

Of Gods and Mortals: Crom Cruach (892pts)



Crom Cruach, the Bloody Crooked One (God) @272pts

Q2	C4	<p>Huge (p35): +1 attacking smaller enemies but +1 to be shot at</p> <p>Sacrifice (p39): may destroy one of his Mortals to gain an additional activation die on his next turn. Only lasts for one turn and does not cause reactions or turnovers. Using Sacrifice costs no actions and is automatic.</p> <p>Tremble Before My Might (p41): spend 2 actions. Affects all units (friend and foe) within 1 x L. Units must test Q on 3 dice. Any failures = Awed.</p>
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Slough Feg, the Lord Weird (Legend) @66pts

Q3	C2	<p>Culling of the Weak (p32): once per game, cause all Mortals within M to pass a Q test on 1d6 or die. Units with C3+ and Legends are not affected.</p> <p>Plague (p38): once per game, target a unit of Mortals anywhere on the table. Unit receives -1 to Activation and Combat tests. May be removed by a God/ Legend with Healing expending 1 action.</p>
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Medb, Bride of Crom (Legend) @104pts

Q3	C3	<p>Breathtaking Beauty (p31): may not be attacked in melee by male Mortals. Undead, Animals, Artificial creatures, Gods and Legends not affected. If attacking a male Mortal unit, they cannot cause a casualty.</p> <p>Confound (p32): can be used as an action or reaction. Causes an enemy unit to take one S move in a random direction. Gods are not affected. Legends may resist by passing a Q test. Units in melee may not be targeted. Random direction = roll 2d6 and move in direction of lowest to highest (unit does not move if scores equal). Cannot move off table but will receive a Free Hack if moved into enemy.</p> <p>Illusions (p35): at start of game, may either: (1) switch position of 2 Legends or Mortal units on either side; (2) remove 1 terrain piece; (3) add 1 terrain piece (up to 18 x 18cm)</p>
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Slough Throt, Drune Lord (Legend) @50pts

Q3	C2	<p>Prophecy (p38): roll 3 hidden dice before game and use results during game</p>
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Skullsword Champion (Legend) @ 78pts

Q3	C3	<p>Dashing (p33): free melee attack when moving into combat.</p> <p>Armoured (p31): win drawn combats</p>
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6 x Skull Swords (Mortals CO) @15 [90]

Q4	C2	
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4 x Skull Swords Crossbows (Mortals OO) @13 [52]

Q4	C1	<p>Shooter (M): crossbows</p>
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6 x Half-Dead (Mortals CO) @18 [108]

Q4	C2	<p>Undead (p42): immune to poison; ranged attacks by Mortals against Undead at -2; never test morale.</p>
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4 x Half-Dead (Mortals CO) @18 [72]

Q4	C2	<p>Undead (p42): immune to poison; ranged attacks by Mortals against Undead at -2; never test morale.</p>
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