

## War Kings V – Reference – Scott Sallee

|   |    |       |    |    |   |            |    |       |      |
|---|----|-------|----|----|---|------------|----|-------|------|
| Master Tinker Johansen  |    |       |    |    |   | 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(+ 2), Individual, Mighty, Very Inspiring, Command(Blue(1))<br>Keyword: WarKing   |    |       |    |    |   |            |    |       |      |
| ME +1<br>Mournful Blade (15pts) - <b>Duelist</b><br>Scythe of the Harvester(15pts) - <b>Rampage (D3)</b><br>Helm of the Drunken Ram(15pts) – <b>Thunderous Charge (+1)</b><br><b>Cloak of Death</b> |    |       |    |    |   |            |    |       |      |

### 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.<br>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. |
| Low Blows   | 4    | Movement | This unit gains the Thunderous Charge (+1) Special Rule until the end of the Turn.        |