

UNWORTHY

After deployment and whether you leader is on the table or not, roll one die for each of your units (except the leaders) . On the roll of a one that unit deserts and is removed from the table (not counting as casualties).



INSIPID

Offers Units within 12” no courage bonus.



COWARDLY

Leader's unit may not be given an attack order (but will still make wild charges if applicable).



WEAKLING

Leaders unit rolls one fighting die less in all attacks (therefore rolling 11 or 5 dice).



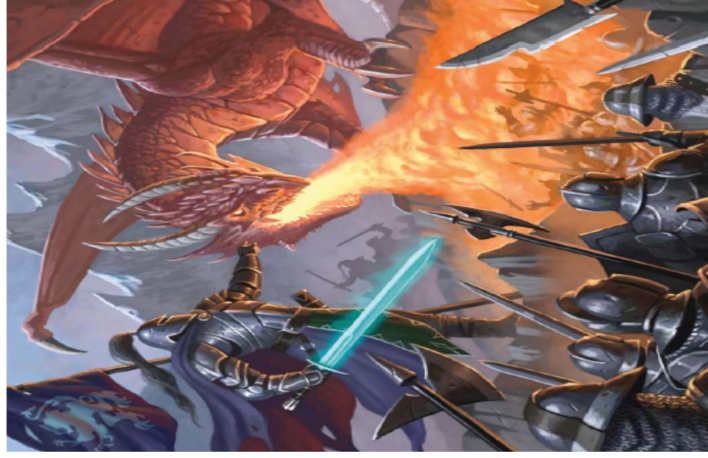
BRUTAL

Any units within 12@ of your leader may automatically pass failed rally tests by removing one Strength point (a sacrificed friend works wonders for morale....).



WISE

Renowned for strategic insight, you may add or subtract 1 from your final total when dicing to decide attacker/defender.



BRAVE

Leaders unit is not affected by fear.



STRONG

During attacks (whether attacking or defending), Leader's unit may reroll one failed hit die.



COMMANDING

You may reroll (once) a failed Move, Attack, or Shoot order within 12" of your leader's model, once per turn.



GOADER

Each turn, one unit within 12" of your leader model may automatically pass a Move activation test without needing to roll dice.



BONESHAKER

Each turn, one unit within 12" of your Leader model, may automatically pass an Attack activation test without needing to roll dice (but not a wild charge).



SKY DARKENER

Each turn, one unit within 12" of your Leader model, may automatically pass a Soot activation test without needing to roll dice.



FORMIDABLE

During attacks (whether attacking or defending), Leader's unit may reroll up to two failed hit dice.



PATIENT

Each turn, one unit within 12" of your Leader model, may choose to ignore a Wild charge and may instead take an ordered action in your ordered activation phase.



CHARMED

Leader's unit may not be targeted by enemy spells.



STRENGTH

During attacks (whether attacking or defending) Leader's unit may reroll up to three failed hit dice.

