Blue Ax Clan Northern Kings Orcs [2300]

2300 / 2300 VALID

Morax	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Iv Inf Regiment [175]	5	3+	-	4+	3	20	-/15	2	[175]
Special Rules: Crushing Strength			ords: Berse						
Iv Inf Regiment [175]	5	3+	-	4+	3	20	-/15	2	[175]
Special Rules: Crushing Strength	n(1), Wild Charg	e(D3) Keyw	oras: Berse	erker, Orc					
Longoy	6-	Ме	Po	De	US	۸++	Ne	LIt	Pts
Longax Iv Inf Regiment [150]	Sp	4+	Ra	5+	3	Att 15	13/15	<u>Ht</u> 2	[150]
Special Rules: Crushing Strength	•		- r:	J+	3	15	13/13	Z	[150]
Iv Inf Regiment [150]	5	4+	-	5+	3	15	13/15	2	[150]
Special Rules: Crushing Strength	n(1),Phalanx Ke	eywords: Or	c						
Ax	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
Iv Inf Horde [220]	5	4+	-	5+	4	25	21 /22	2	[215]
Staying Stone									[5]
Special Rules: Crushing Strength	n(1) Keywords:	: Orc							
		_				_			
Skulks*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop [85]	5	5+	5+	3+	1	8	9/11	2	[85]
Bows (24", Steady Aim)	(1) 0 (1)		Turnel						
Special Rules: Crushing Strength	i(1),Scout Keyi	words: Orc,	ıracker						
0	0	M	D-	D-	110	A.4	Nc	114	D1-
Gore Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [185] Special Rules: Crushing Strength	8 (1) Thundorou	3+ S Chargo(1)	- Kouworde	5+ Orc	3	16	13/15	3	[185]
Special Rules. Crushing Strength	i(<i>i),</i> i nunderou:	s Charge(1)	Reywords.	OIC					
	•	Ме	Ra	De	US	٨	Ne	Ht	Pts
Einht Monone*			ка	De	03	Att	ine	Πι	ris
Fight Wagons*	Sp			51	2	10	/15	2	[105]
Cht Regiment [195]	7	3+	-	5+	2	18	-/15	3	[195]
	7	3+	-	5+	2	18	-/15	3	[195]
Cht Regiment [195] Special Rules: Crushing Strength	7 n(1) Keywords :	3+ : Orc	-						
Cht Regiment [195] Special Rules: Crushing Strength War Drum	7 (1) Keywords: Sp	3+ : Orc Me	Ra	De	US	Att	Ne	Ht	Pts
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80]	7 (1) Keywords : Sp 5	3+ : Orc Me 4+	- Ra -	De 4+					
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength	7 (1) Keywords : Sp 5	3+ : Orc Me 4+	- Ra -	De 4+	US 1	Att 3	Ne -/11	Ht 2	Pts [80]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80]	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5	3+ : Orc Me 4+ : Orc only) K 4+	Ra - Zeywords: (De 4+ Drc, Shrine 4+	US	Att	Ne	Ht	Pts
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80]	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5	3+ : Orc Me 4+ : Orc only) K 4+	Ra - Zeywords: (De 4+ Drc, Shrine 4+	US 1	Att 3	Ne -/11	Ht 2	Pts [80]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5	3+ : Orc Me 4+ : Orc only) K 4+	Ra - Zeywords: (De 4+ Drc, Shrine 4+	US 1	Att 3	Ne -/11	Ht 2	Pts [80]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80]	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 -	3+ : Orc <u>Me</u> 4+ · Orc only) K 4+ · Orc only) K	Ra - Teywords: (- Teywords: (De 4+ Drc, Shrine 4+ Drc, Shrine	US 1 1	Att 3 3	Ne -/11 -/11	Ht 2 2	Pts [80] [80] Pts
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp	3+ Orc 4+ Orc only) K 4+ Orc only) K Me	Ra - Teywords: (- Teywords: (De 4+ Drc, Shrine 4+ Drc, Shrine De	US 1 US	Att 3 3	Ne -/11 -/11	Ht 2 2 Ht	Pts [80] [80]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2)	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5	3+ : Orc 4+ • Orc only) K 4+ • Orc only) K Me 4+	Ra - feywords: (feywords: (Ra -	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+	US 1 1 US 0	Att 3 3 Att 1	Ne -/11 -/11 Ne 9/11	Ht 2 2 Ht	Pts [80] [80] Pts [50]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crushi	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5 ing Strength(1))	3+ Orc 4+ Orc only) K 4+ Orc only) K Me 4+	Ra - feywords: (feywords: (Ra -	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+ g, Strength i	US 1 1 US 0	Att 3 3 Att 1	Ne -/11 -/11 <u>Ne</u> 9/11 Orc	Ht 2 2 Ht 2	Pts [80] [80] Pts [50] [25]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crush Chaos warrior] Hero (Hv Inf) 1 [55]	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5	3+ : Orc 4+ • Orc only) K 4+ • Orc only) K Me 4+	Ra - feywords: (feywords: (Ra -	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+	US 1 1 US 0	Att 3 3 Att 1	Ne -/11 -/11 Ne 9/11	Ht 2 2 Ht	Pts [80] [80] [80] Pts [50] [25]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crush Chaos warrior] Hero (Hv Inf) 1 [55] War-Bow of Kaba	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - 5	3+ Orc Me 4+ Orc only) K 4+ Orc only) K Me 4+ ,Individual, V 4+	Ra - feywords: (feywords: (Ra -	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+ g, Strength i	US 1 1 US 0	Att 3 3 Att 1	Ne -/11 -/11 <u>Ne</u> 9/11 Orc	Ht 2 2 Ht 2	Pts [80] [80] Pts [50] [25]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crush Chaos warrior] Hero (Hv Inf) 1 [55] War-Bow of Kaba War-Bow of Kaba (24", Att: 1, Ra: 4+	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5 :, Piercing(1),St	3+ Orc Me 4+ Orc only) K 4+ Orc only) K Me 4+ ,Individual, V 4+ teady Aim)	Ra Feywords: (Feywords: (Ra - /ery Inspirin	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+ g, Strength i 4+	US 1 1 US 0 <i>n Numbers</i> 0	Att 3 3 Att 1 <i>Keywords:</i> 1	Ne -/11 -/11 Me 9/11 Orc 9/11	Ht 2 2 Ht 2	Pts [80] [80] [80] Pts [50] [25]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crush Chaos warrior] Hero (Hv Inf) 1 [55] War-Bow of Kaba	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5 :, Piercing(1),St	3+ Orc Me 4+ Orc only) K 4+ Orc only) K Me 4+ ,Individual, V 4+ teady Aim)	Ra Feywords: (Feywords: (Ra - /ery Inspirin	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+ g, Strength i 4+	US 1 1 US 0 <i>n Numbers</i> 0	Att 3 3 Att 1 <i>Keywords:</i> 1	Ne -/11 -/11 Me 9/11 Orc 9/11	Ht 2 2 Ht 2	Pts [80] [80] [80] Pts [50] [25]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crush Chaos warrior] Hero (Hv Inf) 1 [55] War-Bow of Kaba War-Bow of Kaba (24", Att: 1, Ra: 4+ Special Rules: Command, Crush	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5 : (1),Rallying(2 - 5 (1),Rallying(2 - 5 (1),Rallying(2 - 5) (1),Rallying(2 - 5) (1),Sallying(2 - 5) (1),Sallying(2 - 5) (1),Sallying(1),Sallying(2 - 5) (1),Sallying(1	3+ : Orc 4+ - Orc only) K 4+ - Orc only) K Me 4+ 4+ ,Individual, V 4+ teady Aim) ,Individual, V	Ra Feywords: (Teywords: (Ra /ery Inspirin /ery Inspirin	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+ g, Strength i 4+	US 1 1 US 0 <i>in Numbers</i> 0	Att 3 3 Att 1 <i>Keywords:</i> 1 <i>Keywords:</i>	Ne -/11 -/11 0rc 9/11 Orc	Ht 2 2 Ht 2 2	Pts [80] [80] [80] [50] [25] [50] [5]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crush Chaos warrior] Hero (Hv Inf) 1 [55] War-Bow of Kaba War-Bow of Kaba (24", Att: 1, Ra: 4+ Special Rules: Command, Crush Godspeaker	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5 : (1),Rallying(2 - 5 (1),Rallying(2 - 5 (1),Sallying(2 - 5)(1),Sallying(2 - 5)	3+ Orc Me 4+ Orc only) K 4+ Orc only) K Me 4+ ,Individual, V 4+ teady Aim) ,Individual, V	Ra Feywords: (Feywords: (Ra - /ery Inspirin	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+ g, Strength i 4+ g, Strength i	US 1 1 US 0 n Numbers 0 n Numbers US	Att 3 3 Att 1 <i>Keywords:</i> 1 <i>Keywords:</i>	Ne -/11 -/11 0rc 9/11 Orc Ne	Ht 2 2 Ht 2 Ht 2 Ht	Pts [80] [80] [80] Pts [50] [25] [50] [5] Pts
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crushi Chaos warrior] Hero (Hv Inf) 1 [55] War-Bow of Kaba War-Bow of Kaba (24", Att: 1, Ra: 4+ Special Rules: Command, Crushi Godspeaker Hero (Hv Inf) 1 Spellcaster 1 [90]	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5 : (1),Rallying(2 - 5 (1),Rallying(2 - 5 (1),Rallying(2 - 5) (1),Rallying(2 - 5) (1),Sallying(2 - 5) (1),Sallying(2 - 5) (1),Sallying(1),Sallying(2 - 5) (1),Sallying(1	3+ : Orc 4+ - Orc only) K 4+ - Orc only) K Me 4+ 4+ ,Individual, V 4+ teady Aim) ,Individual, V	Ra Feywords: (Teywords: (Ra /ery Inspirin /ery Inspirin	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+ g, Strength i 4+	US 1 1 US 0 <i>in Numbers</i> 0	Att 3 3 Att 1 <i>Keywords:</i> 1 <i>Keywords:</i>	Ne -/11 -/11 0rc 9/11 Orc	Ht 2 2 Ht 2 2	Pts [80] [80] [80] Pts [50] [25] [50] [5] Pts [25] [25]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crushi Chaos warrior] Hero (Hv Inf) 1 [55] War-Bow of Kaba War-Bow of Kaba (24", Att: 1, Ra: 4+ Special Rules: Command, Crushi Godspeaker Hero (Hv Inf) 1 Spellcaster 1 [90] Ej Periscope	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5 : (1),Rallying(2 - 5 (1),Rallying(2 - 5 (1),Sallying(2 - 5)(1),Sallying(2 - 5)	3+ Orc Me 4+ Orc only) K 4+ Orc only) K Me 4+ ,Individual, V 4+ teady Aim) ,Individual, V	Ra Feywords: (Teywords: (Ra /ery Inspirin /ery Inspirin	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+ g, Strength i 4+ g, Strength i	US 1 1 US 0 n Numbers 0 n Numbers US	Att 3 3 Att 1 <i>Keywords:</i> 1 <i>Keywords:</i>	Ne -/11 -/11 0rc 9/11 Orc Ne	Ht 2 2 Ht 2 Ht 2 Ht	Pts [80] [80] [80] [80] [50] [25] [50] [5] Pts [25] [5]
Cht Regiment [195] Special Rules: Crushing Strength War Drum Mon 1 [80] Special Rules: Crushing Strength Mon 1 [80] Special Rules: Crushing Strength Flagger Horn] Hero (Hv Inf) 1 [75] Lute of Insatiable Darkness Bane Chant (2) Special Rules: Command, Crushi Chaos warrior] Hero (Hv Inf) 1 [55] War-Bow of Kaba War-Bow of Kaba (24", Att: 1, Ra: 4+ Special Rules: Command, Crushi Godspeaker Hero (Hv Inf) 1 Spellcaster 1 [90] Ej Periscope Drain Life (4)	7 (1) Keywords : Sp 5 (1),Rallying(2 - 5 (1),Rallying(2 - Sp 5 : (1),Rallying(2 - 5 (1),Rallying(2 - 5 (1),Sallying(2 - 5)(1),Sallying(2 - 5)	3+ Orc Me 4+ Orc only) K 4+ Orc only) K Me 4+ ,Individual, V 4+ teady Aim) ,Individual, V	Ra Feywords: (Teywords: (Ra /ery Inspirin /ery Inspirin	De 4+ Drc, Shrine 4+ Drc, Shrine De 4+ g, Strength i 4+ g, Strength i	US 1 1 US 0 n Numbers 0 n Numbers US	Att 3 3 Att 1 <i>Keywords:</i> 1 <i>Keywords:</i>	Ne -/11 -/11 0rc 9/11 Orc Ne	Ht 2 2 Ht 2 Ht 2 Ht	Pts [80] [80] [80] [80] [50] [25] [50] [5] [5] [5] [5] [5] [35]
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Custom Rule	Description
Tribal Magic	For each friendly Core Regiment, Horde or Legion with the Orc or Troll keyword within 6" of this unit, increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by one, to a maximum bonus of three.
Strength in Numbers	The Flagger has the Aura (Rampage (n) - Heavy Infantry Only) where n is the number of non- Individual Friendly Heavy Infantry Units within 6" of the Flagger.

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1),its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strength in Numbers	The Flagger has the Aura (Rampage (n) - Heavy Infantry Only) where n is the number of non- Individual Friendly Heavy Infantry Units within 6" of the Flagger.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Tribal Magic	For each friendly Core Regiment, Horde or Legion with the Orc or Troll keyword within 6" of this unit, increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by one, to a maximum bonus of three.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Drain Life Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Veil of Shadows [1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Staying Stone	The unit gains +1 to its Wavering stat value.
War-Bow of Kaba	The unit gains the following Ranged attack: War-Bow of Kaba: 24inches, Att: 1, Ra: 4+, Piercing (1), Steady Aim.
Pipes of Terror	This unit gains the Brutal special rule.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.