

- Blizzard (2) (L) 30

- Myrddin's Amulet of the Fire-heart 10

Avatar of the Father [1] Hero (Mon)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	9	-/19	270	Hero (Mon), Crushing Strength (1), Elite, Fly, Iron Resolve, Pathfinder, Thunderous Charge (3), Very Inspiring
- Fly and Speed 10							50	

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Advanced Deployment Units with this rule must be deployed immediately after players have chosen sides, but before any other units are deployed. If both players have one or more units with this rule then the player who chose the table side sets theirs up first. This unit may be deployed anywhere on the table, except within 3" of an objective counter or loot counter.

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.

Blade of Slashing Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.

Blizzard 36" Range, Blast (D6). Indirect.

Brew of Strength The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.

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.

Elite Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

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.

Fly The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.

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.
- Iron Resolve** If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
- Myrddin's Amulet of the Fire-heart** Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.
- 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.
- 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.
- 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.
- 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.
- 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.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.