

## 2024 War King 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	13/15	150
Crushing Strength (1), Thunderous Charge(1), Individual, Mighty, Very Inspiring, Command(Blue(1))									
Keyword: WarKing									

War King						Hero (LrgInf)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Cost
1	6	3	-	5	3	1	6	14/16	150
Brutal, Crushing Strength (1), Inspiring, Nimble, Command(Blue(1))									
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**)

Brutal (1)	Cloak of Death (1)	Dread (1)
Fury	Headstrong	Iron Resolve (1)
Lifeleech (1)	Phalanx	Radiance of Life (1)
Rallying (1)	Thunderous Charge (1)	Wild Charge (1)

- While the War King is **on the table**, the following new Command Orders are available

Name	Cost	Phase	Description
A king without power is an absurdity	*	End of Turn	If the war king is still on the table, you may choose to save power points from one round to the next. At the end of the turn, the war king may carry over up to 3 power points to the next at a cost of 2 points per point carried over. (i.e. 2 pts carries over 1, 4 -> 2, 6 -> 3).
The king must die so that the country can live.	5	Any	If the war king is still on the table, spend 5 power points to change any successful route check to a 'steady' result. He is then removed from the table as a casualty.
In the land of the blind the one-eyed man is king	5	Movement	If the war king has Line of Sight to a target unit, you may spend 3 power points to give line of sight to a friendly unit with 6" of the war king that DOES NOT have line of sight to the target unit. This may allow a unit to charge that previously could not. This does NOT change the friendly unit's position or facing.