

Sharpshooters **Infantry**

Earth Elementals **Large Infantry**

Berserker Brock Riders **Cavalry**

Ironbelcher Organ Gun	War Engine
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Army Standard Bearer	Hero (Inf)
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Berserker Lord	Hero (Inf)
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Stone Priest Hero (Inf)

Stone Priest

[illegible]

Blade of the Beast Slayer This artefact can only be used by Heroes. The Hero has Crushing Strength (2) when attacking large infantry, large cavalry, monsters or heroes who do not have the Individual special rule. If the Hero already has Crushing Strength, it is increased by 2 when attacking those same targets.

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+.

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.

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.

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.

Lute of Insatiable Darkness This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

Maccwar's Potion of the Caterpillar The unit has the Pathfinder special rule.

Martyr's Prayer 12" range. Target friendly units only, including units engaged in combat. Instead of causing damage, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a nerve test for damage taken in this way.

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.

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.

Piercing All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

Reload! The unit can fire only if it received a Halt order that turn.

Shambling The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

Strider The unit never suffers the penalty for Hindered charges.

Surge Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.

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.

Weakness 24" Range. May target enemy units that are engaged in combat. Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage however). This effect only applies once – multiple castings on the same target have no effect.