



Hundred Kingdoms Errata and FAQ

Hundred Kingdoms Rules June 2021

Imperial Officer's Supremacy, page 230:

Replace the supremacy ability with this:

Rapid Deployment: While this Model is on the Battlefield, all friendly Regiments gain a +1 Bonus to their Reinforcement Rolls. A roll of 1 is always a failure. This Supremacy Ability is always considered to be active.

Noble Lord's Supremacy, page 230:

Replace the supremacy ability with this:

Speed of Horse (Cavalry Noble Lord): While this Model is on the Battlefield, all Household Knights Regiments gain +1 Clash and the Support 2 Special Rule. This Supremacy Ability is always considered to be active.

Best of Men (Infantry Noble Lord): While this Model is on the Battlefield, all Infantry Regiments belonging to this Character's Warband within 6" of the Noble Lord may re-roll unmodified rolls of 6 when making Injury Rolls. In addition, they may also re-roll unmodified rolls of 6 during Clash Actions. This Supremacy Ability is always considered to be active.

Priory Commander's Supremacy, page 230:

Add the following text to the ability: Regiments with the Blessed Special Rule gain Fury 1 Draw Event or the Hardened 1 Special Rule this Turn instead. Should the Regiment already has the Fury or Hardened Rule simply add 1. E.g. Hardened 1 becomes Hardened 2.

Theist Priest's Supremacy, page 230:

Replace the supremacy ability with this:

The Spirit Shines: For the duration of this Turn, Spellcasting Actions performed by Characters with the Priest Special Rule, not including the spell Divine Sanction, and targeting the Regiment the Warlord has joined, also affects all friendly Devout Regiments on the Battlefield.

100 Kingdoms Army List, page 230

Add the following Section after the Supremacy Abilities:

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

Adaptability to Adversity

When creating your Army List, you may select one of the following Traits. If you do so, all Regiments and Characters in your army are considered to having that Trait.

Veterans: You may designate any number of Regiments in your Army to be Veterans. In Veteran Regiments, all Command Models cost double the points. When a Command Model is added to a Regiment with a Leader and Standard Bearer, choose whether the Regiment will receive either a +1 Clash or +1 Volley. In addition they also receive +1 Resolve up to a maximum Resolve value of 3. Selecting a Veteran Regiment and paying the additional costs of Command Models takes place when creating your Army List.

Designer's note: The limit is checked before the battle starts so Supremacy, Inspire and other modifiers gained during the battle apply normally.

Relentless Drill: All Infantry Stands in the Army gain the Support 1 Special Rule, or gain +1 to their Support Rule (to a maximum of 2) if they already had that Special Rule.

Designer's note: Support will be changed in the Generic Rules section to account for this change (only used against enemies in the front arc).

Dynastic Alliances: When creating your Army List you may select an additional Warlord. This second Warlord must be a different Entry than your first Warlord. You may activate only one activated Supremacy ability per Supremacy phase, regardless of the number of Warlords in your Army List. Finally, your Warlords may be assigned to a Regiment belonging to either of the two Warlords' Warbands. Army List building restrictions still apply, both Warlord need a Regiment in their Warband they could legally join regardless of whether they opt to join a Regiment from another Warlord's Warband.

Should you choose a Chapter Mage to be your second Warlord that Chapter Mage gains the Protective Glyphs Supremacy Ability:

- **Protective Glyphs:** While this Character is on the Battlefield, enemy Spells targeting friendly Regiments count as if affected by Enemy Interference regardless of their distance from a friendly Wizard/Priest. In addition, when this Character would cast a Spell with range of “Self”, they may choose another friendly Regiment within 8” to receive the benefits of the Spell as if they were the caster’s Regiment instead.

Faction Perks

If a Character selects 2 or more Retinue Tiers in Tactics, they may select a Battlefield Drill from the Imperial Officer’s entry and pay its cost. An Imperial Officer may select an additional Battlefield Drill, however each Turn the Imperial Officer may only resolve up to two Battlefield Drills.

New Draw Events and Special Rules

Draw Events

Murderous Volley: If the Character’s Regiment performs a Take Aim Action, until the end of Turn that Regiment’s Volley cause Moral Tests if the target is within 12”

Imperial Officer, page 231:

Change Volley to 2

Imperial Officer’s Battlefield Drills, page 231:

1. Change the text to read:

“May have up to two of the following Draw Events, and may resolve up to two of their Battlefield Drills each Turn.”

2. Change all Battlefield Drills’ cost to 10 points (except for Bastion).
3. Change the cost of Bastion to 20 pts.
4. Add a new Battlefield Drill to the list:
 - o Murderous Volley, 10 points

Noble Lord, page 232:

Perform the following changes to the Regiments

- Add to Mainstay:
 - Court Squires (Infantry Noble Lord only)
- Change to Restricted:
 - Court Squires (Cavalry Noble Lord only)

Theist Priest, page 234:

Change the cost of their spells to:

- Saints Favor: 25pts
- Heavenly Blessing: 25pts
- Fervor: 10pts
- Divine Sanction: 10pts
- Holy Fire: 25pts

Chapter Mage, page 235:

1. Change the Model's Cost: 45pts
2. Change the text of their Sorceries to: The Chapter Mage must select a School, and knows all spells from that School.
3. Remove the points costs from the Sorceries, and instead add the following costs to the Schools:
 - Fire: 30pts
 - Earth: 25pts
 - Water: 40pts
 - Air: 25pts

Longbowmen, page 236:

- Add the Armor Piercing 1 Special Rule to their Barrage Special Rule
- Change March to 6
- Change Clash to 1

Mercenary Crossbowmen, page 237:

- Cost for the Regiment: 105pts
- Additional Stand: 35pts

Militia, page 237:

- Standard Bearer: 10pts
- Servite: 15pts
- Neophyte: 10pts
- Errant of the Order of the Shield: 10pts

Militia Bowmen, page 237:

- Neophyte: 10pts
- Servite: 15pts

Hunter Cadre, page 238:

- Regiment Cost: 165pts
- Additional Stand: 55pts
- Standard Bearer: 10pts

Mounted Squires, page 238:

- Count Palatine: 10pts

Court Squires, page 239:

- Regiment Cost: 120pts
- Additional Stand: 40pts
- Count Palatine: 15pts
- Add the Oblivious Special Rule

Household Guard, page 239:

- Armsmaster: 30pts

Men At Arms, page 240:

- Standard Bearer: 10pts
- Seasoned Veteran: 20pts
- Neophyte: 15pts

Order of St Lazarus, page 240:

- Regiment Cost: 165pts
- Additional Stand: 55pts
- Standard Bearer: 20pts

Sicarii, page 240:

- Cleave 1
- Resolve 4
- Add Lethal Demise Special Rule
- March 5

Household Knights, page 241:

- Regiment Cost: 150pts
- Additional Stand: 50pts
- Tourney Champion: 30pts
- Standard Bearer: 15pts

Order of the Sealed Temple, page 241:

- Standard Bearer: 25pts

Gilded Legion, page 242:

- Regiment Cost: 150pts
- Seasoned Veteran: 20pts
- Change Clash to 2
- Add Drillmaster: 20pts
- Add Iron Discipline Special Rule

Order of the Sword, page 242:

- Regiment Cost: 180
- Additional Stand: 60
- Add Counter Attack Special Rule

Steel Legion, page 242:

- Drillmaster: 20pts

Order of the Ashen Dawn, page 243:

- Standard Bearer: 25pts

Order of the Crimson Tower, page 243:

- Standard Bearer: 25pts

Heirlooms, pages 245-247:

- Bakkian token: 10pts
- Mask of Eaklides: 10pts
- Finite State Apparatus: 20pts
- Heraldry of the Lion's Mane: Remove
- Add: Mantle of Saint Nicholas: 10 pts
 - *This simple robe is still stained with the blood of Saint Nicholas, whose murder at the hands of the unpious plunged the Hundred Kingdoms into decades of conflict from which the Tellian Empire rose. Such is its significance and St Nicholas' legacy that even the most jaded atheists are moved in its presence.*
 - The Character and any Regiment they are in, are considered to have the 'Devout' Special Rule
- Hopes and Prayers: 20pts
- Olefant's Roar: 10pts

Masteries, page 248:

- Captain of the Garrison: 20pts
- Wedge:
 - Change text: The Character and any Regiment they have joined gain the Glorious Charge Special Rule
 - 20pts
- Death Cult: 10pts
- Mystical Wards:
 - Change Name to Mystic Wards
 - 10pts
- Add new Tactical Mastery:
 - House Colors: The Character adds Banners to their allowed Heirloom categories, ignoring Retinue restrictions. Cost: 10

Spells, page 249:

- Divine Sanction: Change Cleave value from 2 to 1
- Stone Spikes – Change the text to read: Until the caster’s next activation, if the caster’s Regiment is declared as the target of an enemy Regiment’s Charge Action, the charging Regiment gains the Decay 2 Special Rule until the end of its activation.

100 Kingdoms Rules December 2020

Stone Spikes, page 249

Change the Text to read: “the Charging Regiment will resolve the Decay 2 Special Rule at the end of its activation.”

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Fire Dart, page 249

-Streamlining-

Instead of “Cleave X”, this spell now has “Armor Piercing X”.

The Spires Rules June 2020

Provoke Instability, Spires

-Streamlining-

Change the text to read: “All friendly <Type> Stands gain +X Attack. All friendly <Type> Regiments gain Decay X Special Rule.”