

WARHAMMER: ALBION, Playtest Draft List II

ALBION ARMY SPECIAL RULES

Woad Paint: A model with Woad Paint has a 6+ Ward Save, which is improved to 5+ if the model has either the Monster, Monstrous Cavalry, Monstrous Beast, Chariot or Monstrous Infantry troop type. This can combine with other Ward Saves to a maximum of 3+.

Warrior's Bravado: At the beginning of the game, all units with this special rule receives a +2 bonus to their Leadership, though when any unit with this special rule fails its first Leadership test, that unit loses this bonus.

Heroes of Legend: If a character with this special rule joins a unit with the Warrior's Bravado special rule, the unit does not lose its Leadership bonus for as long as the character remains in the unit, even if it fails its first Leadership test during this time. If all the characters with this special rule in the unit leave, the unit will only lose its Leadership bonus the first time they fail a Leadership test after the characters have left. Once this has happened, the bonus cannot be regained, even if one or more characters with the Heroes of Legend special rule return to the unit or if the unit moves within 8" of a unit with the Chosen Men special rule.

Heads of the Foe: A unit with a standard bearer that has taken Heads of the Foe causes Fear. If the unit already has the Fear special rule, it will receive the Terror special rule if it takes Heads of the Foe.

Archbronze Swords: The attacks of a model equipped with an Archbronze Sword count as magical.

Archbronze Armour: A model wearing Archbronze Armour has a 5+ armour save and a 5+ Ward Save, the latter of which can combine with other Ward Saves to a maximum of 3+.

Archbronze Shield: Shield. A model equipped with an Archbronze Shield has a 5+ Parry Save, which combines with other Ward Saves to a maximum of 3+.

LORE OF FATE

Lore Attribute: Keen Forethought – For every spell that a friendly Wizard successfully casts from the Lore of Fate this Magic Phase, the Albion player may add an extra dispel dice to their pool in the opposing player's next Magic Phase.

Signature Spell: Guiding Word (Cast on 5+): This is an **augment** spell that targets a single friendly unit within 12" of the caster. That unit may re-roll all to Hit rolls of 1 in both shooting and close combat. The caster may choose to cast an improved version of the spell that targets a single friendly unit within 24", in which case the casting roll is increased to 9+.

1. Perfect Timing (Cast on 7+): This is an **augment** spell that targets a single friendly unit within 12" of the caster. The unit does not suffer any penalties to their rolls to Hit for shooting at enemy units in cover

until the caster's next Magic Phase, though penalties for shooting at long range, standing and shooting and other non-cover-related reasons still apply.

2. Forewarning (Cast on 8+): This is an **augment** spell that targets a single friendly unit within 12" of the caster. Any enemy unit that attempts a shooting attack against the target unit suffer an additional –1 penalty to their Hit rolls until the caster's next Magic Phase. The caster may choose to cast an improved version of the spell that targets a friendly unit within 24", in which case the casting roll is increased to 13+.

3. Curse of Misfortune (Cast on 10+): This is a **hex** spell that targets a single enemy unit within 12" of the caster. Until the caster's next Magic Phase, whenever the unit rolls against a random effects chart (such as Misfire charts, Monster Reaction tests e.t.c), the dice result is automatically treated as 1, and the unit must also re-roll successful charge moves and Random Movement values that are over half the maximum possible value the unit can attain.

4. Foreboding (Cast on 12+): This is an **augment** spell that targets any friendly unit within 16" of the caster. Until your next Magic Phase, if any enemy unit declares a charge against the target unit, they are automatically treated as failing the charge. Once the enemy's 'failed charge' movement has been resolved, the target unit may then declare a charge against the enemy unit if the Albion player wishes, as if it was the Albion army's movement phase. If multiple enemy units attempt to charge the target unit, they are all treated as having failed the charge and the target unit may choose which enemy to charge or to not charge any enemy at all.

5. Scrying Gaze (Cast on 15+): This is an **augment** spell that targets the caster's unit. Until the caster's next Magic Phase, any enemy unit shot at or attacked in close combat by the caster's unit must re-roll all successful Armour Saves and Ward Saves.

6. Precognition (Cast on 20+): This is an **augment** spell that targets any friendly unit within 24". The unit may re-roll all failed to Hit rolls, to Wound rolls, Armour Saves and Ward Saves until the caster's next Magic Phase. In addition, if the unit fails a charge, it does not move but instead may elect to declare a new charge against another enemy unit.

ALBION ARMY LIST

The Albion army list follows the same guidelines for 'Choosing Your Army' as described in the Warhammer Rulebook.

LORDS

Vaia of the Belenii

Draiorix, King of the Truthsayers

Begorix of the Boreni

Overking

Circle Truthsayer

Headhunter

HEROES

Buddug of the Toulonii

The King of the Giants

Tribal Chieftain

Druid

Oracle

Cornu Player

CORE

Warriors of Albion

Albion Tribesmen

Albion Riders

Albion Chariots

Mastiff Packs

Woad Warriors

SPECIAL

Tribal Nobles

Manhirs

Hog Riders

Eagle Riders

Stag Chariots

Hurlers

Manolith

Maiden Guard

RARE

Fenbeasts

Wicker Man

Giant

Henge Chariot

Bowlers

Carnyx of the Gods

Ogham Champions

Brightwoad Bearers

ALBION UNITS

LORDS

VAIA OF THE BELENII, QUEEN OF THE TOWER OF LLENOG

Base Size: 20 x 20mm (on foot), 100 x 150mm (on Chariot of the Ages)

	M	WS	BS	S	T	W	I	A	Ld
Vaia of the Belenii	4	6	6	4	4	3	7	4	10
Chariot of the Ages	-	-	-	6	5	6	-	-	-
Charioteer	4	5	3	4	-	-	4	1	9
Great Stag	9	5	0	5	-	-	4	2	-

Points: 350

Troop Type: Infantry (Special Character, Overking).

Equipment: The Spear of the Heavens, The Crown of Llenog, Archbronze Armour

Special Rules: Hero of Legend

Queen of the Belenii: If Vaia is your Army General, all units of Chariots in your army have the Vanguard Special Rule (including Vaia herself if she is riding the Chariot of the Ages), and her Inspiring Presence special rule has a range of 18", unless she is mounted upon the Chariot of the Ages, whereupon it is increased to 24".

Veteran of the Be'Lakor Wars: Vaia re-rolls all failed to Wound rolls against units from Warhammer: Hordes of Shadow, Warhammer: Warriors of Chaos and Warhammer: Daemons of Chaos in close combat.

The Chariot of the Ages: Vaia may choose to be mounted upon her Chariot of the Ages, a resplendent scythed chariot drawn by two Great Stags and crewed by two Charioteers. The Chariot of the Ages has the Impact Hits (2D6) special rule and a 4+ armour save.

MAGIC ITEMS

The Spear of the Heavens: Magic Weapon. Spear. Bound Spell (Power Level 6). The Spear of the Heavens gives Vaia a Strength 5 Breath Weapon. In addition, it contains the spell *Fireball*, from the Lore of Fire.

The Crown of Llenog: Magic Armour. The Crown of Llenog increases Vaia's Ward Save to 4+ and makes her immune to Killing Blow and Heroic Killing Blow.

Options:

May be mounted upon the Chariot of the Ages for + 150 points

DRAIORIX, KING OF THE TRUTHSAYERS

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Draiorix	4	4	5	4	4	3	5	2	10

Points: 340

Troop Type: Infantry (Special Character, Circle Truthsayer)

Equipment: The Staff of Kernos, The Palantir of Vitality

Magic: Draiorix is a Level 4 Wizard. He uses spells from the Lore of Life, Lore of Light and Lore of Beasts.

Special Rules: Hero of Legend

Shapeshifter: All enemies suffer a -1 to Hit penalty when shooting at Draiorix or attacking him in close combat.

Spiritual Leader: Draiorix confers the Unbreakable special rule to all friendly Albion units within 12" of him, and has the Inspiring Presence special rule, even when he is not the Army General. In addition, if he is slain, any Albion unit he has joined receives the Eternal Hatred special rule against the unit that killed him for the rest of the game.

Eternal Hatred: A unit with this special rule re-rolls all failed hit rolls as per the Hatred special rule, but in every combat round, not just the first.

Supreme Adept: When generating spells, Draiorix can take a mixture of spells from any of the three Lores of Magic he knows – the Albion player just needs to inform their opponent of which Lore they are rolling against to generate each of Draiorix's spells.

MAGIC ITEMS

The Staff of Kernos: Arcane Item. While Draiorix has the Staff of Kernos, his Wizard Level is increased to 5. In addition, Draiorix receives an additional +1 bonus to all rolls made to cast spells from the Lore of Life. If the Staff of Kernos is ever destroyed, Draiorix immediately loses a Wizard level, and must also lose one randomly-determined spell that he knows.

The Palantir of Vitality: Enchanted Item. Draiorix, and any unit he is with, have the Regeneration (4+) and Magic Resistance (2) special rules.

BEGORIX OF THE BORENI

Base Size: 50 x 100mm

	M	WS	BS	S	T	W	I	A	Ld
Begorix	4	7	5	4	4	3	6	4	10
Hoggarix	8	4	0	6	6	8	3	4	5

Points: 520

Troop Type: Infantry (Special Character, Overking). Begorix is carried into battle by his Colossal Hog Hoggarix (Monster).

Equipment: The Sword of Caradus, the Javelins of Litanian, Archbronze Shield, Archbronze Armour and Woad Paint

Special Rules (Begorix): **Hero of Legend**

King of the Boreni: If Begorix is your Army General, all units of Hog Riders have the Devastating Charge special rule. This applies to both the riders and their mounts.

“None Shall Pass!”: Begorix must always issue and accept challenges when possible. If he and Hoggarix are engaged in combat and no characters or champions in the unit accept Begorix’s challenge, Begorix gains the Hatred special rule toward the enemy unit for the duration of that close combat round, regardless of whether it is the first or a subsequent round of combat.

Special Rules (Hoggarix): **Devastating Charge, Impact Hits (D6), Large Target, Terror**

Thick Skinned: Hoggarix has an extremely thick and tough hide like the rest of his kind. Combined with his barding, this gives Hoggarix a 4+ armour save and Begorix a 1+ armour save.

MAGIC ITEMS

The Sword of Caradus: Magic Weapon. No armour saves are allowed against attacks made with the Sword of Caradus. In addition, all successful Ward Saves against such wounds must be re-rolled.

The Javelins of Litanian: Magic Weapon. The Javelins of Litanian are javelins with the following profile:

Range	Strength	Special Rules
16"	4	Imbued with Light, Magical Attacks, Quick-to-Fire

Imbued with Light: Shooting attacks made with the Javelins of Litanian have the Multiple Wounds (D3) special rule against models with the Daemonic, Undead or Nehekharan Undead special rule.

OVERKING

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Overking	4	6	5	4	4	3	6	4	10
Shieldbearers	4	5	-	4	-	-	4	2	-

Points: 145

Troop Type: Infantry (Character)

Equipment: Hand Weapon and Shield

Special Rules: Hero of Legend

Shieldbearers: If an Overking or Tribal Chieftain has Shieldbearers, he and his Shieldbearers fight as a single model, even in challenges. The Shieldbearers add 2 to the Armour Save and Wounds of the character mounted on the shield.

Options:

May take one of the following:

- Additional Hand Weapon for +3 points
- Spear for +3 points
- Great Weapon for +8 points

May take Javelins for +5 points

May replace hand weapon with an Archbronze Sword: +3 points

May replace shield with an Archbronze Shield: +3 points

May take one of the following:

- Light Armour for +3 points
- Heavy Armour for +6 points
- Archbronze Armour for +9 points

May wear Woad Paint for +10 points

May be mounted upon one of the following:

- Horse for +18 points
- Great Hog for +22 points
- Shieldbearers for +40 points
- Chariot (replacing one of the crew) for +40 points
- Great Eagle for +50 points
- Stag Chariot (replacing one of the crew) for +75 points

May take Magic Items up to a total of 100 points

CIRCLE TRUTHSAYER

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Truthsayer	4	4	4	3	4	3	4	2	10

Points: 235

Troop Type: Infantry (Character)

Equipment: Hand Weapon

Magic: A Circle Truthsayer is a Level 3 Wizard. He uses spells from the Lore of Life, Lore of Light or Lore of Beasts.

Special Rules: Hero of Legend

Options:

May be upgraded to a Level 4 Wizard for +35 points

May take an additional hand weapon for +3 points

May wear Woad Paint for +10 points

May be mounted upon one of the following:

- Chariot (replacing one of the crew) for +40 points
- Stag Chariot (replacing one of the crew) for +75 points
- Henge Chariot (replacing the Guardian of the Henge) for +200 points

May take Magic Items up to a total of 100 points

HEADHUNTER

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Headhunter	4	7	5	4	4	3	7	5	9

Points: 160

Troop Type: Infantry (Character)

Equipment: Hand Weapon and Shield

Special Rules: Hero of Legend, Killing Blow

Taker of Heads: Headhunters must always issue and accept challenges when possible. In addition, whenever a Headhunter kills an enemy character, he receives a +1 bonus to his Attacks characteristic for the rest of the game.

A Champion, not a King: A Headhunter may never be the Army General.

Options:

May take one of the following:

- Additional Hand Weapon for +3 points
- Spear for +3 points
- Great Weapon for +8 points

May replace shield with an Archbronze Shield: +3 points

May take one of the following:

- Light Armour for +3 points
- Heavy Armour for +6 points
- Archbronze Armour for +9 points

May wear Woad Paint for +10 points

May take Magic Items up to a total of 100 points

HEROES

BUDDUG OF THE TOULENII

Base Size: 50 x 50mm

	M	WS	BS	S	T	W	I	A	Ld
Buddug	4	5	6	4	4	2	6	3	9
Andarta	2	5	0	5	4	3	5	3	8

Points: 280

Troop Type: Infantry (Special Character, Tribal Chieftain). Buddug is carried into battle by her Great Eagle Andarta (Monstrous Beast).

Equipment: The Spear of Toulénos, The Ashen Bow

Special Rules (Buddug): **Hero of Legend**

Queen of the Toulénii: If Buddug is your Army General, all units of Eagle Riders may choose to take barding for +10 points per model. Andarta always wears Barding.

Aerial Advantage: Buddug and Andarta, and any unit they are deployed with at the start of the game, have the Scouts special rule.

MAGIC ITEMS

The Spear of Toulénos: Magic Weapon. Spear. The Spear of Toulénos gives Buddug an additional +1 bonus to her Strength when she charges, and a +1 bonus to her Strength in any other close combat round.

The Ashen Bow: Magic Weapon. The Ashen Bow is a longbow with the following profile:

Range	Strength	Special Rules
36"	3	Multiple Shots (3), Magical Attacks

THE KING OF THE GIANTS

Base Size: 50 x 75mm

	M	WS	BS	S	T	W	I	A	Ld
The King of the Giants	6	4	0	6	6	6	3	Special	10

Points: 250

Troop Type: Monster (Special Character, Giant)

Equipment: The King's Massive Club (hand weapon), Woad Paint

Special Rules: Fall Over, Giant Special Attacks, Stubborn, Terror

Great King of Giantkind: If the King of the Giants is your Army General, you may take Giants as a Special choice rather than a Rare choice. In addition, the King of the Giants may elect to re-roll any result on the Giant Special Attacks table.

TRIBAL CHIEFTAIN

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Tribal Chieftain	4	5	4	4	4	2	5	3	9

Points: 75

Troop Type: Infantry (Character)

Equipment: Hand Weapon and Shield

Special Rules: Hero of Legend

Options:

May take one of the following:

- Additional Hand Weapon for +2 points
- Spear for +2 points
- Great Weapon for +6 points

May take Javelins for +5 points

May replace hand weapon with an Archbronze Sword: +2 points

May replace shield with an Archbronze Shield: +2 points

May take one of the following:

- Light Armour for +2 points
- Heavy Armour for +4 points
- Archbronze Armour for +6 points

May wear Woad Paint for +10 points

May be mounted upon one of the following:

- Horse for +12 points
- Great Hog for +18 points
- Shieldbearers for +20 points
- Chariot (replacing one of the crew) for +40 points
- Great Eagle for +50 points
- Stag Chariot (replacing one of the crew) for +75 points

May take Magic Items up to a total of 50 points

DRUID

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Druid	4	3	3	3	4	2	4	1	9

Points: 90

Troop Type: Infantry (Character)

Equipment: Hand Weapon

Magic: A Druid is a Level 1 Wizard. He uses spells from the Lore of Life, Lore of Light or Lore of Beasts.

Special Rules: Hero of Legend

Options:

May be upgraded to a Level 2 Wizard for +35 points

May take an additional hand weapon for +2 points

May wear Woad Paint for +10 points

May be mounted upon one of the following:

- Chariot (replacing one of the crew) for +40 points
- Stag Chariot (replacing one of the crew) for +75 points

May take Magic Items up to a total of 50 points

ORACLE

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Oracle	4	3	3	3	3	2	5	1	9

Points: 90

Troop Type: Infantry (Character)

Equipment: Hand Weapon

Magic: An Oracle is a Level 1 Wizard. She uses spells from the Lore of Heavens, Lore of Shadow or Lore of Fate.

Special Rules: Hero of Legend

Options:

May be upgraded to a Level 2 Wizard for +35 points

May take an additional hand weapon for +2 points

May wear Woad Paint for +10 points

May be mounted upon one of the following:

- Chariot (replacing one of the crew) for +40 points
- Stag Chariot (replacing one of the crew) for +75 points

May take Magic Items up to a total of 50 points

CORNU PLAYER

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Cornu Player	4	5	4	4	4	2	5	2	9

Points: 85

Troop Type: Infantry (Character)

Equipment: Hand Weapon and Cornu

Special Rules: Hero of Legend

Sonorous Boom: Enemy units at least partially within 6” of one or more Cornu players suffer an additional -1 penalty to their Leadership (to a minimum of 1). In addition, all allied units at least partially within 12” of one or more Cornu players receives an additional +1 bonus to their Leadership (to a maximum of 10), which is cumulative with the bonus granted by the Warrior's Bravado special rule, though is not lost if the Warrior's Bravado bonus is lost.

Options:

May take a spear for +2 points

May take Javelins for +5 points

May wear Woad Paint for +10 points

May be mounted upon one of the following:

- Chariot (replacing one of the crew) for +40 points
- Stag Chariot (replacing one of the crew) for +75 points

May take Magic Items up to a total of 50 points

BATTLE STANDARD BEARER

One Tribal Chieftain or Druid may carry the Battle Standard for +25 points. The Battle Standard Bearer can have a magic standard (no points limit). A model that carries a magic standard cannot have any other magic items.

CORE

WARRIORS OF ALBION - 7pts per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Warrior of Albion	4	4	3	3	3	1	4	1	6
War Leader	4	4	3	3	3	1	4	2	6
Linebreaker	4	4	3	4	3	1	5	2	9

Troop Type: Infantry (Warriors only), Unique (Linebreakers only)

Equipment (Warriors): Hand Weapon and Shield

Equipment (Linebreakers): Hand Weapon, Woad Paint and Shield

Unit size: 10+

Special Rules (Warriors of Albion): Warrior's Bravado

Special Rules (Linebreakers): Frenzy, Impact Hits (D6), Unbreakable

Hide in units: Linebreakers are not placed on the table at the start of the game like other troops. Instead you must make a written note of any units of Albion Warriors, Woad Warriors and Brightwoad Bearers that contain Linebreakers, referred to as concealing units. The Linebreakers count as being part of the concealing unit until they are released (see Unleash the Linebreakers! below). Linebreakers remain hidden among the ranks of their comrades until they are ready to leap out into the enemy ranks. If a concealing unit is destroyed, any Linebreakers yet to be released are cut down with their fellow warriors. However, if a concealing unit flees, any Linebreakers in the unit may take separate Leadership tests, and any that pass their Leadership tests may remain where they are, as they refuse to disgrace their tribe by running away (if their concealing unit broke as a result of losing a combat, any Linebreakers that pass their Leadership test will count as being engaged against the same enemy).

Loner: Linebreakers, once they have been released, may never join units or form units with each other, and are treated as individual units for the rest of the battle.

Unleash the Linebreakers!: Linebreakers must reveal themselves when a concealing unit comes to within 8" of the enemy or vice versa. The moving unit stops immediately (flyers land). Each Linebreaker must then declare a charge against the enemy unit that triggered their release, measuring from the front of their concealing unit. If one or more Linebreakers reach the target unit in this charge, the target unit is treated as having been charged. If no Linebreakers reach the enemy unit, the enemy unit may finish any

moves made that triggered and were interrupted by the Linebreakers' release. If it was a charge move that had triggered the release of the Linebreakers, and any Linebreakers finish their moves in the path of the enemy unit's charge but fail to reach it, the enemy unit must finish its charge in base contact with the nearest Linebreaker(s), rather than the concealing unit (the enemy didn't expect to see several half-naked warriors burst from the ranks of their target and leap into them with such unbridled courage, and had no time to swerve around the drunken lunatics to change their course!). Regardless of whether the Linebreakers reach the charging enemy or vice versa happens, both the Linebreakers and the enemy count as having charged.

Options:

May take Spears for +1 point per model

May wear Light Armour for +1 point per model

May wear Woad Paint for +1 point per model

One Warrior may be upgraded to a musician for +10 points

One Warrior may be upgraded to a standard bearer for +10 points

The standard bearer may adorn his banner with Heads of the Foe for +10 points

One Warrior may be upgraded to a War Leader for +10 points

May take up to 3 Linebreakers for +20 points per Linebreaker

TRIBESMEN - 5 pts per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Tribesman	4	3	3	3	3	1	3	1	5
Village Head	4	3	3	3	3	1	3	2	5

Troop Type: Infantry

Equipment: Hand Weapon and Javelins

Unit size: 10+

Special Rules: Warrior's Bravado

Options:

May replace their javelins with one of the following:

- Slings for +1 point per model
- Bows for +2 points per model

If not armed with bows, all the Tribesmen in the unit may take Shields for +1 point per model

One Tribesman may be upgraded to a musician for +10 points

One Tribesman may be upgraded to a standard bearer for +10 points

The standard bearer may adorn his banner with Heads of the Foe for +10 points

One Tribesman may be upgraded to a Village Head for +10 points

ALBION RIDERS - 16 pts per model

Base Size: 25 x 50mm

	M	WS	BS	S	T	W	I	A	Ld
Rider of Albion	4	4	3	3	3	1	4	1	6
War Leader	4	4	3	3	3	1	4	2	6
Horse	8	3	0	3	3	1	3	1	5

Troop Type: Cavalry

Equipment: Hand Weapon and Shield

Unit size: 5+

Special Rules: Warrior's Bravado

Options:

May take Javelins for +1 point per model

May wear light armour for +1 point per model

May take Spears for +1 point per model

May wear Woad Paint for +1 point per model

One Rider may be upgraded to a musician for +10 points

One Rider may be upgraded to a standard bearer for +10 points

The standard bearer may adorn his banner with Heads of the Foe for +10 points

One Rider may be upgraded to a War Leader for +10 points

ALBION CHARIOTS - 40 points per model

Base Size: 50 x 100mm

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	4	4	3	-	-	-
Charioteer	4	4	3	3	-	-	4	1	6
Chariot Master	4	4	3	3	-	-	4	2	6
Horse	8	3	0	3	-	-	3	1	-

Troop Type: Chariot (Armour Save 6+)

Crew: 2 Charioteers

Pulled by: 2 Horses

Unit Size: 3+

Equipment: Hand Weapons, Shields and Javelins

Special Rules: Warrior's Bravado

Chariot Warband: A unit of Albion Chariots only needs three models to count for rank bonus. In addition, Albion Chariots adds their rank bonus to the Strength of any Impact Hits they inflict.

Lightweight Construction: Units of Albion Chariots may march. However, if they do so, the horses pulling them suffer a –1 penalty to their Movement characteristic.

Options:

May wear Woad Paint for +5 points per model

May take Spears for +5 points per model

One Chariot may be upgraded to a Musician for +10 points

One Chariot may be upgraded to a Standard Bearer for +10 points

The standard bearer may adorn his banner with Heads of the Foe for +10 points

One Chariot may be upgraded to a Chariot Master for +10 points

MASTIFF PACK - 7 points per Mastiff, 5 points per Handler

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Mastiff	6	3	3	4	3	1	3	2	5
Handler	4	3	3	3	3	1	3	1	5

Troop Type: Infantry (Handlers), War Beasts (Mastiffs)

Equipment: Hand Weapon/Snapping Jaws (Hand Weapon)

Unit Size: 3+ Mastiffs and 1+ Handlers

Special Rules: Warrior's Bravado (Handlers only)

Hunting Pack: Packs of Mastiffs can be any size as long as there are no more than 3 Mastiffs for every Handler in the unit. When deployed, the unit must be ordered such that the Mastiffs are in the front ranks, and the handlers stand behind, either in a separate rear rank or in the rearmost rank of Mastiffs if it numbers less than 5 models in size. If the unit suffers one or more hits from shooting attacks that require a roll to hit, roll a dice for every hit - on a 1-4 that shot hits a Mastiff, while on a 5-6 the shot hits a Handler. If there at least two complete ranks of 5 Mastiffs in the unit, the handlers cannot attack or be attacked in close combat, otherwise close combat hits are resolved as per shooting hits. While there is at least one handler alive, the Mastiffs use the Handlers' Leadership characteristic in place of their own, but they must use their lower Movement of 4.

Wild Dogs: If the last handler in a Mastiff Pack is slain, the Mastiffs receive the Frenzy special rule, which can never be lost, and can also use their own Movement of 6. However, they can no longer use the Handlers' Leadership.

WOAD WARRIORS - 10 pts per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Woad Warrior	4	4	3	3	3	1	5	1	7
War Leader	4	4	3	3	3	1	5	2	7
Linebreaker	4	4	3	4	3	1	5	2	9

Troop Type: Infantry (Woad Warriors only), Unique (Linebreakers only)

Equipment: Hand Weapon, Woad Paint and Shield

Unit size: 10+

Special Rules (Woad Warriors): Devastating Charge, Frenzy, Warrior's Bravado

Special Rules (Linebreakers): Frenzy, Hide in Units, Impact Hits (D6), Loner, Unbreakable, Unleash the Linebreakers!

May take Spears for + 1 point per model

One Woad Warrior may be upgraded to a musician for +10 points

One Woad Warrior may be upgraded to a standard bearer for +10 points

The standard bearer may adorn his banner with Heads of the Foe for +10 points

One Woad Warrior may be upgraded to a War Leader for +10 points

The unit may take up to 3 Linebreakers for +20 points per Linebreaker

SPECIAL

TRIBAL NOBLES - 11 pts per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Tribal Noble	4	5	3	4	3	1	4	1	9
Bardiguard	4	5	3	4	3	1	4	2	9

Troop Type: Infantry

Equipment: Hand Weapon, Heavy Armour and Shield

Unit size: 10+

Special Rules:

Chosen Men: Any friendly Albion unit with the Warrior's Bravado special rule, even those that have already failed their first Leadership tests, may use the Leadership bonus granted by the Warrior's Bravado special rule for as long as they remain within 8" of a unit with this special rule.

Chieftain's Bodyguards: If one or more friendly Albion characters with the Heroes of Legend special rule are killed while in a unit with this special rule (including as the result of a challenge), the unit receives the Hatred special rule against the unit that killed them for the rest of the game.

Options:

May take Spears for +1 point per model

May wear Woad Paint for +1 point per model

One Tribal Noble may be upgraded to a musician for +10 points

One Tribal Noble may be upgraded to a standard bearer for +10 points

The standard bearer may take a magic standard worth up to 25 points

If he doesn't have a magic standard, the standard bearer may adorn his banner with Heads of the Foe for +10 points

One Tribal Noble may be upgraded to a Bardiguard for +10 points

MANHIRS - 55 points per model

Base Size: 40 x 40mm

	M	WS	BS	S	T	W	I	A	Ld
Manhir	5	3	0	5	6	3	1	3	10
Mastercarved	5	3	0	5	6	3	1	4	10

Troop Type: Monstrous Infantry

Unit size: 3+

Equipment: Stone appendages (count as a pair of hand weapons)

Special Rules: Fear, Unbreakable

Carved From Stone: A unit with this special rule has a 4+ armour save that cannot be improved in any way further.

At the Truthsayers' Command: At least one Truthsayer or Druid must be present in the Albion army to be able to take one or more units with this special rule. In addition, if the last Truthsayer or Druid on the battlefield is slain, all units with this special rule gain the Unstable special rule.

Options:

One Manhir may be upgraded to a Mastercarved for +10 points

HOG RIDERS - 25 points per model

Base Size: 25 x 50mm

	M	WS	BS	S	T	W	I	A	Ld
Hog Rider	4	5	3	4	3	1	4	1	9
Bardiguard	4	5	3	4	3	1	4	2	9
Great Hog	7	3	0	3	4	1	3	1	3

Troop Type: Cavalry

Equipment: Hand Weapon, Heavy Armour and Shield

Unit size: 5+

Special Rules: Chosen Men

Thick-skinned: A rider atop a Great Hog receives an armour save bonus of +2 rather than the usual +1 for cavalry mounts.

Tusker Charge: Great Hogs receive a +2 bonus to their Strength during the turn they charge into combat.

Options:

May take Spears for +1 point per model

May take Javelins for +1 point per model

May wear Woad Paint for +1 point per model

One Hog Rider may be upgraded to a musician for +10 points

One Hog Rider may be upgraded to a standard bearer for +10 points

The standard bearer may take a magic standard worth up to 50 points

If he doesn't have a magic standard, the standard bearer may adorn his banner with Heads of the Foe for +10 points

One Hog Rider may be upgraded to a Bardiguard for +10 points

EAGLE RIDERS - 60 points per model

Base Size: 50 x 50mm

	M	WS	BS	S	T	W	I	A	Ld
Eagle Rider	4	5	3	4	3	1	4	1	9
Bardiguard	4	5	3	4	3	1	4	2	9
Great Eagle	2	5	0	4	4	3	4	2	8

Troop Type: Monstrous Cavalry

Equipment: Hand Weapon, Heavy Armour and Shield

Unit size: 3+

Special Rules: Chosen Men, Flying Cavalry

Options:

May take Spears for +1 point per model

May take Javelins for +1 point per model

May wear Woad Paint for +1 point per model

One Eagle Rider may be upgraded to a musician for +10 points

One Hog Rider may be upgraded to a standard bearer for +10 points

The standard bearer may take a magic standard worth up to 50 points

If he doesn't have a magic standard, the standard bearer may adorn his banner with Heads of the Foe for +10 points

One Eagle Rider may be upgraded to a Bardiguard for +10 points

STAG CHARIOTS - 75 points per model

Base Size: 50 x 100mm

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	5	-	-	-
Charioteer	4	5	3	4	-	-	4	1	9
Chariot Master	4	5	3	4	-	-	4	2	9
Great Stag	9	5	0	5	-	-	4	2	-

Troop Type: Chariot (Armour Save 5+)

Crew: 2 Charioteers

Pulled by: 1 Great Stag

Unit Size: 3+

Equipment: Hand Weapons, Heavy Armour, Shields and Spears

Special Rules: Chariot Warband, Chosen Men, Impact Hits (D6 + D3), Lightweight Construction

Options:

May wear Woad Paint for +5 points per model

May take Spears for +5 points per model

One Chariot may be upgraded to a Musician for +10 points

One Chariot may be upgraded to a Standard Bearer for +10 points

The standard bearer may take a magic standard worth up to 50 points

If he doesn't have a magic standard, the standard bearer may adorn his banner with Heads of the Foe for +10 points

One Chariot may be upgraded to a Chariot Master for +10 points

HURLERS - 13 pts per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Hurler	4	4	3	3	3	1	4	1	6
Strongarm	4	4	4	3	3	1	4	1	6

Troop Type: Infantry

Unit size: 10+

Equipment: Hand Weapon, Woad Paint, Bladed Hurley and Heavy Armour

Bladed Hurley: A Bladed Hurley counts as a Halberd in the close combat phase, and allows a hurler to make an attack in the shooting phase with the following profile:

Range	Strength	Special Rules
24"	4	Quick-to-fire

Special Rules: Warrior's Bravado

Options:

One Hurler may be upgraded to a musician for +10 points

One Hurler may be upgraded to a standard bearer for +10 points

The standard bearer may adorn his banner with Heads of the Foe for +10 points

One Hurler may be upgraded to a Strongarm for +10 points

MANOLITH - 225 points

Base Size: 75 x 75mm

	M	WS	BS	S	T	W	I	A	Ld
Manolith	6	3	0	6	7	6	1	5	10

Troop Type: Monster

Equipment: Stone appendages (count as a pair of hand weapons)

Special Rules: At the Truthsayers' Command, Carved from Stone, Large Target, Terror, Unbreakable

MAIDEN GUARD – 10 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Maiden Guard	4	5	3	3	3	1	5	1	7
Spearmaiden	4	5	3	3	3	1	5	2	7

Troop Type: Infantry

Equipment: Hand weapon, Spear, Light Armour and Shield

Special Rules: Warrior's Bravado

Oracle Handmaidens: If one or more Oracles join a unit of Maiden Guard, they receive an additional +1 bonus to all casting and dispelling rolls. In addition, Maiden Guard receive the Stubborn special rule while there are one or more Oracles in the unit.

Options:

May wear Woad Paint for +1 point per model

May upgrade Shields to Archbronze Shields for +1 point per model

One Maiden Guard may be upgraded to a musician for +10 points

One Maiden Guard may be upgraded to a standard bearer for +10 points

The standard bearer may take a magic standard worth up to 25 points

If she doesn't have a magic standard, the standard bearer may adorn her banner with Heads of the Foe for +10 points

One Maiden Guard may be upgraded to a Spearmaiden for +10 points

RARE

FENBEASTS - 65 points per model

Base Size: 40 x 40mm

	M	WS	BS	S	T	W	I	A	Ld
Fenbeasts	5	3	0	5	5	4	1	3	8

Troop Type: Monstrous Infantry

Unit size: 3+

Equipment: Slimy appendages (count as a hand weapon)

Special Rules: Fear, Regeneration, Stupidity, Swamp Strider, Unbreakable, Unstable

Upgrades:

Born of Bloodmarsh: The Fenbeast gains the Frenzy special rule.

Leechloam: During any turn in which the Lore of Life is successfully used within 12", all Fenbeasts in this unit gain +1 Strength.

Lifebloom Silt: The Fenbeast's Regeneration special rule is increased to Regeneration (3+).

Fly-Infested Rotweed: Attacks targeted against the Fenbeast suffer -1 to their Weapon Skill and Ballistic Skill.

Options:

May take one of the following:

- Born of Bloodmarsh for +2 points per model
- Leechloam for +2 points per model
- Lifebloom Silt for +3 points per model
- Fly-Infested Rotweed for +3 points per model

WICKER MAN – 240 points

Base Size: 50 x 75mm

	M	WS	BS	S	T	W	I	A	Ld
Wicker Man	5	4	0	6	6	6	2	5	10

Troop Type: Monster

Equipment: Ensnaring Limbs (Hand Weapon), Woad Paint

Special Rules: Flaming Attacks, Large Target, Magical Attacks, Scaly Skin (3+), Stubborn, Terror

Branch Whack: A Wicker Man can choose to make a special Branch Whack attack in place of making its normal close combat attacks. If a Wicker Man is making a Branch Whack, this must be declared before rolling to Hit. To resolve a Branch Whack, nominate a model in base contact with the Wicker Man. That model must pass an Initiative test or suffer D6 wounds with no armour saves allowed.

Screams of Pain: Any unit that attempts to take a Fear, Terror or break test against a Wicker Man must do so with an additional -1 penalty to their Leadership value.

GIANT - 175 points

Base Size: 50 x 75mm

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	0	6	6	6	3	Special	10

Troop Type: Monster

Equipment: Massive club (hand weapon)

Special Rules: Fall Over, Giant Special Attacks, Large Target, Stubborn, Terror

Options:

May wear Woad Paint for +15 points

HENGE CHARIOT – 200 points

Base Size: 100 x 150mm

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	6	5	6	-	-	-
Guardian of the Henge	4	4	3	3	-	-	5	1	10
Charioteer	4	5	3	4	-	-	4	2	-
Great Boar	7	4	0	5	-	-	3	1	-

Troop Type: Chariot (Armour Save 4+)

Crew: 1 Charioteer and 1 Guardian of the Henge

Pulled by: 3 Great Boars

Equipment: Hand Weapons

Special Rules: Impact Hits (3D3), Large Target, Regeneration, Tusker Charge (Great Boars only), Terror

Heavy Load: At the beginning of the battle and every turn after it has just ended a combat, the Henge Chariot has the Random Movement (2D6) special rules, as the Great Boars grunt and strain to get the heavy chariot moving. If, when rolling for the Random Movement, the Albion player rolls a score of 7 or above, the Henge Chariot must make a move in every subsequent turn as such a heavy machine is now pretty much impossible to stop, but will be able to use the Great Boars' fixed Movement of 7 for moving and charging as normal, as the chariot gains enough momentum to travel at a near-constant speed. This lasts until the next time it becomes engaged in close combat, whereupon it regains the Random Movement special rule and has to work up to reaching a constant speed again.

The Ogham Stones: The Henge Chariot adds an additional D3 power dice/dispel dice to the Albion player's pool every magic phase. In addition, any friendly Albion Wizards within 18" of the Henge Chariot receive a +2 bonus to all casting and dispel attempts in each Magic Phase. This includes any Truthsayer who is mounted upon the chariot in place of the Guardian of the Henge.

BOWLERS - 13 pts per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Bowler	4	4	3	4	3	1	4	1	7
Strongman	4	4	4	4	3	1	4	1	7

Troop Type: Infantry

Unit size: 10+

Equipment: Hand Weapon, Woad Paint and Bowler Sling

Bowler Sling

Range	Strength	Special Rules
16"	5	Magical Attacks, Multiple Shots (2)

Special Rules: Immune to Psychology, Warrior's Bravado

Options:

May take shields for +1 point per model

One Bowler may be upgraded to a musician for +10 points

One Bowler may be upgraded to a standard bearer for +10 points

The standard bearer may adorn his banner with Heads of the Foe for +10 points

One Bowler may be upgraded to a Strongman for +10 points

CARNYX OF THE GODS – 275 points

Base Size: 75 x 75mm

	M	WS	BS	S	T	W	I	A	Ld
Carnyx of the Gods	0	-	-	-	6	6	-	-	-
Carnyx Player	4	5	3	4	4	1	5	1	10
Carnyx Guard	4	5	3	4	4	1	5	2	10

Troop Type: War Machine

Crewed By: 3 Carnyx Players and 2 Carnyx Guards

Equipment (Carnyx Players): Archbronze Sword and Archbronze Armour

Equipment (Carnyx Guards): Archbronze Sword, Archbronze Armour, Archbronze Shield and Bow

Special Rules: Fly, Chosen Men, Hover, Stubborn

Great Construct: The Carnyx of the Gods always Hovers at a rate of 8” rather than 10”, but it can move through woods without needing to land – it is such a large object that any interfering branches are simply brushed or smashed out of the way. In addition, all enemy units with the Infantry, Cavalry, War Beast and Swarm troop types that wish to attack the Carnyx in close combat suffer a -1 penalty to their hit rolls.

Metal Instrument: The Carnyx has a 4+ Armour Save, and while it is still in play it adds +1 to the armour saves of the Carnyx Players and Guards against all shooting attacks. If any spell that allows a unit to regain Wounds is cast upon the Carnyx, it can only be used to resurrect fallen Carnyx Players and Guards as long as at least one Player or Guard is still alive, and can never be used to heal the Carnyx itself. If all of the Carnyx Players and Guards are slain before the Carnyx is destroyed, the Carnyx will gain the Random Movement (D6) special rule and will continue to obstruct units for the purposes of shooting for the rest of the battle, but it can no longer be played. If the Carnyx is destroyed before the Players and Guards are killed, any surviving Players and Guards flee the battlefield in shame at losing their precious instrument and are removed from play as casualties.

Ear-Shattering Boom: In every Movement Phase, if the Carnyx is not engaged in close combat, the Players can elect to blow into it to produce a deafening boom. If they do so, the Albion player must declare how many Players are going to blow into the Carnyx. All enemy units within 20” of the Carnyx will suffer a penalty to their Combat Resolution scores equivalent to the number of Players sounding the Carnyx for the rest of the turn. However, for each Player beyond the first that elects to sound the Carnyx, the Albion player must roll a dice – on the roll of a 1, the Carnyx suffers a wound with no saves of any kind allowed.

OGHAM CHAMPIONS – 20 points per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Ogham Champion	4	5	3	4	4	1	5	2	10
Ogham Guardian	4	5	3	4	4	1	5	3	10

Troop Type: Infantry

Equipment: Archbronze Sword, Archbronze Armour and Archbronze Shield

Special Rules: Chosen Men, Stubborn

Protectors of the Ogham Stones: Ogham Champions may re-roll all to Hit rolls when fighting models from the Forces of Destruction in close combat.

Options:

May take Spears for +1 point per model

One Ogham Champion may be upgraded to a musician for +10 points

One Ogham Champion may be upgraded to a standard bearer for +10 points

The standard bearer may take a magic standard worth up to 50 points

If he doesn't have a magic standard, the standard bearer may adorn his banner with Heads of the Foe for +10 points

One Ogham Champion may be upgraded to an Ogham Guardian for +10 points

BRIGHTWOAD BEARERS - 15 pts per model

Base Size: 20 x 20mm

	M	WS	BS	S	T	W	I	A	Ld
Brightwoad Bearer	4	5	3	4	3	1	5	2	7
Brightwoad Leader	4	5	3	4	3	1	5	3	7
Brightwoad Breaker	4	5	3	4	3	1	5	3	7

Troop Type: Infantry

Unit size: 10+

Equipment: Archbronze Sword, Woad Paint and Archbronze Shield

Special Rules (Brightwoad Bearers): Fear, Frenzy, Immune to Psychology, Warrior's Bravado

Brightwoad Paint: Brightwoad Bearers have a 4+ Ward Save, rather than the normal 6+ Ward Save provided by Woad Paint.

Special Rules (Brightwoad Breakers): Fear, Frenzy, Hide in Units, Impact Hits (D6), Loner, Unbreakable, Unleash the Linebreakers!

Options:

May take Spears for free

One Brightwoad Bearer may be upgraded to a musician for +10 points

One Brightwoad Bearer may be upgraded to a standard bearer for +10 points

The standard bearer may take a magic standard worth up to 50 points

If he doesn't have a magic standard, the standard bearer may adorn his banner with Heads of the Foe for +10 points

One Brightwoad Bearer may be upgraded to a Brightwoad Leader for +10 points

The unit may take up to 3 Brightwoad Breakers for +20 points per Brightwoad Breaker

TRIBAL HEIRLOOMS OF ALBION

The Lost Sword of King Arturix

80 points

Arturix was the last king of the Cornui tribe, one of the Albion tribes that was destroyed fighting Be'lakor and his Hordes of Shadow. It is said that Arturix's army was only defeated by the Dark Master when one of his own nobles, Maudrann, gave word to Ternoash the Deceiver concerning the tactics of the Cornui, thus allowing the Dark Emissary and the first Daemon Prince to outflank the defenders. Even as he fell, Arturix used his great sword to behead Maudrann as the price for his betrayal, yet the forces of the Dark Master never found the weapon. To this day the location of the Sword remains unknown to all but the wisest Truthsayers, and a warrior privileged enough to wield it becomes death incarnate upon the battlefield.

Magic Weapon. The wielder of the Lost Sword receives the Always Strikes First, Multiple Wounds (D3) and Heroic Killing Blow special rules.

Oathbound Blade

50 points

The last to wield this sword was an Overking who swore to rid the Misty Isle of every Giant, after one of them destroyed his tribe's hillfort during a drunken walk along the cliffs. He went to the most skilled smith upon the island at the time, who crafted for him a double-handed blade that felt as light as a dagger, yet killed with the lethality of a battleaxe. With this sword he slew half a dozen Giants, before he was flattened by their King in one stomp when his back was turned. His weapon, however, survived, and it remains to this day a popular choice for those who have a grudge to settle.

Magic Weapon. Great Weapon. The wielder of this weapon may ignore the Always Strikes Last special rule when wielding this Great Weapon. In addition, at the beginning of the battle, the Albion player must secretly write down a particular unit type that the wielder has sworn an oath to destroy (e.g. Giants, Slaughterbrutes, Black Orcs, e.t.c). The wielder may re-roll all failed to Hit rolls when fighting units of the type written down during the game.

The Golden Sickle of Fetagix

60 points

Fetagix was the greatest human Truthsayer, surpassed only by Draiorix himself in wisdom, knowledge and skill in the magical arts, as well as a vigour uncommon in men as old as he. Though the great man has now passed into the Spirit World, his golden sickle remains as a symbol of his existence. One of the most prized artefacts of the Truthsayers and believed to have been created by the Gods themselves in their Forge, he or she who wields it is imbued with quicksilver reactions and a portion of Fetagix's sage intelligence.

Magic Weapon. Truthsayer only. The wielder of the Golden Sickle of Fetagix receives a +3 bonus to his Attacks characteristic and the Always Strikes First special rule. In addition, the wielder may add an additional 1 to all casting rolls they are required to make.

Shield of Seabatter

50 points

One of the first shields crafted by the Gods in their Forge upon the island, the Seabatter Shield is decorated with craftsmanship unmatched by all except the most skilled Dwarf artisans, and the Archbronze of which it is made glimmers so brightly that any who look directly at it for more than a minute are temporarily blinded.

Magic shield. The bearer of this shield receives a 4+ parry save instead of the normal 6+, and enemy units suffer an additional –1 penalty to their to Hit rolls when attacking the character in close combat or with missile weapons.

The Helmet of Lodinos River

20 points

Found by a chieftain's Swordbearer in the widest river on Albion, the Lodinos, this helmet was forged in an age long before the arrival of the Dark Master, when Albion was a free island with more than a dozen independent tribes. Fashioned from the finest gold, the helm has been enchanted by the Truthsayers to give the wearer increased endurance beyond that of a normal human.

Magic armour. The wearer receives a +1 bonus to their armour save which can be combined with other armour, and also may add an extra Wound to their profile.

Wrenmark Charm

40 points

The wren is sacred to the people of Albion, renowned for being a caring and devoted parent. This disc of bronze, engraved with the image of just such a bird, fosters the wren's protective instincts upon the wearer to keep them safe from harm.

Talisman. A character equipped with the Wrenmark Charm has a 2+ Ward Save against the first wound they suffer, is immune to the Multiple Wounds special rule when used by enemy weapons and has the Magic Resistance (3) special rule.

Wightworn Torc

35 points

A torc taken from the barrow of one of the ancient kings of Albion's bronze-using tribes, the aura of death hangs around this cursed treasure, and any who wear it risk being transformed into the living dead, no more alive than the torc's original owner.

Enchanted Item. The wearer gains the Terror, Unbreakable, Unstable and Killing Blow special rules, cannot march, and can only elect to Hold when being charged.

Eye of the Dirach

30 points

A spherical stone that glimmers with a fiery inner light, this trinket is often said by Bards to have been the eye of the first Fimir Balefiend slain by a man of Albion stock, in the days the Gods walked upon the land. Whatever its origin, none can deny the stone's ability to smother magical energies as the mist of the island covers an image from view.

Arcane Item. Any enemy Wizard within 16" of a Wizard equipped with the Eye of the Dirach may not channel or add their Wizard level to attempts to cast or dispel spells.

Staghorn Standard

50 points

Adorned with the antlers and skull of an especially ancient and revered Great Stag, this totem blesses the regiment that carries it with all the speed, bravery and aggression of the magnificent animal they once belonged to.

Magic Standard. The unit equipped with this standard may add 1 to their Movement, Strength and Leadership characteristics for as long as the standard remains in its possession. If wielded by a Battle Standard Bearer, both he and any unit he joins receive the benefits of this standard.