

Varangur (Evil)								
Warband								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	4+	25	21/23	180	
- Crystal Pendant of Retribution							50	
The Fallen								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	8	3+	-	5+	18	16/18	240	Crushing Strength (1), Height (1), Iron Resolve, Nimble
- Maccwar's Potion of the Caterpillar							20	
Tundra Wolves								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	9	4+	-	4+	10	11/13	110	Height (1), Nimble, Thunderous Charge (1)
Troop(5)	9	4+	-	4+	10	11/13	110	Height (1), Nimble, Thunderous Charge (1)
Mounted Sons of Korgaan								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	20	16/18	250	Crushing Strength (1), Fury, Thunderous Charge (2)
- Gift of Korgan: Gain Fury							10	
Devourer								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	4+	10	16/18	175	Breath Attack (10), Crushing Strength (1), Nimble, Pathfinders, Stealthy, Strider, Thunderous Charge (1), Vicious (Ranged attacks only)
- Gain Breath (10) and Vicious on ranged attacks							15	
(1)	7	4+	-	4+	10	16/18	175	Breath Attack (10), Crushing Strength (1), Nimble, Pathfinders, Stealthy, Strider, Thunderous Charge (1), Vicious (Ranged attacks only)
- Gain Breath (10) and Vicious on ranged attacks							15	
Magus Conclave								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	4+	3+	2	11/13	100	Blast (D3), Individual, Piercing (2), Range 36"
(1)	5	-	4+	3+	2	11/13	100	Blast (D3), Individual, Piercing (2), Range 36"
Magus								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	5+	1	11/13	85	Hero (Inf), Bane-chant (2), Individual, Lightning Bolt (4), Teleport (3)
- Bane-chant (2)							15	
- Teleport (3) (L)							15	
- Inspiring Talisman							20	
Magnilde of the Fallen[1]								Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	3+	-	5+	7	-/15	175	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Elite, Herja's Legacy, Individual, Inspiring, Iron Resolve

Orlaf the Barbarian [1] Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	6	-/16	140	Hero (Inf), Crushing Strength (2), Individual, Unstoppable Whirlwind, Vicious

2000

Bane-chant Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.

Blast If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.

Breath Attack The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

Crushing Strength All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Crystal Pendant of Retribution When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.

Elite Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

Fury While wavered, this unit may declare a Counter-Charge.

Gift of Korgan: Gain Fury (Unit may only have one of the Gift of Korgan.) Fury: While wavered, this unit may declare a Counter-Charge.

Herja's Legacy Once per game, before this model is given an order, it gains Speed 10 and the Fly special rule until the end of the turn.

Individual

Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.

Move Individuals have the Nimble special rule.

Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.

Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

Inspiring If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

Inspiring Talisman This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

- Iron Resolve** If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- Maccwar's Potion of the Caterpillar** The unit has the Pathfinder special rule.
- Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.
- Pathfinders** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Stealthy** Enemies shooting against the unit suffer an additional -1 to hit modifier.
- Strider** The unit never suffers the penalty for Hindered charges.
- Teleport** 12" Range. Friendly Infantry Heroes that do not possess the Fly special rule only. If one or more hits are scored, you may immediately pick up the target unit and place it entirely within 20" of its original position, facing any direction. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- Thunderous Charge** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
- Unstoppable Whirlwind** Once per game, declare you are using this ability just before you attack in a melee. For the rest of this Melee phase, Orlaf has 12 Attacks instead of 6.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.