



- Inspiring Talisman

20

**Swarm-crier**

**Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	8/10	45	Hero (Inf), Individual, Inspiring
- Lute of Insatiable Darkness							25	
							<u>2000</u>	

<b>Blizzard</b>	36" Range, Blast (D6). Indirect.
<b>Breath Attack</b>	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+.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Chalice of Wrath</b>	The unit gains the Fury Special Rule.
<b>Critter's Call</b>	24" Range. Roll to damage as normal. If one or more points of damage are scored, the target unit is Disordered. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Dragonshard Shield</b>	Once per game, when this unit carries out a Halt! or Pivot! Order, it may choose to increase its Defence by +2 to a maximum of 6+ until the start of its next turn.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Ensnare</b>	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
<b>Individual</b>	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.
<b>Inspiring</b>	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.
<b>Inspiring Talisman</b>	This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
<b>Lightning Bolt</b>	Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

<b>Lute of Insatiable Darkness</b>	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
<b>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Nimble</b>	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.
<b>Piercing</b>	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Rallying!</b>	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.
<b>Stealthy</b>	Enemies shooting against the unit suffer an additional -1 to hit modifier.
<b>Thunderous Charge</b>	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.
<b>Vicious</b>	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
<b>Yellow-Bellied</b>	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