



(1)	5	4+	-	4+	1	10/12	50	Hero (Inf), Individual, Lightning Bolt (3), Teleport (3)
- Replace Fireball (6) with Lightning Bolt (3)							0	
- Teleport (3) (L)							15	
- Inspiring Talisman							20	
(1)	5	4+	-	4+	1	10/12	50	Hero (Inf), Blizzard (2), Fireball (6), Individual
- Blizzard (2) (L)							30	
<b>The Captain[1]</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	5	12/14	150	Hero (Cav), Crushing Strength (1), Individual, Master Tactician, Rallying! (2), Very Inspiring
- Mount on a horse, increasing Speed to 8 and changing to Hero (Cav)							20	
<b>Cannon Battery[1]</b>								<b>Formation</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	5	Formation: Cannon Battery
							<u>2600</u>	

- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Blizzard** 36" Range, Blast (D6). Indirect.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Crystal Pendant of Retribution** When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Formation: Cannon Battery** Formation must contain:  
 3x Cannon  
 1x Hero  
 The Hero in this formation is granted the Inspiring (War Engines only) special rule. The Cannons in this formation increase their Blast to D6+2. While the Cannons are within 6" of the Hero from this formation they are also granted the Elite special rule.
- Guiding Light** 12" Range. Hits don't inflict damage. Instead, if one or more hits are scored, for the remainder of the Shoot phase any War Engines with the Indirect Fire or Reload! special rules gain +1 to hit when targeting the unit this spell has been cast on. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
- Indirect Fire** The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
- 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 Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
- Jar of the** The unit's 'normal' ranged attacks gain 12" to their range.

## Four Winds

- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Master Tactician** You can redeploy D3 of your own units after deployment is finished, but before vanguard moves are made. Cannot be used on Allied Units.
- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Rallying!** Friendly non-allied units within 6" have +n to their Waver and Rout Nerve values. This is cumulative, with a maximum total of +2 if multiple units with Rallying! are in range.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Rifles** Range: 24".
- Teleport** 12" Range. Friendly Infantry Heroes that do not possess the Fly special rule only. If one or more hits are scored, you may immediately pick up the target unit and place it entirely within 20" of its original position, facing any direction. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- The Boomstick** This artefact can only be used by Heroes. The Hero has the Lightning Bolt (3) spell.
- 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.
- Very Inspiring** This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.