

Lycan Alpha **Hero (LrgInf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	7	14/16	205	Hero (LrgInf), Crushing Strength (2), Inspiring (Lycans only), Nimble, Pathfinder, Regeneration (5+)

Kyrons Fury[1] **Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	15	Formation: Kyrons Fury

Bane-chant Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.

Blessing of the Gods The unit has the Elite special rule.

Brew of Sharpness The unit has +1 to hit in melee.

Chalice of Wrath The unit gains the Fury Special Rule.

Crushing Strength All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Diadem of Dragon-kind The unit has the Breath Attack (10) rule.

Drain Life 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.

Fire-Oil Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.

Formation: Formation must contain:
Kyrons 2x Lycan Regiments
Fury 1x Lycan Alpha
Each unit in this formation is granted the Fearless special rule.

Fury While wavered, this unit may declare a Counter-Charge.

Individual

Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.

Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

Inspiring If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must

re-roll that Nerve test. The second result stands.

- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.
- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Strider** The unit never suffers the penalty for Hindered charges.
- Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.