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Kozars Heroes

Price	9 £
Availability	Available
Shipping time	24 hours
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Manufacturer	Spellcrow

Product description

Kozars Heroes are 4 one-piece high-quality resin miniatures which come with four 25 mm round plastic bases. Require assembly, cleaning and painting. Scenic bases not included.

The miniatures are dedicated for the *Sheol-morg* army in *Argatoria Wargame*, especially if your army is led by the Lord of Sheol-morg. They can be used as Champions and Mages – you can even nominate one of them as the General of your army! Heroes are a fundamental part of every army, so if you want to start collecting *Sheol-morg*, this set is for you!

Scale: 10 mm

Design and sculpting: Marek Rurarz, Piotr Pirianowicz

Painting: Tetyana Orlovska

Champions Tactics

Champions in *Argatoria* play a crucial role in supporting the friendly units with special abilities and effects. It is worth considering which particular units your Champions will support and which can be left alone, as it may tip the tide of victory.

Avoid attaching a Champion to a one-rank unit unless you are sure you are likely to quickly defeat the enemy unit you are planning to attack (for example, when your target is also a one-rank unit). Otherwise, if you remain locked in combat, you may become a charge target for other enemy units. Any one-rank unit in *Argatoria* is rather easy to destroy if the opponent attacks with a more numerous unit, so you put your Champion's life at risk. There might be exceptions when such a risk is worth it, as it depends on a given Champion, but still, if the Champion fails his ability roll, your master plan may go to shreds. Keep in mind that all Champions can be defeated upon base contact with the enemy units and, if that happens, you will not be able to use their abilities anymore. As a general rule, it is safer to attach the Champions to at least two-rank units.

Remember that the point of contact between your Champion and a friendly unit will have to remain the same once you move that unit with that Champion. Be careful not to attach the Champion to an edge that can be easily charged by an opponent, risking base contact between the Champion and the enemy that may lead to the Champion's death.

Sheol-morg Champions Tactics

Champion of Dark Gods

When attached to a friendly unit engaged in combat, the Champion of Dark Gods may force the enemy unit to re-roll all successful scores in the Weapon Skill Test or the Wound Test. He also provides the unit with 5 additional attacks instead of

4. Attach this Champion to the Horned Warriors or Black Knights on Horgars to significantly boost their defence – they already have protection thanks to the Heavy Armour rule, but with such additional support, they can stay on the battlefield for even longer. Attach this Champion to the Hordes – if an enemy unit that is not a Horde charges your Horde, it will not only lose the charge bonuses (as a result of the Horde rule), but may also have to re-roll all successful hits or wounds thanks to the support from the Champion of Dark Gods. Don't waste this Champion on small units – as tempting it may be not to let your one-rank unit die, remember that if the Champion of Dark Gods fails to activate his rule, the unit can be destroyed and the Champion too.

Champion of Gehenna

When attached to a friendly unit engaged in combat, the Champion of Gehenna may increase one of that unit's stat values (except for W) by 1 until the end of the cycle. The safest and most common option is increasing Weapon Skill (to hit better), Strength (to wound better) or Attacks (to add more dice to the pool of attacks).

However, another interesting way to use this ability is increasing the Leadership to have a higher chance for a successful prayer – then you could, for example, pray for Fortune and re-roll all failed scores in the WS Test. Some players prefer one roll with a higher chance, while some prefer to have a chance to repeat the roll. It is your call but remember – in the case of a +1 to LD, you still need to pass the Prayer Test, while +1 to WS, S or A is a simple bonus that does not require any further tests.

Champion of Gehenna seems like a good choice for most Sheol-morg units. Use him to boost units with average stats, for example WS 3, to increase it to 4. Think twice if you want to support the units like Black Knights on Horgars – this unit already has a high chance to pray, hit and wound successfully. Sure, you could improve it even more, but always think if it is worth putting all eggs in one basket.

Champion of Hordes

When attached to a friendly unit engaged in combat, the Champion of Hordes allows that unit to re-roll all failed scores in the Weapon Skill Test if it's a Horde, or to gain/regain the Horde rule if it's not a Horde. This is an incredibly versatile Champion who will be a great support for any Sheol-morg unit, regardless of its power or a number of bases.

Attach this Champion to a Horde and you will get the same effect as if you successfully prayed for Fortune – if that unit has a nice LD value of 7 or more, it can also pray for Fortune to double the re-roll in the Weapon Skill Test or pray for something else. Attach this Champion to a non-Horde unit and you may obtain a Horde rule, cancelling the charge bonuses of the enemy – some of the best units for that purpose would be smaller units of Horned Warriors and Black Knights on Horgars which have even higher chances for survival with their Heavy Armour rule, as well as Hybrids who get more attack dice to the pool thanks to the Spasms rule when they are a Horde.