

Flagger								Hero (Inf)
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	1	9/11	50	Hero (Inf), Base Size: (25x25mm), Crushing Strength (1), Individual, Inspiring
- Lute of Insatiable Darkness							25	

War Drum								Monster
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	4+	-	4+	3	-/11	80	Crushing Strength (1), Great Thunder, Height (1)

Krusher								Hero (Inf)
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	3+	-	5+	3	10/12	60	Hero (Cav), Base Size: (25x25mm), Crushing Strength (2), Individual
- Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav)							15	
- Staying Stone							5	
(1)	8	3+	-	5+	3	10/12	60	Hero (Cav), Base Size: (25x25mm), Crushing Strength (2), Individual
- Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav)							15	
- Inspiring Talisman							20	

Brew of Courage	When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
Brew of Haste	The unit has +1 Speed.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
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.
Great Thunder	This unit has the Rallying (2) special rule. Rallying! (n): Friendly, non-allied units within 6" of this unit 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. Only the Rout value of Fearless units is affected by Rallying!
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.
Inspiring Talisman	This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
Lute of Insatiable Darkness	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
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.

- Staying Stone** The unit has +1 to its Waver/Nerve value.
- 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.
- Yellow-Bellied** When this unit wishes to charge an enemy unit's front facing, roll a die. If the result is a 1 then the unit 'misunderstands' the order and carries out a Halt! order instead. This does not apply if the unit wishes to charge the flank or rear of an enemy unit, an individual or war engine, or if it is carrying out a Counter-Charge