

War Kings V – Reference – Cyle Pool

the goblin King!						Hero (LrgInf)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Cost
1	6	3+	-	5+ 6+	3	4 2	6	14/16	150

Brutal, Crushing Strength (1), Inspiring, Nimble, Command(Blue(1))

Keyword: WarKing

Def +1

Orb or towering presence 10 – US +1

Scrying gem 25 – **Opponent deploys D3 units**

Talisman of Silence 15 – **Mind Fog(2)**

Cloak of Death

Spell	Range	Targets	Description	★ Special Rules
Mind Fog	36"	Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering

Universal Orders List

Name	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn.
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn.
Channel Power	3	Shooting	Increase the (n) value of one non-Unique Spell by +1 until the end of the Turn.
Far Spell	3	Shooting	Add 3" of Range to a single non Unique spell ranged attack until the end of the Turn.
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn.
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee.

War King Orders

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).
In the land of the blind the one-eyed man is king	3	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.

Faction Orders

Name	Cost	Phase	Description
Silent Feet	4	Movement	Non-Titan unit only. This unit gains the Stealthy Special Rule until the end of the Turn.
Tooth and Nail	3	Melee	This unit gains the Lifeleech (+2) Special Rule until the end of the Turn.