

Here are the nine **Inspiration** abilities available to the Warlord in charge of leading the army.

### ⊙ **Reassignment**

**(Orders) 1 Inspiration point**

Choose a unit within **M** of a Commander from their faction. They belong to that Commander's warband from now on.

*This ability lets you transfer a unit from one warband to another from the same faction within the same army. It's particularly useful to reinforce a warband that has suffered casualties and increase the number of Saga dice it generates.*

*When resolving this ability, units of Mercenaries count as belonging to all the factions that can recruit them.*

### ⊙ **Not One Step Back!**

**(Orders/Reaction) 4 Inspiration points**

Until the end of the turn, friendly units that have closed ranks get a +1 bonus to their defence dice.

*This is an extremely powerful defensive ability, which lets you hold on to conquered ground and adds to the value of conquering packs of infantry.*

### ⊙ **Grand Manoeuvre**

**(Orders) 2 Inspiration points**

The Warlord or Commander of the warband benefiting from this ability can take one of their available Saga dice, roll it, and add it to their inactive Saga dice.

Also, at the end of the turn, each unit that hasn't fought in melee or been activated to shoot removes one of their fatigues.

*As well as granting a bonus Saga die, this ability lets you make two consecutive movements and remove a fatigue at the end of the turn, leaving the unit fresh. If necessary, it also allows you to move back your battle line, delaying while getting rid of fatigue.*

### ⊙ **Tenacity**

**(Orders/Reaction) 2 Inspiration points**

The first Morale test made by a friendly warband during this turn is automatically passed.

*This ability guarantees the success of the first Morale test, which can keep a weakened warband in the game. Watch out though, because it has no effect if the test should automatically be failed.*

### ⊙ **General Assault**

**(Orders) 3 Inspiration points**

This turn, the first charge activation for each unit is free.

*If it's well prepared, this ability can be very useful. It lets the warband save their Saga dice and thereby trigger more abilities during melee.*

### ⊙ **Drive Them Back!**

**(Orders) 1 Inspiration point**

Until the end of the turn, enemy units have a withdrawal distance of **S+S**, or **L** if the unit is mounted.

*The best way to gain Inspiration points is to hold ground in the enemy half of the table. And pushing the enemy back as far as possible is a very effective way to do that – the enemy will find it harder to re-engage in combat with your victorious troops.*

### ⊙ **Breakthrough**

**(Orders) 2 Inspiration points**

Each friendly unit gets 2 bonus attack dice during every melee this turn.

*An ability that gives your units some serious punch. Combine it with General Assault for a really hard-hitting turn!*

### ⊙ **Hold the Line!**

**(Orders/Reaction) 3 Inspiration points**

Choose a unit in the army without the *Presence* rule. If it doesn't have the *Resilience* rule, it gains *Resilience* (2). If it already has the *Resilience* rule, its *Resilience* is increased by 1.

*This ability allows a unit to resist enemy assaults. Note that improving Resilience increases the value of the number in brackets. So Resilience (1) becomes Resilience (2), Resilience (2) becomes Resilience (3), and so on...*

### ⊙ **Decimation**

**(Orders) 1 Inspiration point**

Eliminate a unit that generates no Saga dice in a demoralised warband.

*Weakened units in demoralised warbands won't last long, and it's easy to eliminate them to clear the way for other troops.*