Rat slave List Adepticon

2300 / 2300 VALID

Ratkin Slaves [2300]

Slave Warriors Infantry	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [100]	6	5+	-	4+	2	12	12/14	2	[85]
The Last Breath									[15]
Special Rules: The Last Breath Key			tkin, Slave	4.	0	40	40/44		[05]
Regiment (20) [100]	6	5+	-	4+	2	12	12/14	2	[85]
The Last Breath Special Rules: The Last Breath Keyv	vorde: Evo	ondoblo Do	tkin Slovo						[15]
Regiment (20) [100]	6	5+	INIT, Slave	4+	2	12	12/14	2	[85]
The Last Breath	0	51			2	12	12/14	2	[15]
Special Rules: The Last Breath Keyv	words: Exp	endable, Ra	tkin, Slave						[:0]
				_		_			
Decimators* Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [115] Blunderburg (12", Disreing(1) Steady Air	4 Miniaua(I	4+	4+	4+	1	10	10/12	2	[115]
Blunderbuss (12", Piercing(1), Steady Air Keywords: Dwarf	n, vicious(i	Rangeu))							
Troop (10) [115]	4	4+	4+	4+	1	10	10/12	2	[115]
Blunderbuss (12", Piercing(1), Steady Air	n, Vicious(I				•			-	[]
Keywords: Dwarf	,	J //							
Troop (10) [115]	4	4+	4+	4+	1	10	10/12	2	[115]
Blunderbuss (12", Piercing(1), Steady Air	m, Vicious(I	Ranged))							
Keywords: Dwarf									
Slave Tunnel Runners Chariot	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [245]	8	3+	-	5+	2	24	14/16	3	[210]
Brew of Sharpness	Ŭ	•			-		,	Ŭ	[35]
Special Rules: Crushing Strength(1),	Thunderou	s Charge(1)	Keywords:	Ratkin, Sla	ve				[]
Regiment (3) [225]	8	4+	-	5+	2	24	14/16	3	[210]
Sir Jesse's Boots of Striding									[15]
Special Rules: Crushing Strength(1),	Thunderou	s Charge(1)	Keywords:	Ratkin, Sla	ve				
						_			
Slavedriver Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [55]	4	4+	-	5+	0	1	10/12	2	[55]
Special Rules: Individual, Inspiring, F 1 [85]	4 Railying(1 -	Slaves only) 4+	, VICIOUS(IVIE	5+	0	1	10/12	2	[55]
Diadem of Dragonkind	4	4+	-	+C	0	1	10/12	2	[55] [30]
Fireball (8)									[50]
Special Rules: Individual, Inspiring, F	Rallving(1 -	Slaves only)	.Vicious(Me	lee) Keywo	rds: Dwarf				
1	y 0(57		, ,					
							Ne	1 14	Pts
Iron-caster Hero (Infantry)	Sp	Ме	Ra	De	US	Att	INC	Ht	FIS
	Sp 4	Me 4+	Ra -	De 5+	0	Att 1	11/13	<u>н</u>	[90]
1 Spellcaster 2 [115] Fireball (10)			Ra -						[90] [0]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2)	4	4+	-	5+					[90]
1 Spellcaster 2 [115] Fireball (10)	4	4+	-	5+					[90] [0]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A	4 Ariagful's Fla	4+	-	5+ Hellforged	0	1	11/13	2	[90] [0]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero	4	4+ ame Keywol	- rds: Dwarf,	5+					[90] [0] [25]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot)	4 Ariagful's Fla	4+ ame Keywol Me	- rds: Dwarf,	5+ Hellforged	0	1	11/13 Ne	2 Ht	[90] [0] [25] Pts
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot)	4 Ariagful's Fla Sp 8	4+ ame Keywol Me 3+	- rds: Dwarf, Ra	5+ Hellforged De 5+	0 US 1	1 Att 7	11/13 Ne -/16	2 Ht 3	[90] [0] [25] Pts [200]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) 1 [200] Special Rules: Crushing Strength(1),	4 Ariagful's Fla Sp 8	4+ ame Keywol Me 3+	- rds: Dwarf, Ra	5+ Hellforged De 5+	0 US 1	1 Att 7	11/13 Ne -/16	2 Ht 3	[90] [0] [25] Pts [200]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) 1 [200] Special Rules: Crushing Strength(1), Dwarf	4 Ariagful's Fla Sp Bread, Nirr	4+ ame Keywol Me 3+ able, Rallying	- rds: Dwarf, Ra 1(2 - Slave c	5+ Hellforged De 5+ nly), Thunde	0 US 1 erous Charge	1 Att 7 e(2), Very Ins	Ne -/16 spiring, Viciou	2 Ht 3 Is(Melee) M	[90] [0] [25] Pts [200] Keywords:
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) 1 [200] Special Rules: Crushing Strength(1), Dwarf Cryza's Gore-Impaler [1] Hero	4 Ariagful's Fla Sp 8	4+ ame Keywol Me 3+	- rds: Dwarf, Ra	5+ Hellforged De 5+	0 US 1	1 Att 7	11/13 Ne -/16	2 Ht 3	[90] [0] [25] Pts [200]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) 1 [200] Special Rules: Crushing Strength(1), Dwarf Cryza's Gore-Impaler [1] Hero (Monster) (Chariot)	4 Ariagful's Fla Sp 8 Dread, Nirr Sp	4+ ame Keywol Me 3+ able, Rallying Me	- rds: Dwarf, Ra 1(2 - Slave c	5+ Hellforged De 5+ nly), Thunde	0 US 1 erous Charge US	1 Att 7 e(2), Very Ins Att	Ne -/16 spiring, Viciou	2 Ht Is(Melee) M Ht	[90] [0] [25] Pts [200] Keywords: Pts
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) 1 [200] Special Rules: Crushing Strength(1), Dwarf Cryza's Gore-Impaler [1] Hero (Monster) (Chariot) 1 [210]	4 Ariagful's Fla Sp 8 Dread, Nirr Sp 8	4+ ame Keywor Me 3+ able, Rallying Me 3+	- rds: Dwarf, Ra r(2 - Slave c Ra	5+ Hellforged De 5+ nly), Thunde De 5+	0 US 1 erous Charge US 1	1 Att 7 e(2), Very Ins Att D6+7	Ne -/16 spiring, Viciou Ne -/16	2 Ht 3 Is(Melee) M Ht 5	[90] [0] [25] Pts [200] Keywords: Pts [210]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) 1 [200] Special Rules: Crushing Strength(1), Dwarf Cryza's Gore-Impaler [1] Hero (Monster) (Chariot)	4 Ariagful's Fla Sp 8 Dread, Nirr Sp 8	4+ ame Keywor Me 3+ able, Rallying Me 3+	- rds: Dwarf, Ra r(2 - Slave c Ra	5+ Hellforged De 5+ nly), Thunde De 5+	0 US 1 erous Charge US 1	1 Att 7 e(2), Very Ins Att D6+7	Ne -/16 spiring, Viciou Ne -/16	2 Ht 3 Is(Melee) M Ht 5	[90] [0] [25] Pts [200] Keywords: Pts [210]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) 1 [200] Special Rules: Crushing Strength(1), Dwarf Cryza's Gore-Impaler [1] Hero (Monster) (Chariot) 1 [210] Special Rules: Crushing Strength(2),	4 Ariagful's Fla Sp 8 Dread, Nin Sp 8 Rampage(I	4+ ame Keywor Me 3+ able, Rallying Me 3+	- rds: Dwarf, Ra r(2 - Slave c Ra	5+ Hellforged De 5+ nly), Thunde De 5+ ee), Wild Cha	0 US 1 erous Charge US 1 arge(D3),Ba	1 Att 7 e(2), Very Ins Att D6+7	Ne -/16 spiring, Viciou Ne -/16	2 Ht 3 Is(Melee) M Ht 5	[90] [0] [25] Pts [200] Keywords: Pts [210]
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) 1 [200] Special Rules: Crushing Strength(1), Dwarf Cryza's Gore-Impaler [1] Hero (Monster) (Chariot) 1 [210] Special Rules: Crushing Strength(2), [F] Slave Warriors (Lowest of the	4 Ariagful's Fla Sp 8 Dread, Nirr Sp 8	4+ ame Keywol Me 3+ able, Rallying Me 3+ Melee - D6),	- rds: Dwarf, Ra (2 - Slave c Ra - Vicious(Mele	5+ Hellforged De 5+ nly), Thunde De 5+	0 US 1 erous Charge US 1	1 Att 7 e(2), Very Ins Att D6+7 ttering Ram	Ne -/16 spiring, Viciou Ne -/16 Keywords: H	2 Ht Is(Melee) M Ht 5 Ratkin, Slav	[90] [0] [25] Pts [200] Keywords: Pts [210] /e, Tek
1 Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) 1 [200] Special Rules: Crushing Strength(1), Dwarf Cryza's Gore-Impaler [1] Hero (Monster) (Chariot) 1 [210] Special Rules: Crushing Strength(2), [F] Slave Warriors (Lowest of the Low) [1] Infantry	4 Ariagful's Fla Sp 8 Dread, Nim Sp 8 Rampage(I Sp	4+ ame Keywol Me 3+ able, Rallying Me 3+ Melee - D6), Me	- rds: Dwarf, Ra (2 - Slave c Ra - Vicious(Mele	5+ Hellforged De 5+ nly), Thunde De 5+ ee), Wild Cha	0 US 1 erous Charge US 1 arge(D3),Ba	1 Att 7 e(2), Very Ins Att D6+7 ttering Ram Att	Ne -/16 spiring, Viciou Ne -/16 Keywords: H	2 Ht 3 Is(Melee) M Ht S Ratkin, Slav Ht	[90] [0] [25] Pts [200] Keywords: Pts [210] Je, Tek Pts
I Spellcaster 2 [115] Fireball (10) Veil of Shadows[1](2) Special Rules: Individual, Inspiring, A Golekh Skinflayer [1] Hero (Chariot) [200] Special Rules: Crushing Strength(1), Dwarf Cryza's Gore-Impaler [1] Hero (Monster) (Chariot) [210] Special Rules: Crushing Strength(2), [F] Slave Warriors (Lowest of the	4 Ariagful's Fla Sp 8 Dread, Nin Sp 8 Rampage(I	4+ ame Keywol Me 3+ able, Rallying Me 3+ Melee - D6),	- rds: Dwarf, Ra (2 - Slave c Ra - Vicious(Mele	5+ Hellforged De 5+ nly), Thunde De 5+ ee), Wild Cha	0 US 1 erous Charge US 1 arge(D3),Ba	1 Att 7 e(2), Very Ins Att D6+7 ttering Ram	Ne -/16 spiring, Viciou Ne -/16 Keywords: H	2 Ht Is(Melee) M Ht 5 Ratkin, Slav	[90] [0] [25] Pts [200] Keywords: Pts [210] /e, Tek

Low) [1] Infantry	est of the	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [100] Special Rules: The Last	Breath Keyw	6 rords: Exp	5+ endable, Ra	- tkin, Slave	4+	2	12	12/14	2	[100]
[F] Slave Warriors (Lowe Low) [1] Infantry	est of the	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [100] Special Rules: The Last	Breath Keyw	6 ords: Exp	5+ endable, Ra	- tkin, Slave	4+	2	12	12/14	2	[100]
[F] Taskmaster on Chari (Lowest of the Low) [1] (Chariot)		Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
1 [145] Special Rules: Aura(Vici of my way, worm! Keywords		8 Slave Infa	3+ antry only),In	- ospiring, Nim	4+ ble, Rallying	1 I - Slaves	5 only), Thund	13/15 lerous Charg	3 e(2), Viciou	[145] s <i>(Melee),</i> O
Fotal Units: Fotal Primary Core Points:		2	17 300 (100.0%		otal Unit St	rength:			23	
Custom Rule	Description	n								
Battering Ram	if it had rout	ted an indi		Overrun on				ngth of 1 or m he Gamer's		
Out of my way, worm!	Sight of this	unit. That		immediately	Routed and	removed f	rom the boa	eyword withii rd. If the rem		
Ariagful's Flame	Whenever t	his unit rol	ls to damage	e with Fireba	all, it can rer	oll all dice th	nat score a r	atural, unmo	odified 1.	
Special Rule	Description	n								
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.									
	Crushing St that affect r	novement	.) if they are	its only gain within the A	special rule ura when th	e combat is	being resolv	ved. Units or	ly gain spe	Brutal, Elite
Crushing Strength	Crushing Si that affect n their moven	novement nent.	.) if they are	its only gain within the A thfinder, Stri	special rule ura when th der, Wild Ch	e combat is arge etc.) if	being resol ^e they are wit	ved. Units or thin the Aura	ly gain spe	Brutal, Elite
Crushing Strength Dread	Crushing Si that affect r their moven All hits caus While withir modifiers th cumulative.	novement nent. sed by Mel n 6" of this nat may ap If an Ener ttacking pla	.) if they are (such as Pa ee attacks fu unit, Enemy ply. A unit ca ny unit is su ayer must ch	its only gain within the A thfinder, Stri rom this unit units have an only be a bject to both	special rule aura when th der, Wild Ch have a +(n) -1 to their W ffected by a the Brutal a	e combat is barge etc.) if modifier wh avering and single source and Dread s	being resolu- they are with nen rolling to Rout Nerve ce of Dread pecial rules	ved. Units or thin the Aura	ddition to an urces are n	Brutal, Elite cial rules nning of ny other ot read specia
Dread	Crushing Si that affect r their mover All hits caus While withir modifiers th cumulative. rules, the ai applied aga	novement nent. sed by Mel n 6" of this nat may ap If an Ener ttacking pla inst the sa	.) if they are (such as Pa ee attacks fu unit, Enemy ply. A unit ca ny unit is su ayer must ch	its only gain within the A thfinder, Stri rom this unit r units have an only be a bject to both noose to use	special rule aura when th der, Wild Ch have a +(n) -1 to their W ffected by a the Brutal a	e combat is barge etc.) if modifier wh avering and single source and Dread s	being resolu- they are with nen rolling to Rout Nerve ce of Dread pecial rules	ved. Units or thin the Aura damage. values, in a – multiple so or the Shatte	ddition to an urces are n	Brutal, Elite cial rules nning of ny other ot read specia
Dread	Crushing Si that affect r their mover All hits caus While withir modifiers th cumulative. rules, the ai applied aga See the Ru If this unit, o Nerve test.	novement nent. sed by Mel of 6" of this lat may ap If an Ener ttacking pla inst the sa les Chapte or any Frie The secor	.) if they are (such as Pa ee attacks fr unit, Enemy ply. A unit ca ny unit is su ayer must ch ime unit. er for Individu ndly Core ur	its only gain within the A thfinder, Stri rom this unit r units have an only be a bject to both hoose to use uals	special rule aura when th der, Wild Ch have a +(n) -1 to their W ffected by a the Brutal a either the E ches of this at a unit may	e combat is harge etc.) if modifier wh avering and single source and Dread s brutal/Shatte unit, suffers	being resolu- they are with nen rolling to Rout Nerve ce of Dread pecial rules ering or the D	ved. Units or thin the Aura damage. values, in a – multiple so or the Shatte	ddition to an urces are n uring and Du ers. Both ca	Brutal, Elite cial rules nning of ny other ot read specia nnot be
Dread Individual Inspiring	Crushing Si that affect r their mover All hits caus While withir modifiers th cumulative. rules, the ai applied aga See the Ru If this unit, o Nerve test. unit will only The unit cau including a	novement nent. Sed by Mel n 6" of this nat may ap If an Ener ttacking plainst the sa les Chapte or any Frie The secor y Inspire its n make a s Charge. It	if they are (such as Pa (such as Pa unit, Enemy ply. A unit ca ny unit is su ayer must ch ime unit. er for Individu ndly Core un d result star self and the single extra p cannot mak	its only gain within the A thfinder, Stri rom this unit r units have an only be a bject to both hoose to use uals nit within 6in nds. Note the unit(s) speci bivot of up to e this extra	special rule aura when th der, Wild Ch have a +(n) -1 to their W ffected by a the Brutal a either the E ches of this at a unit may fied.	e combat is harge etc.) if modifier wh avering and single source and Dread s brutal/Shatte unit, suffers also have also have around its rdered to H	being resolu- they are with nen rolling to Rout Nerve ce of Dread- pecial rules rring or the D a Rout resu a qualifier fo centre while alt. When Di	ved. Units or thin the Aura damage. values, in a – multiple so or the Shatte Dread modifie	ddition to a urces are n ring and Di ers. Both ca nent must re rule. In thi ny Moveme a unit in Mo	Brutal, Elite cial rules nning of ny other ot read specia nnot be e-roll that s case the ent order, elee with
	Crushing Si that affect r their mover All hits caus While withir modifiers th cumulative, rules, the at applied aga See the Ru If this unit, of Nerve test, unit will only The unit cal including a either the P	novement nent. sed by Mel n 6" of this at may ap If an Ener ttacking pla inst the sa les Chapte or any Frie The secor y Inspire its charge. It halanx or	if they are (such as Pa (such as Pa unit, Enemy ply. A unit ca ny unit is su ayer must ch ime unit. er for Individu ndly Core un d result star self and the single extra p cannot mak Ensnare spe	its only gain within the A thfinder, Stri rom this unit r units have an only be a bject to both hoose to use uals nit within 6in nds. Note the unit(s) speci bivot of up to e this extra cial rule, thi	special rule aura when the der, Wild Ch have a +(n) -1 to their W ffected by a the Brutal a e either the E ches of this at a unit may fied. 90 degrees bivot when c s unit loses	e combat is harge etc.) if modifier wh avering and single source and Dread s irutal/Shatter unit, suffers also have also have around its rdered to H the Nimble s	being resolu- they are with nen rolling to Rout Nerve ce of Dread- pecial rules rring or the D a Rout result a qualifier for centre while alt. When Dispecial rule of	ved. Units or thin the Aura damage. values, in a – multiple so or the Shatte Dread modifie ult, the oppon r its Inspiring executing an isordered by	ddition to a urces are n ering and Di ers. Both ca nent must re rule. In thi ny Moveme a unit in Mo of its follow	Brutal, Elite cial rules nning of ny other ot read specia nnot be e-roll that s case the ent order, elee with ing Turn.
Dread Individual Inspiring Nimble	Crushing Si that affect r their mover All hits caus While withir modifiers th cumulative. rules, the at applied aga See the Ru If this unit, on Nerve test. unit will only The unit cau including a either the P All hits caus Friendly Co cumulative unit with Ra	novement nent. sed by Mel n 6" of this nat may ap If an Ener ttacking pla inst the sa les Chapte The secor y Inspire it: n make a s Charge. It halanx or sed by Rar re units wi if multiple illying (1),i	if they are (such as Pa (such as Pa unit, Enemy ply. A unit ca ny unit is su ayer must ch ime unit. er for Individu ndly Core un d result star self and the single extra p cannot mak Ensnare spe nged attacks thin 6" of this units with Ra	its only gain within the A thfinder, Stri rom this unit r units have an only be a bject to both boose to use uals nit within 6in nds. Note the unit(s) speci bivot of up to e this extra p ecial rule, thi with this rul s unit have - allying are in t is 14/16. If	special rule aura when the der, Wild Ch have a +(n) -1 to their W ffected by a the Brutal a either the E ches of this at a unit may fied. 90 degrees pivot when c s unit loses e from this u range. For it moves out	e combat is harge etc.) if modifier wh avering and single source and Dread s brutal/Shatter unit, suffers also have also have around its rdered to H the Nimble s unit have a - avering and example, if	being resolu- they are with nen rolling to Rout Nerve ce of Dread- pecial rules aring or the D a Rout result a qualifier for centre while alt. When D special rule of (n) modifier I Rout nerve a unit with a	ved. Units or thin the Aura damage. values, in a – multiple so or the Shatte Dread modifie alt, the oppon r its Inspiring executing an isordered by until the end	ddition to a urces are n ring and Dr ers. Both ca ent must re prule. In thi ny Moveme a unit in Mo of its follow to damage naximum of 3/15 is withi	Brutal, Elite cial rules nning of ny other ot read specia innot be e-roll that s case the ent order, elee with ing Turn. e. +2. This is in 6" of a

Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.					
The Last Breath	When the unit suffers a Rout result, all units Engaged with it suffer 2D3 hits at Piercing (2). These hits are resolved by the player that Routed the unit with The Last Breath rule, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units and they proceed to Regroup as normal. In addition, a unit with The Last Breath upgrade cannot take the Crystal Pendan of Retribution magical artefact.					
Thunderous Charge	All Melee hits inflicted by this 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 one when Hindered (to a minimum of zero).					
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that af affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affect Inspiring (Self).					
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.					
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doul with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, variable die roll (e.g. Wild Charge (D3)). In these cases, before issuing a Movement order to unit is then issued a Charge order, it may add the result in inches to its total Charge range.	the (n) value may be a				
Spell	Description	Special Rules				
Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits or a 5+ against units in Cover or with Stealthy.				
Veil of Shadows[1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.					
Artefact	Description					
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the	Turn.				
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.					
Diadem of Dragonkind	The unit gains the Fireball (8) spell, or if the unit already has a Fireball spell, its value is incre	ased by 6.				
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.					