

Knights of Avarice

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If you have not read the general HL guide first, you should take the time to do so. This is meant to go more in-depth into some of the nuances, pitfalls, and strengths of Knights of Avarice. Consider it a more advanced version of what's in the HL guide, aimed best at a player who's played some Trench Crusade before but hasn't played Knights of Avarice specifically. Direct all feedback or requests for added content to @pyromaniacal on Discord.

Reading a guide will only lend you so much insight into how to play Knights of Avarice. Getting models on the tabletop and getting firsthand experience is the best way to learn. If you're looking to get games going at any time, in any place, the Trench Crusade Tabletop Simulator Discord is the place best suited to getting you games. Good luck.

1 Introduction

The Knights of Avarice are probably one of the most flavorful warbands in the game. They're often painted in a deeply distinct purple-and-gold, and their army rules all match nicely with the flavor and lore. From a gameplay side, they're considered a weaker variant of the Heretic Legion, but they are the undisputed champs when it comes to armor piercing. **Heretics are the armor piercing faction, and KoA are the AP variant of the AP faction.** KoA packs so much AP, in fact, that the existence of a KoA warband in a campaign can singlehandedly prevent armor spam lists from appearing. So let's address the overall pros and cons of the warband.

1.1 Pros

- More AP than you know what to do with
- Incredible flavor
- Tall warband building
- Lots of armor on your units
- You get to keep your Witches and Wolf
- Stealing from other Warbands
- New KoA-specific equipment

1.2 Cons

- All your power budget being in AP means you struggle against wide boards with no armor
- Lots of gas means you're more easily countered by gas mask spam
- Tall warband building
- Lots of your unit cost goes to armor that other armies will look to ignore
- No Death Commando
- Heretics already have the best armory and we've banned half of our own armory
- Some of the new KoA equipment is lackluster when it comes to battlefield power (although not flavor!)

In the current state of the game, before the official release, note that KoA is particularly good against the very meta, very common St. Methodius warband and particularly atrocious against the meta-defining, overrepresented Prussia warband - a very wide warband with excellent anti-armor tools on cheap bodies.

Still want to pick KoA? Great. Let's dive into the rules.

2 Faction Specific Rules

We'll break these down one at a time and address their consequences on the warband.

2.1 Worship Mammon

This has two rules in one point. First is that in a campaign, your patron must be Mammon. Sorry to say, you've just been forcibly saddled with one of the best patrons in the game with multiple of the best patron skills in the game. Somehow, you're just going to have to live with this. Notably, KoA isn't unique in using the Mammon patron, if you just want to play with Mammon as your patron, it's available to all HL warbands, KoA is just forced into it.

The other, more important, part of this rule is that you can substitute the Priest's *Puppet Master* for a new ability, *Price of Greed*. Surprise surprise, it's more anti-armor.

The Price of Greed: Worldly wealth belonging to the target model of this curse starts crushing them under its weight. Choose any model the Priest sees within 12" and take a RISKY ACTION. If successful, roll immediately on the Injury Chart for that model and add +1 DICE to the injury roll for each -1 Armour modifier the model has (for example if the model has a Trench Shield and standard armour, add +2 DICE to the injury rolls).

Price of Greed, notably, is **not armor-piercing**. As such, it is best against units with -1 armor and it's about a wash with using an AP +0D to injure weapon on the target. When you look at its competition in *Puppet Master*, which is without a doubt one of the best abilities in the game. If you're just looking for power, stick with *Puppet Master*. If you want flavor or an extra tool against lightly-armored units that pop up every now and again, *Price of Greed* is a great choice.

2.2 Mammon's Chosen

You may have no models that cost less than 80 ducats. This *forces* you to be a tall warband. From a listbuilding standpoint, this leaves you three options: either forego Troopers entirely, as their 50d of equipment is 30-40d more than you really want to spend on a Trooper, steal an expensive weapon you can put on Troopers, or have some very overequipped Troopers with lots of armor, tri-resistances, and maybe some other junk. If you choose to forego Troopers, you're going to end up leaning into your Anointed and other units.

A common saying among Sultanate players is that you don't budget the [Brazen] Bull, the [Brazen] Bull budgets you. In KoA, an army with no cheap

models, every model you buy will budget you. You will have to plan to save ducats across games to allow for space in your warband for one more unit.

2.3 Corrupt Merchants

Corrupt Merchants is where a large part of KoA's list differentiation comes in. As we'll see in the next rule, **Preserve the Loot**, Knights of Avarice bans out a large chunk of our armoury. Corrupt Merchants lets us take something from the New Antioch and Iron Sultanate armouries to shore up our weaknesses and give us some new strengths. Unlike the IS House of Wisdom's **Weapons Collection** rule, we don't get one copy of one item, we get to purchase the item as though it was a part of our armoury, including its restrictions as written. This means that if you steal the New Antioch Misericordia, it's still a 15 ducat LIMIT: 1 Combat Medic only melee weapon, and Engineer Body Armor is still Combat Engineer only. We will discuss this at much more length later in its own section, but it's important to emphasize now that all LIMITS and restrictions and lacks thereof will still apply to us.

Also of note is that Corrupt Merchants cannot steal from subfaction armories, so you can't steal a Tank-Splitter Sword, Bow of Alamut, or the like. The only cross-subfaction stealing ability is Battlefield of Corpses, which specifically states that it can steal from subfaction armories.

2.4 Preserve the Loot

All weapons with FIRE or SHRAPNEL are banned from our armoury. This includes Flamethrowers, Heavy Flamethrowers, Blasphemous Staves, Incendiary Ammunition (not technically banned, but activating it gives your weapon FIRE and therefore bans your weapon), grenades and Incendiary Grenades. You can steal a weapon with FIRE or SHRAPNEL but it, too, will be banned and your precious steal wasted. Interestingly, Hellbound Soul Contracts are *not* banned as written as they're not a weapon, but one could convincingly argue that buying them is against the spirit of the warband and they should be banned.

The astute reader will observe that I excluded Grenade Launchers from the above. Grenade launchers, like our Artillery Witches, get converted into GAS weapons instead. Gas Grenade Launchers (GGLs) take a -1D to injure penalty but gain the keyword GAS instead of SHRAPNEL and Witches lose the 3d6 on a direct hit to instead be 2d6 on a direct hit with -1D to injure for anyone caught in the blast radius (-2D with cover from the blast point), also exchanging the keyword GAS for SHRAPNEL. Both the Witch and the GGL ignore armor, however, giving KoA unparalleled 36" armor piercing.

With the pigeonhole into GAS weapons, Gas Masks become the obvious counter to KoA. We'll discuss Gas Masks later.

2.5 Infernal Rivalry

No Death Commandoes. This makes it harder to hunt down Court's Pain Batteries when they decide to be uninteractive and stick them in a corner somewhere. It also makes it harder to apply early map pressure.

2.6 Goetic Warlocks

This rule allows you to purchase a Goetic Warlock for 110 ducats. Contrary to what seems to be popular belief,

The Goetic Warlock is not a Death Commando replacement.

The Goetic Warlock, as it is when it is purchased for glory, is its own unit with its own role. It is a control and displacement tool, not a backlines assassin with high defensive capabilities. It has similar or worse damage output than a Death Commando, significantly inferior survivability, but significantly higher mobility. The Goetic Warlock can and should be used as a tool to help enable your other melee bodies or to shut down a Hunter of the Left Hand Path, but it is not your new Death Commando.

Additionally, contrary to what is said in the main rulebook, you *can* promote Goetic Warlocks recruited for ducats. The Campaign Rules specify that mercenaries recruited as part of your warband can be promoted and specifically names the KoA Goetic Warlock as one such example.

2.7 Debtors to Mammon

There is one unit in your warband not subject to the Mammon's Chosen rule, and it's the Wretch. Because Wretches are available to us at their normal price and without any extra limitations, they allow us to both flesh out our limited activations into something healthier and bank money between games, keeping us close to ducat threshold.

2.8 KoA Special Weapons and Equipment

We also get a few extra special items. These range from absolutely terrifying to frankly unusable. Determining which is which is left as an exercise to the reader.

2.8.1 Tarnished Armor (45 ducats)

Tarnished Armour has a fantastic passive effect that can be used to control melee armies to a high degree by denying or otherwise manipulating enemy charges. If you can repeatedly down an enemy, Tarnished Armour's passive

can very effectively stymie an enemy melee model. However, this is contingent on a few things. First is that said melee model isn't happy to simply charge your Tarnished Armour model instead. Praetors, for example, are ICBMs who don't think about who they're charging as much as they do just turn and charge whoever is in charging distance of them. Additionally, this effect only works if the charging model has line of sight on the armor-bearer and they're not in cover.

At bare minimum, this is a set of reinforced armor, a combat helmet, and a gas mask at a 5 ducat discount. If you have reinforced armor and a helmet on one unit and haven't allocated your Tarnished Armor, you should take the free gas mask.

2.8.2 Standard of Mammon (25 ducats)

The centerpiece of the ever-so-desirable Tarnished Armor-Standard of Mammon combo, the Standard of Mammon takes up one hand at all times (like a shield or instrument does) but gives you two strong effects: first, it's a Troop Flag that you can buy for ducats. This is insurance against your Wretches getting focused and then one lucky kill forcing you to lose on morale, which can be valuable. The more important effect, however, is that whenever an enemy enters melee combat with the carrier of the Standard, they must make a standard action roll (2d6). If they succeed, nothing happens. If they fail, they go down and are not able to get up as long as they are in combat with the bearer of the standard.

Let's discuss the second part and address some common questions:

- Entering melee combat means charging or being charged, no matter who is doing the charging.
- If you are downed by the Standard's effect, you cannot get up by any means other than exiting melee combat
- When you are downed, you cannot move, including taking the Retreat action to leave melee combat
- When you pass the Standard's action check and then are downed in another method, you can stand back up
- The Chorister's aura does force you to roll the action check at -1D.

This effect has both a defensive and an offensive component to it. On the defensive side, this allows you to not just tie up an enemy and force them to fight the bearer of the standard, but also when an enemy is down, they make all actions at -1D, hampering their ability to do just that. Particularly when placed on a Chorister, enemy models can find themselves completely unable to fight back against the Chorister with the combination of Unholy Hymns, FEAR, and the -1D penalty from being down forcing some very potent melee models to be rolling with relatively low to-hit odds. On the offensive side, downing enemies makes any melee weapon you put into combat significantly more lethal,

especially weapons with flat modifiers to injure (Sacrificial Blade, Greathammer, etc.) as +D has diminishing returns the more +D you stack.

2.8.3 Golden Calf Altar (20 ducats)

The Golden Calf Altar is a strong area denial tool, especially into armies like Court where slowing down the flying Praetor is highly valuable. The Calf Altar makes the area within 3" of itself all Difficult Terrain for your opponent, but flying models are still affected, unlike normal Difficult Terrain. It can also be placed down to create a fixed zone that is hard for your opponent to cross. Pay mind to the fact that this is a one-sided effect, as your models are not slowed. This allows you to potentially defend your own models more effectively by using the Difficult Terrain as a tarpit to keep melee models from closing or deny points by forcing your opponent to slog through Difficult Terrain in the open.

This item is CONSUMABLE. As of date of publication, (July 12, 2025), it is unclear if the Altar has its effects while being carried and if it is consumed if it is carried and not placed down.

2.8.4 Coin Hammer (20 ducats)

Potentially the simplest of the KoA special equipment, the Coin Hammer is a greatsword (not greathammer) that gives a Blessing Marker whenever you inflict a Blood Marker with it. This means that you do not gain Blessing Markers for taking an enemy model out of action, as they sustain no Blood Markers. It also is instance based, so applying a down result to a downed model (inflicting two Blood Markers) only provides you with one Blessing Marker.

New Antioch	Iron Sultanate
Great Steals	
Heavy Shotgun Sniper Rifle Medi-kit	Siege Jezzail Cloak of Alamut Wind Amulet Medi-kit
Okay Steals	
Martyrdom Pills Machine Armor Automatic Pistol Satchel Charge	Sniper Rifle Holy Relic
Bad Steals	
Field Shrine Binoculars	Jezzail Musket Halberd-Gun Alchemist Armour Binoculars
Unusable items	
Misericordia Engineer Body Armour Heavy Ballistic Shield	Alaybozan MURAD Bombard Flame Cannon Titan Zulficar Assassin's Dagger Marid Shovel Alchemical Ammunition

3 Corrupt Merchants Steals

Corrupt Merchants, as previously stated, is a large part of what sets two KoA lists apart from one another. Different item and equipment choices allow you to tailor your warband to your playstyle, or just grab some strong tools that the HL armoury normally does not contain. To simplify the reading experience, the following is the short version of what you need to know about steals. Unusable, in this context, is not a power judgement, but rather a statement of fact. You cannot equip or otherwise use these items. Some of these may be more subjective than others, but as a general rule of thumb, this will give you a good place to start.

If you only care about the table and not the justifications, jump to page 14 when we discuss list-building approach

If you're interested in why these items are rated where they are, buckle up. We've got a lot of items to discuss.

3.1 New Antioch

3.1.1 Heavy Shotgun: Great

KoA is the armor piercing variant of the armor piercing faction. The drawback to that is that we lack weapons able to kill low armor enemies, as stacking blood markers just is not a viable option on the enemy's six Yeomen: they'll gang up on you and kill you before you can deal with all of them. The Heavy Shotgun (HSG) is a one-stop solution to low armor and -D to injure enemies, as it packs the inherent +2D that is generally considered the magic number for killing things without armor. The HSG also has Shield Combo, letting your HSG carriers pick up -3 armor. While they're still as vulnerable to AP as any other unit and they don't have the New Antioch no-downs effect from Machine Armour, they're still difficult models to deal with for an enemy and highly lethal. Additionally, HSG Anointed's give you some strong mid-board presence to lead your units advancing and prevent enemies from trying to get into range of your artillery units.

3.1.2 Sniper Rifle: Great

Sniper Rifles from New Antioch are not ELITE-locked, meaning they're able to be picked up by Troopers and Legionnaires. This enables an entirely different KoA playstyle, where you give Snipers to your base Troopers for the +1D to hit turning them into pseudo-Legionnaires. In a Sniper KoA list, you run a relatively wide board and you have to overequip Troopers far less to run them. Having Snipers can also enable you to get a musician Trooper sooner, as you are already running Troopers and Legionnaires. If you're planning on running Snipers, be aware that relying on crits simply is not viable, even on your Priest with elevation. Crits are a low-odds outcome, and playing around a build that is just crit-fishing is liable to have an unlucky game and bounce off heavily armored units when you're in need of that Sniper crit kill.

3.1.3 Medi-Kit: Great

If you take a weapon from the Sultanate armory, Medi-kits are a great option to supplement it. Medi-kits can always go on your important units to help fill those last 5 ducats in your list and heal at the end of your turn, but the more important part is that they go on Wretches. A Wretch with a Knife and a Medi-kit is a model your enemy does not want to kill lest they give you a Blessing Marker, nor do they want to leave the Wretch standing so it can't heal you and pick up your downed models. As KoA typically wants to carry Wretches in a list anyway, both to save ducats between games and to flesh out activation count, Medi-kits lend a little more potency to those otherwise low-value activations.

3.1.4 Martyrdom Pills: Okay

In the course of a campaign, Pills are in an awkward spot. It's hard to overstate how powerful an item Pills are, especially on a melee-focused model who's at

risk as they close the distance to the enemy. However, HL already has a LOT of excellent glory spends in our armory, between the AMR, SMGs, and AR, as well as the campaign glory items offering Armour of Cobar, Executioner's Axe, Sniper Scopes, and Aura Grenades. In a one-off game, Pills are a top-tier pick because they lend an easy way to fill in an extra eighth glory you may not otherwise be able to spend and their effect is super powerful. But over the course of a campaign where glory is at a premium, is not guaranteed, and not available game 1, Pills can be a harder item to justify stealing.

3.1.5 Machine Armour: Okay

-3 armor is good in Trench Crusade. Losing a hand to do so? Less good. Machine Armour solves that issue by giving you your second hand back. It also comes at the cost of only having a d3 charge distance instead of the standard d6, and you don't get the New Antioch no-downs effect that normally comes built in. Machine Armour is also still susceptible to all the classic AP that's available in Trench Crusade, so enemy AMRs, Witches, Fireteams, Malebranches, etc are all still able to bust right through it. As fellow discord user Avocado notes, one less-obvious upside to Machine Armour is that it gives you an opportunity to squeeze a musical instrument into a list without having to commit to a Trooper to carry it, as that hand would otherwise hold a shield. Ultimately, you're also giving up the opportunity to steal something else from the NA armoury like any of the items ranked as Great or even Okay.

3.1.6 Automatic Pistol: Okay

Automatic Pistol is at its best when it's combined with incendiary ammunition to make it a powerful tool for applying Blood Markers, as well as functioning as a melee offhand weapon. The six-Blood Marker War Prophet double Auto-Pistol build takes full advantage of this in Trench Pilgrims. In New Antioch, it's definitely a less potent option as they don't have incendiary ammunition, and the same is true in HL. It is a multi-shot ranged option that only takes one hand, allowing you to have that shield or musical instrument, but SMGs have Shield Combo, longer range, and their glory cost means they don't contribute to your perpetually-strained ducat threshold.

3.1.7 Satchel Charge: Okay

Satchel Charges are in an odd spot. For NA, they're a staple and core piece of the lineup, and probably the best weapon NA has. If they had no limit on Satchels, you bet every unit on the map would be running one and you'd be cowering in fear as your Wolf gets annihilated by Yeoman Satchel after Yeoman Satchel after Yeoman Satchel. In practice, though, they get run on two units in two main loadouts: MHI with an HSG alongside it, and Engineers usually equipped with an SMG or other similar weapon alongside it. Importantly, they both have strong fallback weapons for if the Satchel isn't the right move in

the situation or if they've already used the Satchel. KoA can take SMGs, yes, but it's not ideal to be running a Satchel SMG Anointed, after all, you rarely see that on NA. KoA's other fallback weapons are all either artillery, which is an incompatible range mismatch with Satchels, SMGs which are okay but not ideal, or just bad. Automatic Shotguns come to mind. Satchels are still an exceptional tool for picking someone and deleting them from the map at short range, but KoA just has enough armor piercing to not need something in the AP role and we have other tools for deleting someone in one turn like a Priest Puppet Master combo, a Wolf, AMR, +1D Witch bomb, etc.

3.1.8 Field Shrine: Bad

Do you know what Field Shrines do? I, for one, forgot they existed. They cost two glory that could be spent elsewhere on something better. But they do, at bare minimum, actually function - which makes them better than Unusable items.

3.1.9 Binoculars: Bad

Infiltrators rarely deploy within 16" of a model. If you're worried about Infiltrators, deploy your units to be able to cover each other or deploy so that your lines of sight limit infiltrator deployment.

3.1.10 Unusable Items

These all get grouped into one header because they are completely unusable to you as Knights of Avarice, but listed in the NA armoury. When I say unusable, this isn't a value judgement - you cannot equip or use any of these items.

3.2 Iron Sultanate

3.2.1 Siege Jezzail: Great

Similar in role to the Heavy Shotgun, the Siege Jezzail offers less killing power in a single hit in exchange for substantially more range. If you're trying to lean into the artillery side of the faction and still shore up the lack of low-armor killing weapons, Siege Jezzails are an excellent choice. They're also one of our best tools against Black Grail.

3.2.2 Cloak of Alamut: Great

Trench Crusade is a game in which you should always be out of sight if possible and in cover if not. Artillery Witches, especially, tend to end their turns in spots where they're not out of line of sight, but they're immensely valuable units and they need to be protected. Cloak of Alamut is the support tool that helps ensure that a Witch is protected after she launches her bomb, your Sniper Rifle unit is that much harder to hit, or your close range units can cross into their threat

ranges more safely. Cloak of Alamut isn't flashy or exciting, but it's a valuable piece to helping enable your units and other steal.

3.2.3 Wind Amulet: Great

Where Cloak of Alamut is the more defensive option, Wind Amulet is a more aggressive utility tool. KoA has a couple units that just need to get into position, such as the Priest and Chorister. When these close range models need to cross a relatively large gap, ensure they get the charge off to get into melee, or otherwise get into position that little bit faster, Wind Amulet is a great tool to help with that. Wind Amulet shines especially in the context of KoA, as it can be difficult to find the space in a list to slot a Musical Instrument carrier, making that extra movement that Wind Amulet guarantees more valuable.

3.2.4 Medi-kit: Great

If you take a weapon from the New Antioch armory, Medi-kits are a great option to supplement it. Medi-kits can always go on your important units to help fill those last 5 ducats in your list and heal at the end of your turn, but the more important part is that they go on Wretches. A Wretch with a Knife and a Medi-kit is a model your enemy does not want to kill lest they give you a Blessing Marker, nor do they want to leave the Wretch standing so it can't heal you and pick up your downed models. As KoA typically wants to carry Wretches in a list anyway, both to save ducats between games and to flesh out activation count, Medi-kits lend a little more potency to those otherwise low-value activations.

3.2.5 Sniper Rifle: Okay

As opposed to the New Antioch Sniper Rifles being Great, Sultanate's Snipers are elite-locked, limiting their utility. A large part of what makes NA Snipers good is the +1D to hit making your Troopers into Legionnaires, but you lose that ability with the IS Sniper. However, if you want to give your Priest and a promoted Anointed a Sniper to lean into a long range playstyle and fish for crits with the Snipers, IS snipers can be a good option (understanding, of course, that crit-fishing is unreliable and generally inadvisable to bank a gameplan on).

3.2.6 Holy Relic: Okay

HL still has a deep pool of good glory spends, ranging from the AMR to our campaign glory items like Aura Grenades. SMGs are always a good spend of two glory, and so that puts Holy Relics in the unenviable position of competing against other glory items with a very finite pool of available glory to spend. Holy Relics are notable in that KoA does not have access to the Blasphemous Staff, so having a guaranteed Blessing Marker to help amp up a necessary Puppet Master, Price of Greed, or even a Dash when it's necessary can be a valuable pickup. But as with Martyrdom Pills, the glory cost also guarantees you can't

buy your Holy Relic for the first game, and often it won't be your ideal purchase until after you have your AMR.

3.2.7 Jezzail: Bad

It's like a Bolt-Action Rifle, but with six inches less range and three ducats cheaper. When your army literally cannot field any unit worth less than 80 ducats, saving three ducats is a non-issue. Ergo, the weapon is functionally a downgrade from the classic boltie.

3.2.8 Musket: Bad

Remember a paragraph ago where we established that the Jezzail is bad because it's a boltie but with less range for a slight discount that's irrelevant in Knights of Avarice? Well the Musket takes that and gives it -1D to injure for some reason. If the Jezzail was bad, the Musket is worse, except for flexing on your opponents with your trash weapons and roleplaying as the British Army as it colonized half the world.

3.2.9 Halberd-Gun: Bad

The Halberd-Gun, for any faction that does not have access to Alchemical Ammo, is a Bolt Action Rifle electrical taped to a Polearm that costs 3 ducats more than buying them separately, but it also lets you carry an additional ranged weapon if that would make you happy. It's also elite locked, so your list of potential carriers includes the unit who's awful at shooting and the unit that wants significantly better melee weapons than a Polearm.

3.2.10 Alchemist Armour: Bad

Alchemist Armour is the single biggest noob trap in Knights of Avarice. Alchemist Armour is 50 ducats, while Reinforced Armour, a Gas Mask, and an Infernal Brand Mark is the same 50 ducats and the same effect, without spending one of your valuable steals on it.

Yes, there is an argument that having the additional -1D to injure from Alchemist Armour can potentially have value. However, as Knights of Avarice conclusively proves, the important part of the truly threatening FIRE and GAS keyword weapons is not the keyword itself, it's the armour piercing nature of these weapons. As we will discuss later, an additional -1D to injure just means you have to stack one more blood marker to reach your desired kill threshold, which is not a particularly forbidding hurdle, especially when it's only on one unit.

3.2.11 Binoculars

Infiltrators rarely deploy within 16" of a model. If you're worried about Infiltrators, deploy your units to be able to cover each other or deploy so that your

lines of sight limit infiltrator deployment.

3.2.12 Unusable Items

These all get grouped into one header because they are completely unusable to you as Knights of Avarice, but listed in the IS armoury. When I say unusable, this isn't a value judgement - you cannot equip or use any of these items. Sultanate sure does have a lot of unit-specific items!

4 List-building

As discussed in the main HL guide, list building in HL is very flexible, more so than in a faction like Court. This is to our advantage usually, but KoA's limitations remove a lot of that freedom. Taking a large number of Anointed inherently chews up a large amount of your threshold as you're paying for Reinforced Armour on every unit, limiting your available choices.

In general, in armies worth less than 1000 ducats, KoA tends to have to sacrifice one of the three of Activation Quantity, Activation Quality, or Unit Quality. Let's look at these.

Activation Quantity is the most straightforward, as it's just about how many models you field. Bringing Anointed will eat up your ducat threshold, limiting the number of bodies you can bring. You can bring more Wretches to inflate your Activation Quantity. Activation Quantity is important for a couple main reasons. First is deployment: if you deploy all your models before your opponent deploys their star models (Praetors, Witches, etc), your opponent can deploy with full knowledge of where your units are and what threats they need to play around. Second is turn order: With zipper activations, the army with fewer models is often subject to a burst of enemy models activating simultaneously at the end of the round, giving them pseudo-FIRETEAM, letting them set up kills with less fear of reprisal. Lastly is morale, as having fewer models means that one or two lucky shots can put you very close to morale very quickly. Therefore, having an army that's reasonably sized is well worthwhile. While base HL lists tend to hover in the 7-8 model range for a 700 ducat list, KoA lists tend to sit around 6-7, with a sizable portion at 5.

Activation Quality is largely inverse to Activation Quantity, as half your activations being Wretches who stand around and do nothing isn't something that particularly advances your gameplan. Yes, they're expendable point-sitters, but a tall faction like KoA tends to aim to knock enemies out on morale before it's able to spread its threat wide enough to play objectives in a meaningful way. If you're aiming for punching enemies' morale, having a bunch of Wretches to dilute your strong activations and limit how many heavily equipped units you can bring is somewhat counterproductive.

Unit Quality is a little less of a lever you can pull when you're building a list, but it is an option. You can always run a naked Priest, unarmored Witches, or no melee weapons on your Gas Grenade Launcher Anointed. Doing so clearly

sacrifices unit quality, usually defensively, but allows you to squeeze a little bit more of whatever it is you need into your list.

With this principle in mind, the exact details of how you build your list are up to you. I tend to like going for a mix of close and long range, but going all in on 36" threat is totally viable and leaning closer range is also viable. Generally, though, building your list around your heavy AP and your steals and trying to complement their strengths is your best bet.

If you wanted a step by step guide on how to build, you can find an example of that in The Trenchfoot Society's Short #3 Part 2 (wherein I accidentally tell Fred that Reinforced Armor is 15 ducats instead of 40, giving him an extra Wretch). This is just one example of a warband, and Fred said going in that he wanted to have a Wolf and a Witch. I will not handhold you through your list building, use your noggin and make something work. ChatGPT sure won't help you, either.

5 Oh no, you got gas mask spammed!

The biggest "gotcha!" moment that people try to present against KoA is that you get gas mask spammed and all those delicious AP weapons are countered by a 5 ducat gas mask! Oh no! Joke's on them, though, since getting gas mask spammed isn't game over for you by any means. It's not going to make your game easier, by any means, but it's not going to just singlehandedly ruin your game.

The core of this fallacy is that KoA leans so heavily on gas weapons that gas masks are going to just neuter any kill threat you have and render all your gas weapons useless. Might as well leave all that gas home because the enemy brought a 5d gas mask. However, even though your gas attacks have -1D to injure against a gas masked target, **they're still AP**. -3 armor is generally worth about 50 ducats, and even if the enemy MHI has a gas mask, you're still removing 50d worth of their protection. Even against a -1 armor enemy, they're still committing 5 ducats to stop you negating 10 or 15 ducats, putting you ahead on value still. Gas mask spamming hurts you the MOST when it's on unarmored units, which tend to be the cheapest units already.

Generally, there's two main ways to deal with gas masked high-armor enemies. The first is to simply apply an extra Blood Marker before you try to cash in. Generally, an AP weapon wants to be rolling with +2D for the best value between time spent stacking Blood Markers and likelihood to kill. With a gas masked target, you apply one more blood marker to them before you cash in. Alternately, you use your Witch to cash in instead of a GGL, as the Witch direct hits are an unmodified 2d6 to injure as opposed to a GGL's -1D. One less Blood Marker you have to stack is always valuable, and arguably the more relevant part of the gas mask is that it limits the speed at which you can stack Blood Markers. The other main way to deal with a gas masked target is to just not use a gas weapon. It's a crazy concept, I know, but even without gas grenades, GGLs, and the KoA Witches, there's still more AP available to

you. You can bloodbath with a non-Gas weapon, ideally one with its own +D, where all you do is knock someone down and cash in 3 Blood Markers to crush through an enemy's armor. You can also bring your War Wolf Assault Beast into play, with its bare minimum 18" threat range allowing you to rocket it into a fight and use its AP Chainmaw to bring an enemy down. You also have two Sacrificial Knives, likely on the Priest and Chorister, both of which offer +flat to injure, making them good at dealing with heavy armor, especially in concert with a Blood Marker or two. Lastly, you have your AMR. The AMR is the best weapon for looking at someone and killing them with the least setup from the longest range.

To state it again: getting gas mask spammed hurts, but it's not the end of the world. You have other options than just gas, and a well rounded KoA list will have at least one non-gas AP option in its list.

6 Mammon

Our one and only patron, Mammon just so happens to be one of the best patrons in the game. Mammon has two Patron Skills that are some of the best patron skills you can take, two remarkably solid patron skills, and two that are pretty lackluster. Let's go over them real quick, since you're likely to run into at least one patron skill during a campaign.

6.1 Money Can Buy Anything

Money Can Buy Anything (MCBA) is probably the best patron skill in the game simply because the Heretics have the best armory in the game, and it's primarily due to one weapon that MCBA is one of the best skills in the game. If all you care about is winning, MCBA is just extra AMRs. No other weapon in our armory can compete with the AMR. However, the Sacrificial Knife, the Gas Grenade Launcher, and the Musical Instrument are all solid picks.

6.2 Unsecured Loan

After discovering that Tuomas was playing with ducat threshold only mattering for reinforcement, the severe undervaluing of economy-type skills (such as Unsecured Loan) makes a lot more sense. Hopefully, now that Tuomas is on the same page as the community, we'll see economy skills buffed, but for right now, this is largely unpickable. If you have to reinforce, that 100 ducats gets wiped out and you'd usually rather have a skill that's productive towards winning games.

6.3 Crooked Dice

Crooked Dice is a skill to help try to weight things in your favor. When you absolutely NEED to hit a Dash, hit an AMR shot, a Puppet Master, or try to make sure that your attack does kill, Crooked Dice can give you a second shot.

When it says "injury roll" that you make, that's referring to the injury you're inflicting upon an enemy, not rerolling an attack against you.

6.4 Plutocracy

Plutocracy is a FIRETEAM, yes, but as a tall army, it's rare that you want to activate two units simultaneously and give your opponent an activation advantage. The more important part is that RISKY actions no longer end your turn when you fail them when you activate as a FIRETEAM, so linking, say, a Priest to a Wretch to ensure that if you fail a Price of Greed you're not left in the open can be a surprisingly viable strategy. Standard one-two punch FIRETEAM gameplay still works and is harder to interrupt, as well.

6.5 Aureate Skin

Similarly to Unsecured Loan, the economic value this affords is pretty low due to Tuomas overvaluing ducats since he wasn't playing with threshold as a hard limit. Hopefully this will see a buff.

6.6 Eternal Debt

Wretches being unable to die is an interesting option because it allows you to build your army extra wide with Wretches that can be a real problem for your opponent to remove. Giving your Wretches polearms and shields and being able to throw them at your opponent to waste their shots, to contest points, or to tie enemy models in melee and then not minding if they die because you know you're going to be getting them back is a fairly valuable power. It's like an economy skill, but with actual real game impact instead of just getting 100d.