

2026 War King Reference

- The War King is a custom Living Legend warlord who will lead each player's forces in the tournament.
- There will be special scenarios and objectives centered on the War King.
- Your War King should be named
- Choose one of these two base profiles (Cavalry or Large Infantry):

War King	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	8	3+	-	5+	2	5	16+	3	[200]
[50]									
Special Rules: Crushing Strength (1), Thunderous Charge(1), Individual, Very Inspiring, Trait: WarKing									

War King	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lg Inf)	6	3+	-	5+	2	6	16+	3	[150]
[50]									
Special Rules: Brutal, Crushing Strength (1), Inspiring, Nimble. Trait: 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.
- 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)
Lifefeech (1)	Phalanx	Radiance of Life (1)
Rallying (1)	Thunderous Charge (1)	Wild Charge (1)