



ALTERNATE LEADER CARDS FROM CMON EXPO 2017

These cards were created as a fun set of bonus Leaders for your *Wrath of Kings* forces. They have not been extensively playtested and we suggest that they not be used for competitive play, but rather to add a new set of strategic ideas to your list building, and tactical options on the gaming table for your casual play.

Snarhl Madblood
→ Skorza ←



7 6 2 2

Rank **2**
Base **50**
Size **3**
DZ **B**

◊ Leader ◊

SAVAGE BRUTALITY

Melee | 3 | 00

The first time each turn this model kills an enemy with this attack it may move up to 2" and perform a [1] melee attack.

Follow Through(1): Replace (1) on the defender's chart with ←.

SPECIAL ABILITIES

Skirmisher
Stalker
Fast: This model may Sprint 6" instead of the normal 4".
Pack Tactics: This model can command models with the "Skorza" trait from up to 9".
Eat What You Kill: When this model kills an enemy with a melee attack, it may remove 1 damage.

COMMAND ABILITIES

Inspire: If this model has 1 or more damage, it gains [+2].
Training: All friendly models gain Fast.

Jhunto Tidaroth
→ Deepmen ←



5 7 1 3

Rank **2**
Base **40**
Size **3**
DZ **A**

◊ Leader ◊

SWORD SLICE

Melee | 2 | 00

Models targeted by this attack gain Resonate.

Sundering(1): Replace (1) on the defender's chart with ←.

POISON AND INK

Toggle

Aura 6". Enemies with Resonate in the area suffer [-1] and cannot make ranged attacks.

SPECIAL ABILITIES

Aegis of the Deep
The Voice Protects

COMMAND ABILITIES

Inspire: If this model kills a Resonated enemy, all other enemy models in contact with this model must pass a Will Check (1). On a failure, they are moved directly away 2".
Training: At the end of this model's activation, if it is not engaged, it may move up to 3" toward a model with Resonate within 1".

Taylorin
→ Ashmen ←



7 6 2 2

Rank **2**
Base **30**
Size **2**
DZ **B**

◊ Leader ◊

SWORD SLASH

Melee | 2 | 00

IMMOLATE

Magic | 2 | 4

Critical Blow(1): Replace (1) on the defender's chart with ☠.

SPECIAL ABILITIES

Act With Certainty
Deflection
[Reaction] Counter Attack ⚔ (1)
Offensive Mastery(1): This model may add up to (1) dice to any attacks it is participating in. Before results are generated, this model removes the same number of dice added to those attacks.

COMMAND ABILITIES

Inspire: This model may choose to have their melee attacks count as magic attacks for this activation.
Training: If this model engaged an enemy this activation, and would end their activation unengaged, it may move 3" toward the nearest enemy.

Brazen Jade
→ The Children ←



6 7 1 3

10
9
8
7
6
5
4
3
2
1

Brazen Jade
→ The Children ←
◊ Leader ◊

Rank 2
Base 30
Size 3
DZ C

WIDOWING CLEAVE

Melee 2 2

Unstoppable(1): Replace (1) Non- result on the defender's chart with .

For each result when attacking, immediately roll an additional 1 for this attack. Only one additional may be generated per activation.

SPECIAL ABILITIES

Enlightenment (1)

[Offensive Insight] **Mind's Eye Strike:** Aura 6", While this model is engaged with 2 or more enemies, its attacks gain Precision(+1).

[Defensive Insight] **Wards of Jade:** Aura 6". When this model is attacked and a Backlash is generated, the attacking model suffers +1 for that Backlash.

Against all Odds

COMMAND ABILITIES

Inspire: If this model is engaged with 2 or more enemies, it gains Unstoppable(1).

Training: When this model is in contact with 2 or more enemies, its melee attacks gain Suppression(+1).

Suppression(1): Replace (1) on the defender's chart with .

Perry and the Hoss
→ Union Member ←



5 6 2 2

10
9
8
7
6
5
4
3
2
1

Perry and the Hoss
→ Union Member ←
◊ Leader ◊

Rank 2
Base 40
Size 3
DZ C

BRUTAL METHODS

Melee 3 00

TRUST THE LASH

Toggle

Aura 6", Friendly models with the Union Member keyword in the area may re-roll all failed Will Check dice and are considered +2 versus Will attacks.

SPECIAL ABILITIES

Bolster: This model may make an Assist Action on a model up to 2" away.

Whip Into Frenzy: When this model activates as part of a combined activation, any active model with Pain Fueled may suffer 1 damage.

COMMAND ABILITIES

Inspire: This model's melee attacks gain [+1] and Backstab against enemies that began the turn engaged with another friendly model.

Backstab: Replace the lowest result on the defender's chart with . Hits from this automatically deal 1 damage to the target.

Training: Once per turn, if this model is unengaged, and an enemy kills a friendly model within 2", this model may move up to 2" toward that enemy.