of Korgaan – Guise of the Deceiver now only grants the Fury special rule.
- Fallen – This unit no longer has the Pathfinder special rule.
- Herja of the Fallen [1] - Herja of the Fallen has been replaced with the new Magnilde of the Fallen unit, and is no longer available to be used in game play.

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Removed/Amended Artefacts

The following artefacts in the main rule book have been amended, the new rules are below.

- **Brew of Keen-eyeness Cost - 30 pts**
 - The unit has +1 to hit with 'normal' ranged Attacks. May not be used by Hordes or Legions.
- **Ensorcelled Armour Cost: 20 pts**
 - This artefact can only be used by Hero(Inf). The Hero's Defence is improved by 1, to a maximum of 5+.
- **Medallion of Life - 35 pts**
 - This artefact can only be used by a Hero with the Individual rule. The unit has the Regeneration(5+) special rule.

Magical Artefacts

- **Healing Brew - 5 pts**
 - Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
- **Staying Stone - 5 pts**
 - The unit has +1 to its waver Nerve value.
- **Chalice of Wrath - 15 pts**
 - The unit gains the Fury Special Rule.
- **Dragonshard Shield - 20 pts**
 - Once per game, when this unit carries out a Halt! or Pivot! Order, it may choose to increase its Defence by +2 to a maximum of 6+ until the start of its next turn.
- **Hammer of Measured Force - 20 pts**
 - This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.
- **Banner of the Griffin - 25 pts**
 - This unit gains the Rallying (1) Special rule, or Increases the value of its Rallying by 1, to a maximum of 2.
- **Black Iron Crown - 25 pts**
 - This artefact can only be used by units who already possess or can be upgraded to have a spell. The unit increases all of its spell (n) values by 1. For example, Heal (2) becomes Heal (3).
- **Lute of Insatiable Darkness - 25 pts**
 - This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
- **Shroud of the Saint - 25 pts**
 - Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).
- **Aegis of the Elohi - 25pts**
 - The unit gains the Iron Resolve special rule, or if it already has Iron Resolve, it increases the amount of damage it heals each time Iron Resolve is triggered to a total of 2.
- **Circlet of Blood - 30 pts**
 - This artefact can only be used by Heroes who already possess or can be upgraded to have a spell. The Hero now has the **Bloodboil** spell.
 - **Bloodboil(X)**
 - 12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing (1).

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Spells

These spells may be taken by any non-Living Legend unit that either has a spell or has the ability to take spells (not including Artefacts). They have a fixed number of dice but otherwise follow the usual rules for spells. They can be taken multiple times in the same army and are not subject to Magic Artefact restrictions. (maximum of 1 per army, can't be given to Monsters etc.). There are spell upgrades for each of the three alignments and only units of that alignment may choose to take them. Some units may have these spells in their profiles, including spells of alignments that they could not normally choose to take.

Any Alignment:

- **Alchemist's Curse (6) - 20 pts**
 - 12" range, Instead of rolling to damage as normal, each roll under the target's Defense, including rolls of a 1 causes a point of damage. This roll cannot be re-rolled or modified in any way.
- **Drain Life (6) - 25 pts**
 - 6" range and may target enemy units that are in melee. Roll to damage as normal with Piercing (1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit within 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
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- **Mind Fog (1) - 10 pts**
 - 30" range, Hits don't inflict damage. Instead, if one or more successes are caused, the target must take a Nerve Test at the end of the Shoot Phase.
- **Weakness (2) - 20 pts**
 - 18" range and may target enemy units that are in melee. If one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during the next turn. A natural six will still damage. This effect only applies once – multiple castings on the same target have no effect.

Good Armies Only:

- **Martyr's Prayer (7) - 25 pts**
 - 12" range, Friendly units only, including units engaged in combat. Hits don't inflict damage. Instead, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a nerve test for damage taken in this way.

Neutral Armies Only:

- **Aura of Heroism (3) - 15 pts**
 - 12" range, Friendly units only. Hits don't inflict damage. Instead, for each hit scored, the target gains the Rallying (n) special rule, where (n) is each successful hit, until the start of your next turn. Rallying has a maximum total of +2.

Evil Armies Only:

- **Veil of Shadows (2) - 15 pts**
 - 12" range, Friendly units only, If a hit is scored, the unit gains the Stealthy special rule until the start of the player's next turn.