

King on Chimera**Hero (Mon)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	18/20	310	Hero (Mon), Breath Attack (10), Crushing Strength (3), Elite, Fly, Fury, Inspiring
- Gift of Korgan: Gain Fury							10	
- Brew of Haste							15	

Skald**Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	5+	4+	4+	1	11/13	60	Hero (Cav), Individual, Inspiring, Piercing (1), Throwing Weapons (Axes)
- Mount, increase Speed to 8 and change to Hero (Cav)							15	

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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.
Breath Attack	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Brew of Haste	The unit has +1 Speed.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
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.
Ensnare	When attacking this unit in its front, enemies suffer an additional -1 to hit 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.
Gift of Korgan: Gain Fury	(Unit may only have one of the Gift of Korgan.) Fury: While wavered, this unit may declare a Counter-Charge.
Heal	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
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.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- 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.
- Pathfinders** 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.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Shroud of the Saint** Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).
- Throwing Weapons** Range 12"
- 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.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Wind Blast** Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.
- Wine of Elvenkind** The unit has the Nimble special rule.