

War Kings V – Reference – Sam Kula

War Unicorn						Hero (Cav)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Cost
1	8	3 2+	-	5+	3	1	5	13/15	150
Crushing Strength (1), Thunderous Charge(1), Individual, Mighty, Very Inspiring, Command(Blue(1))									
ME +1 Mournful Blade (15) (Duelist), Blood of the Old King (15) (Elite & Vicious 1 turn (1 use only)), Tome of Darkness (20) (Surge(5)), Rally(1)									

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.

Faction Orders

Name	Cost	Phase	Description
By the Master's Will	4	Movement	This unit loses the Shambling Special Rule until the end of the Turn.
Unshakeable Will	4	Movement	This unit gains Regeneration (5+) Special Rule until the end of the Turn. This Command Order may not be used on units that have Defense 6+

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.