

Mounted Missiles

Unit: Elite riders, Heavy riders

Cost: 2 points (1 point for Heavy riders)

Effect: Wild charge and Counter charge are removed and replaced with shoot 6+/Range 12" hitting on 5+



Level Headed

Unit: Elite riders

Cost: 2 points

Effect: This unit is better controlled than most, removing Wild Charge and changing Move to 5+



Chariots

Unit: Heavy riders

Cost: 2 points per unit

Effect: Unit may not enter rough terrain or cross walls, or ditches, but armour is increased to 4+. Unit must be a reduced model unit with two or three models.



Short ranged missiles

Unit: Light riders, Light foot

Cost: -1 points per unit

Effect: Range reduced to 6"



Flame or Spore Attack

Unit: Greater War beasts, Lesser War Beasts

Cost: 2 points per unit

Effect: Wild charge is reduced and replaced with Shoot 6+/Range 12", hitting on 5+



Ponderous

Unit: Greater War beasts

Cost: 1 points per unit

Effect: This unit is better controlled than most and removes wild Charge.



Cunning

Unit: Greater War beasts,
Lesser War Beasts

Cost: 2 points per unit

Effect: Defence value becomes
5+



Missiles

Unit: Elite foot

Cost: 2 points per unit

Effect: Add Shoot6+/Range 18"
hitting on 5+



Offensive

Unit: Heavy foot. Light Foot

Cost: 2 points per unit

Effect: Attack value becomes 4+. The unit may no longer form Wall of Spears.



Mixed Weapons

Unit: Light foot

Cost: 2 points per unit

Effect: The Unit carries a mixture of Spears and missiles, adding 6+ shoot, range 12" hitting on 5+. Remove wall of spears and cannot be combined with Offensive or Short Ranged missile options.



Terrifically Shiny Armour

Unit: Bellicose foot

Cost: 2 points per unit

Effect: Armour becomes 3



Weighty Projectiles

Unit: Heavy Missiles

Cost: minus 1 points per unit

Effect: Range reduced to 12"



Sharpshooter

Unit: Heavy Missiles

Cost: 2 points per unit

Effect: Shoot value becomes 4+

