

Kingdom of God

Unit characteristics

Equipment											Abilities	
Captain :: héros											Authority Fair	
10	5	4	10	-	8	4	3	-	2	2	74	Double edge axe Tempered armour
Halberdier :: troop											Halberd Coat of leather	
Leader halberdier :: troop											16	
Illuminati :: shooting troop											Perception Accurate	
8	2	3	8	4	4	3	3	-	-	-	18	Crossbow (S: 4, SD:8, R:35cm) short sword Coat of leather
Movement	Combat Skill	Strength	Toughness	Aim	Courage	Survival	Steer	Concentration	Attack Factor	Order	Cost	

Special Abilities

Authority: (O.U.)

A model with the authority special rule can give a second Order Point per turn to models that don't possess the Order special rule and that aren't heroes.

Accurate: (A.A.)

Accurate models will not suffer from penalties for moving or shooting.

Fair: (A.A.)

Fair models are immune to fear, and they give the units they are included in immunity to fear too.

Perception: (O.U.)

Models with perception will sense the presence of enemies in their charge distance even if they can not see them. Roll 1D10 for each enemy in range, with a result of 4+ the model will have the opportunity to act on the enemy with normality, as if the enemy was seen. (360° field of vision). Remember that if the enemy is behind an element of terrain he can not be the target of a charge, or be affected by any spell or shot that goes through the element of terrain or other models.



Spells

Healing (5+)(30 cm.)

The mage can choose a model from the army as target of the spell. If the spell is cast successfully the target will recover 1 point in his Survival Factor, except if the model has been removed as a casualty.

Protective shield (6+)(1T)

The mage will create a magic shield that will protect him completely from shooting and throwing weapons.

Prophetic agility (7+)(15 cm)(1T)

Choose a single model belonging to the same reign of the mage; the lucky target will gain a +1 to his CS.

Colossal dexterity (8+)(15 cm.)(1T)

Choose a single model from the same reign of the mage; the target will gain +1 in his aim characteristic.

Avenging ray (9+)(30 cm.)

The target will receive 1D10 automatic PO 13 hits.

Ice storm (11+)(30 cm.)

The target will receive 1D10 automatic PO 15 hits.

Stell skin - (12+)(20 cm)(C/C) (1T)

The target of the spell will gain 1 additional point to his Toughness.

Stone skin (14+)(20 cm)(1T)

The target of the spell will gain 2 additional points to T and 1 to S

Freezing (19+)(35 cm)(1T)

The target of the spell will freeze and he will not be able to do anything this turn.

Vitality (20+)(15 cm)(2T)

The target of the spell will move the double of his Basic movement.

Quick reference

Turn phases

- Order Roll
- Movement
- Declaration of Orders and Actions
- Magic
- Approximation
- Engaging in combat
- Shooting
- Disengaging from combat
- Combat
- Combat Results

Orders and actions

- Approximation
- Shooting
- Charges
- Reactions to charges
 - Shooting
 - Counter charge
 - Retreat
 - Hold the charge
- Disengaging from combat

Shooting Modifiers

- (+1) For each height point the target exceeds the shooter •
- (-1) For each height point the shooter exceeds the target •
- (-1) If the target is behind a miniature or piece of terrain that gives it cover •
- (-1) If the shooter has moved his basic distance or less •
- (+1) If the target is at short range •
- (-3) For shooting at an enemy unit engaged in close combat with a friendly unit •

Combat Modifiers

- (+1) If the unit is charging •
- (+1) If the unit is counter charging •
- (-1) For each additional model with whom it is engaged. (That is, one model against three models will receive a -2) •
- (+1) When an opponent is 2 or more points bigger in height •
- (-1) When an opponent is 2 or more points smaller in height •