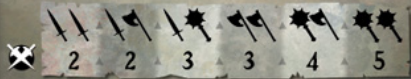




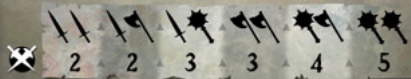
Auroch Rain-Dancer with Horn

Size 2
Tough/1
War Horn



Auroch Rain-Dancer with Drums

Size 2
Tough/1
War Drum



Auroch Rain-Dancer with Horn (1)



29pt

War Horn :
The effect lasts as long as the Aurlok carrying the horn is not critically wounded. All enemy miniatures in close combat and within 6" apply the following rules: If unharmed, all their combat related rolls are made with yellow dice. If Seriously Wounded, all their combat related rolls are made with red dice.

« I followed the movements of my bulky opponent as he smashed his way through the troops, but at that moment my attention was disrupted by the sound of a mighty horn. As sure as my name is Gotrik, there was no way I could have concentrated amid the noise and chaos of that Rain-Dancer's horn! Distracted at that critical moment, my movements were uncoordinated and sluggish, but the worst happened when I tried to parry a smiting blow - the horn confused my senses just as my sword was about to intercept the strike. I learned two very valuable lesson that day. First, you can live perfectly well without a right arm. Second, Rain-Dancers are a real plague to all but the deaf ! »

Auroch Rain-Dancer with Drums (1)



25pt

War Drum
The effect lasts as long the Aurlok carrying the drum is not critically wounded. All friendly Aurloks in close combat and within 6 inches have a bonus dice for their combat roll when they play an attack CC card. This bonus dice can not be cumulated with the charge bonus dice. However, the miniatures can not choose the cards "Inactive" or "parry" during their activation.