

Curs'd Ettin

	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Curs'd Ettin	6	4	3	6	6	6	2	6	7	Monster	1	315

OPTIONS (ONLY ONE OPTION MAY BE SELECTED)

- **Gibberer**15 points
One of the Curs'd Ettin's heads has devolved into infantile imbecility, drooling and wailing constantly. All enemy units within 8" of the Curs'd Ettin suffer a -1 modifier to their Leadership value unless Immune to Psychology.
- **Scaled Horror**20 points
Amongst those Curs'd Ettin clans living closer to the Chaos Wastes, some are born covered in scabrous scales while their blood has become rancid and poisonous. Should such a Curs'd Ettin suffer an injury in battle, his foes are rewarded with gouts of poisonous ooze. The Curs'd Ettin gains a 4+ Scaly Skin save, and whenever it suffers an unsaved wound in close combat, the unit which inflicted the wound suffers D6 S2 Poisoned attacks. These attacks are immediately resolved at WS2 and do not affect combat resolution.
- **Man Scyther**15 points
Less common than the Hammer Hand, a Man Scyther has one or both arms covered in wicked bone spikes or long calcified talons. The Curs'd Ettin loses the Hammer Hand rule but gains D6+1 Impact hits and +1 Attack.
- **Rune Caller**35 points
Some Curs'd Ettin retain enough intelligence to recall the secrets of their old tribal magic, and are branded with a series of magical runes. The Curs'd Ettin loses the Hammer Hand rule, but becomes a Level 1 Wizard (using either the Lore of Shadows, Death or Beasts). Should the Curs'd Ettin miscast, their personality will shift (no Leadership test is required).

SPECIAL RULES

Terror, Two-headed, Hammer Hand, Bitter Cruelty, Obstacle Strider, Stubborn, Swiftstride & Regeneration (5+).

Two-headed: The Curs'd Ettin has two distinct personalities which constantly war for dominance and control. During set-up the controlling player selects which personality is to be in control at the start of the game. At the end of any turn in which the Curs'd Ettin has suffered a wound, it must take a Leadership test. If passed the Curs'd Ettin retains its current personality, if it is failed the other takes over.

The effects of the two separate heads are as follows:

- **The Betrayer:** Scout deployment rule, Hatred & Bitter Cruelty.
- **The Savage:** +1 Strength, -2 Weapon Skill, -1 Leadership & Frenzy.

Bitter Cruelty: The Curs'd Ettin takes perverse pleasure in inflicting pain against those unable to fight back. When the Curs'd Ettin charges an enemy unit in the side or rear, the bonus to its combat resolution for side or rear charges is doubled.

Hammer Hand: Degenerate and debased Curs'd Ettin are often plagued by deformities. One of the most common is the twisted club-like arm known amongst their tribes as a Hammer Hand. The Hammer Hand is represented by a single additional attack made at Strength 8 with the Heroic Killing Blow special rule.