

(1)

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Hero (Mon), Breath Attack (16),
Crushing Strength (2), Inspiring,
Thunderous Charge (1), Vicious

- Can have wings (gaining Fly and increasing Speed to
10)

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- Aegis of the Elohi

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Aegis of the Elohi	The unit gains the Iron Resolve special rule, or if it already has Iron Resolve, it increases the amount of damage it heals each time Iron Resolve is triggered to a total of 2.
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.
Blowpipes	Treat as Throwing Weapons (Range: 12")
Boots of Levitation	This artefact can only be used by Heroes. The Hero can Advance and then shoot as if it had Halted that turn. It can also move At the Double and shoot as if it had Advanced that turn.
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 Sharpness	The unit has +1 to hit in melee.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crepognon's Scrying Gem of Zellak	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Dwarven Ale	The unit has the Headstrong special rule.
Firebolts	Range 18".
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.
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	The unit has the Pathfinder special rule.

Caterpillar

Orcsbain's Amulet of Thorns The unit has the Phalanx special rule.

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.

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 (to a minimum of zero) when Hindered.

Vicious Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.