

THE HUNDRED KINGDOMS



Milestone 1

Through the determination of a Lord's loyal subjects and the mayhem inflicted by their Knight's charge you can start carving your Kingdom's history and establish yourself as a mighty House of the Hundred Kingdoms!

Products needed:

- Noble Lord x1
- Militia x2
- Household Knights x1
- Drillmaster x1

The kits mentioned above will allow you to create a solid foundation on which to build your force or expand an existing one. This list will allow you to form your first Warband with brave Militia in the front lines whilst Knights charge in on the flanks.

The 520pt list goes as follows:

Noble Lord [135]: Standard of Steel

Retinue: Tactical Tier I

- Militia (3) [90]
- Militia (3) [90]
- Household Knights (3) [205]: Tourney Champion

The Noble Lord greatly compliments the Militia as when equipped with a Standard of Steel your enemies' Attacks never count as Inspired! You can also combine the two Militia Regiments into a larger one and add a Command group. That will come in particularly useful as the first Tactical Tier allows the Regiment the Character is added to re-roll one failed Resolve die per Character's Tier in Tactics.

Milestone 2

This week we will work towards strengthening the ranks of our force by adding a number of new gameplay options and new rules!

Products needed:

- Imperial Officer x1
- Mercenary Crossbowmen x1
- Household Guard x1



The Imperial Officer will set the basis for working towards a new Warband whilst the Mercenary Crossbowmen and Household Guard will add an Armor Piercing punch* both in range and in Melee.

The Army list expands as follows:

Noble Lord [135]: Standard of Steel

Retinue: Tactical Tier I

- **Militia (6) [180]**
- **Household Knights (3) [225]: Tourney Champion, Standard Bearer**
- **Household Guard (3) [170]: Standard Bearer**
- **Imperial Officer [60]: Warlord**
- **Mercenary Crossbowmen (3) [105]**

The new additions to the Army list provides a number of new tactics to employ for your Kingdom. It is important at this time to consider which Character you would like to be your Warlord as both the Noble Lord and Imperial Officer provide interesting Supremacy abilities, the former providing the Fury Draw Even (rulebook pg.212) whereas the latter allows you to rearrange your Command Stack, both powerful abilities.

Playing this list, consider using your Militia as a sturdy anvil whilst Household Guard supported by Armor-Piercing fire from the Crossbowmen secure your flanks. The Household guard will be able to outmaneuver and outcharge most of your opponents so make sure to deny your opponent any flanking maneuvering!

You can find more about the Militia in this Militia Spotlight! <https://www.para-bellum.com/regiment-spotlight-militia/>

*All rights reserved for the armor-piercing strike to come from a well placed halberd rather than a fist!

Milestone 3

The Army's 3rd Milestone is an important one, as our list now has a solid core of Regiments each capable of supporting and synergizing with each other as you can now fight against a wide array of enemy Regiments with a lot of firepower and Heavy Infantry!

Products needed:

- Mercenary Crossbowmen x1
- Steel Legion x1
- Drillmaster x1

The Second Crossbowmen Regiment along with Fire and Advance and Trained in Trigonometry, establishes the Imperial Officer's Warband as a mobile and aggressive fire support formation raining Armor-Piercing bolts onto the exposed sides of enemy Regiments.



When bolts are not enough to crack some of your opponent's Heavier troops it is time to employ the might of the Steel Legion sundering even the toughest armor with their Cleave of 2! The Drillmaster allows them to put an extra Attack for each engaged Stand inflicting even more casualties onto the enemy.

The Army list expands as follows:

Noble Lord [135]: Standard of Steel

Retinue: Tactical Tier I

- Militia (6) [180]
- Household Knights (3) [225]: Tourney Champion, Standard Bearer
- Household Guard (3) [170]: Standard Bearer

Imperial Officer [90]: Warlord, Fire and Advance, Trained in Trigonometry

- Mercenary Crossbowmen (3) [105]
- Mercenary Crossbowmen (3) [105]
- Steel Legion (3) [185]: Drillmaster

When playing with this list, it is important to use your Knights defensively, protecting your Crossbowmen and counter charging an overextended Enemy Regiment. A flank Household Knight charge supported by a Crossbowman Volley will make short work of most flankers.

Milestone 4

This week we will work towards fully fleshing out our Household Guard Regiment, adding some powerful Steel Legion reinforcements and adding another layer of flank defence and cheap objective holders. The new Militia Stands have now been evenly spread between the existing and new Militia Regiment.

Products needed:

- Militia x1
- Household Guard x1
- Steel Legion x1

The large Household Guard Regiment will become a great bodyguard for the Noble Lord, as they will be able to aggressively move in and capture enemy Objectives whilst the Standard of Steel, Cleave 1 and Support will allow them to fight off even the most determined adversaries.

A second Regiment of Steel Legion synergizes well with the new Militia Regiment to create a secondary hammer and anvil formation fighting over a secondary front.

The list now looks as follows:

Noble Lord [135]: Standard of Steel

Retinue: Tactical Tier I

- Militia (5) [150]





- Household Knights (3) [185]: Standard Bearer
- Household Guard (6) [320]: Standard Bearer
- Militia (4) [120]

Imperial Officer [90]: Warlord, Fire and Advance, Trained in Trigonometry

- Mercenary Crossbowmen (3) [105]
- Mercenary Crossbowmen (3) [105]
- Steel Legion (3) [185]: Drillmaster
- Steel Legion (3) [150]

Keep in mind there is always the option to move a Stand from one Militia Regiment to another evening them out in power should you wish to use both in the front lines. Otherwise, you may keep one Regiment at 6 Stands strong and leave the smaller one (3 Stands) to support your Crossbowmen and capture Objectives far from danger.

Milestone 5

Halberds, full plate armor and mighty two-handed swords are the anvil on which great Kingdoms are forged, however, even the brightest strategists know that some help from Theos can really go a long way!

This week we are expanding our Army with a mighty Warband led by no other than by a loyal servant of Theos. The Priest will enhance the Defence and Evasion characteristics of a Regiment he is part of by casting Saint's Favour whereas the Militia Bowmen provide some additional Ranged support during the opening phases of the game against skirmishers and Light Infantry trying to quickly close the gap and push back your Reinforcement Line.

Products needed:

Theist Priest x1
Militia Bowmen x2

The newly formed Warband will take the larger Militia Regiment from the Noble Lord and trade it for one of the Militia Bowmen Regiments. This way the Theist Priest will enter the game already in a large Regiment that will benefit from Saint's Favour and become a really difficult obstacle to overcome during the early phases of the game.

Noble Lord [135]: Standard of Steel

Retinue: Tactical Tier I

- Household Knights (3) [185]: Standard Bearer
- Household Guard (6) [320]: Standard Bearer
- Militia (4) [120]
- Militia Bowmen (3) [75]

Imperial Officer [90]: Warlord, Fire and Advance, Trained in Trigonometry

- Mercenary Crossbowmen (3) [105]
- Mercenary Crossbowmen (3) [105]
- Steel Legion (3) [210]: Drillmaster, Standard Bearer



- Steel Legion (3) [175]: Standard Bearer

Theist Priest [105]: Saint's Favour

- Militia Bowmen (3) [75]

- Militia (5) [150]

In the opening rounds of the game use your large Militia Regiment (that goes up to Defence of 3 due to Saint's Favour) to push on Objectives whilst massed firepower rains down from Crossbowmen and Bowmen alike. Such overwhelming firepower will be incredibly important for your Militia force to gain a foothold against aggressive enemy Regiments. It is always a good idea to keep your second Militia Regiment supporting close by as at any time the Priest may Seek New Escort onto the 4 Stand strong Militia Regiment.

Milestone 6

The core of your Army has been formed and is ready to engage the enemy! It is time to utilize the full arsenal of your Kingdom by fielding a Chapter Mage.

The Mage is an incredibly versatile tool for any Lord as the various Schools of Magic allow them to be used for dealing damage, supporting friendly troops and enabling intricate tactical plays. This week we will go for a Chapter Mage with the Earth to Mud ability.

Products needed:

Chapter Mage x1

Men At Arms x1

Noble Lord [90]: Regalia of the Empire

Retinue: Tactical Tier I

- Militia (4) [120]

- Household Knights (3) [185]: Standard Bearer

- Household Guard (6) [300]

- Militia Bowmen (3) [75]

Imperial Officer [75]: Warlord, Fire and Advance

- Mercenary Crossbowmen (3) [105]

- Mercenary Crossbowmen (3) [105]

- Steel Legion (3) [210]: Drillmaster, Standard Bearer

- Steel Legion (3) [175]: Standard Bearer

Theist Priest [105]: Saint's Favour

- Militia Bowmen (3) [75]

- Militia (5) [165]: Standard Bearer

Chapter Mage [105]: Earth to Mud

- Men at Arms (3) [105]

The final version of the list takes away the Standard of Steel from the Noble Lord and is replaced with Regalia of the Empire. Even though that

makes the Household Guard more vulnerable to enemy Attacks, it brings them up to a staggering Clash 4 when Inspired.

At this point the Army has quite a few tactical synergies at play. On one hand you have a strong Light force that is able to withstand even the most aggressive Nord early plays. As your Medium Regiments come onto the battlefield Earth to Mud will be an invaluable tool, slowing down and messing with the threat ranges of the most dangerous enemy Regiments.

As the game progresses and your Light force of Militia dwindles down you may always Seek New Escort with the Mage to a ranged Regiment and allow the Men-at-Arms to join in the fray, hold an Objective or support a friendly engaged Regiment.

Total Product List:

- 3x [Militia](#)
- 2x [Militia Bowmen](#)
- 1x [Household Knights](#)
- 2x Household Guard
- 2x [Mercenary Crossbowmen](#)
- 2x [Steel Legion](#)
- 1x [Men At Arms](#)
- 1x [Noble Lord](#)
- 1x [Imperial Officer](#)
- 1x [Theist Priest](#)
- 1x [Chapter Mage](#)
- 2x [Drillmaster](#)