



CLASH OF KINGS

Traditionally, we release a Clash of Kings book annually, based on analysis and feedback from all the events that have taken place that year. It gives us a chance to add new units, adjust existing ones, and amend some rules where required to help both keep the game fresh and maintain balance.

With the cancellation of most events in 2020 we've been unable to provide the extensive rebalancing that the Clash of Kings would normally bring. We are planning a full update next year of course!

However, there are some standout units which have needed tweaking; these are presented here as official updates to the rules and lists.

2021 CHANGES

We recommend implementing the following rule changes to keep the game as balanced and fresh as possible. If you are an event organiser, you may reprint these changes in your tournament pack so that players are all aware of them.

Special Rules

Ignores Cover - The unit fires in high arcs, hitting the target from the top, which means it only suffers cover penalties for units that have at least half their base within Difficult Terrain. Note that the firing unit does need to have LoS to the target to fire at it.

Spells

Hex - Add "Whilst a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase".

Enthral - Remove the line "A unit can only be targeted by Enthral once per turn."

Mind Fog - Add 'Shattering' as a modifier.

Irregular

The following units are no longer irregular:

Elves: War Chariots, Drakons, Gladestalkers

Empire of Dust: Revenant Chariots

Goblins: Fleabag Chariots

Orcs: Skulk Raider Chariots

Basilea: Elohi, Sisterhood Panther Chariots

Forces of Nature: Naiad Heartpiercers

Forces of the Abyss: Tortured Souls, Flamebearers

The Trident Realm: Naiad Heartpiercers

Northern Alliance: Pack Hunters

Sylvan Kin: Gladestalkers

Twilight Kin: Gladestalkers

Varangur: Night Raiders



Abyssal Dwarfs

Angkor Heavy Mortar - This unit is now Piercing (2)

Hexcasters - The unit's "Weakness" option should read "Weakness (3) for +20 pts" and does not have a free replacement option.

Basilea

High Paladin on Dragon - Amend Nerve to 17/19 and gain the Headstrong special rule.

Elohi and Ur-Elohi - This unit is no longer irregular, but still cannot be taken as allies.

Dwarfs

Warsmith - Amend Inspiring and Aura to: Inspiring (Warsmith & Ironwatch Only) and Aura (Elite (Ranged) Warsmith & Ironwatch Only)

UNIT UPDATES



Empire of Dust

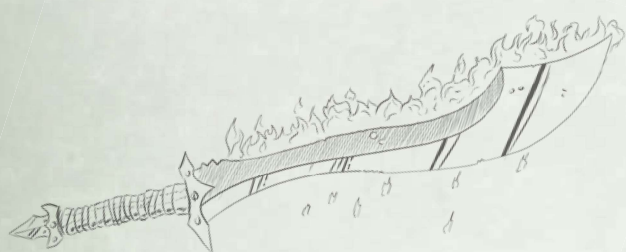
Revenant Cavalry - Amend points costs to 115/180 for the Troop and Regiment respectively.

Revenant King on Undead Great Flying Wyrms - Amend this unit's nerve value to -/18 and points to 265.

Cursed High Priest - Replace Drain Life spell option with: Drain Life (6) - 30 points.

Replace the Reanimator special rule with "For each Friendly Core Skeleton unit within 6", you may re-roll one dice that failed to hit with Drain Life, Fireball, Heal, Hex, Surge, Weakness, and Wind Blast, to a maximum of 2 re-rolls"

Soul Snare - The unit now has Spellcaster: 1.



Forces of Nature

Tree Herder - Add the following upgrade:

- Upgrade to The Wiltfather [1] - Losing Radiance of Life, Increasing Attacks to 10, Nerve to -/19 and gaining Aura (Vicious - Verdant only) & Cloak of Death for +40 pts - This unique upgrade cannot be taken in addition to a magical artefact.

Avatar of the Green Lady - Amend points cost to 150.

Free Dwarfs

Add 'Tracker' Keyword to; Free Dwarf Spear Levy*, Free Dwarf Shieldbreakers, Free Dwarf Ironwatch Rifles, Free Dwarf Ironwatch Crossbows.

Goblins

Winggit - Add the following text to the The Eye in the Sky special rule: "This special rule may not be used whilst Disordered".

Nightstalkers

Reaper Souldrinker - Amend points cost to 80.

Butchers - The Regiment has a nerve value of 13/15 and the Horde has a nerve value of 16/18, both gain the Fury special rule.

Salamanders

Ghekkotah Hunters - Add the Steady Aim special rule to both the unit's Blowpipes and Bows ranged weapons.

Sylvan Kin

Treeherder - Amend the Wiltfather to read;

- Upgrade to The Wiltfather [1] - Losing Radiance of Life, Increasing Attacks to 10, Nerve to -/19 and gaining Aura (Vicious - Verdant only) & Cloak of Death for +40 pts - This unique upgrade cannot be taken in addition to a magical artefact.

Boskwraiths & Archwraith - These units gain the Pathfinder special rule.

Avatar of the Green Lady - Amend points cost to 150.

Twilight Kin

Impalers - Amend points cost to 105/160 for the Troop and Regiment respectively.

Blade Dancers - Amend points cost to 125/190 for the Troop and Regiment respectively.

Cronebound Butchers* - The Regiment has a nerve value of 13/15 and the Horde has a nerve value of 16/18, both gain the Fury special rule.

Summoner Crone - Replace Scepter of Shadows upgrade with:

Scepter of Shadows [1]: This unit's Wicked Miasma special rule also affects friendly core Elf units - for +10 points.

Undead

Revenant Cavalry - Amend points costs to 115/180/305 for the Troop, Regiment and Horde respectively.

Revenant King on Undead Great Flying Wyrms - The unit has a nerve value of -/18 and an amended cost of 265.

Wraiths - This unit is now Irregular.

Liche King - Replace Drain Life spell option with: Drain Life (6) - 30 points

Necromancer - Replace Drain Life spell option with: Drain Life (4) - 20 points

Trident Realm

Depth Horrors - The Regiment has a nerve value of 13/15 and the Horde has a nerve value of 16/18, both gain the Fury special rule.

Depth Horror Eternal - The unit has a nerve value of 14/16 and gains the Fury special rule.