

War Kings Reference

- The War King is a custom Living Legend hero who will lead each player's forces in the tournament. There will be special scenarios and objectives centered on the War King.
- This Living Legend should be named.
- Choose one of these two base profiles:

War King						Hero (Cav)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Cost
1	8	3	-	5	3	1	5	12/14	150
Crushing Strength (1), Thunderous Charge(1), Individual, Mighty, Very Inspiring Keyword: WarKing									

War King						Hero (LrgInf)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Cost
1	6	3	-	5	3	1	6	13/15	150
Brutal, Crushing Strength (1), Inspiring, Nimble Keyword: WarKing									

- The War Kings may take a unique artifact by combining up to 3 artifacts for a total of no more than 50 points (these artifacts may be duplicates of other artifacts taken in the army).
 - The Sacred Horn MAY NOT be part of the new unique artifact
 - If the Scrying Gem is part of the War Kings artifact, and it is also taken by another unit, then the effects DO NOT stack – roll for both and choose the result to use.
- Increase ONE base stat by one point (nerve gains +1/+1)
- Choose ONE aura for the War King (note, those with numbers DO NOT STACK)
 - Iron Resolve (1)
 - Thunderous Charge (1)
 - Phalanx
 - Fury
 - Headstrong
 - Dread
 - Rallying (1)
 - Lifeleech(1)
 - Radiance of Life
 - Cloak of Death