

Varangur (Evil)								
Thralls*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	5+	-	3+	12	12/15	75	
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Regiment(20)	5	5+	-	3+	12	12/15	75	
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	
Horde(6) Banner Bros!	8	3+	-	5+	18	16/18	240	Crushing Strength (1), Height (1), Iron Resolve, Nimble
- Brew of Strength							30	
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)
Mounted Sons of Korgaan								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10) Pink and Gold Bros!	8	3+	-	5+	20	16/18	250	Crushing Strength (1), Thunderous Charge (2)
Regiment(10)	8	3+	-	5+	20	16/18	250	Crushing Strength (1), Thunderous Charge (2)
- Brew of Haste							15	
Chieftan								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) I'M ON A STEEEEEED!	8	3+	-	5+	5	14/16	160	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Elite, Individual, Inspiring
- Mount, increase Speed to 8 and change to Hero (Cav)							20	
- Boots of the Seven Leagues							35	
King on Chimera								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) Mrs. Khan!	10	3+	-	5+	10	18/20	310	Hero (Mon), Breath Attack (10), Crushing Strength (3), Elite, Fly, Inspiring
- Gift of Korgan: Gain Brutal							10	
- Staying Stone							5	
(1) Da Greater Khan!	10	3+	-	5+	10	18/20	310	Hero (Mon), Breath Attack (10), Crushing Strength (3), Elite, Fly, Inspiring
- Gift of Korgan: Gain Brutal							10	
- Dwarven Ale							10	
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
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Boots of the Seven Leagues	This artefact can only be used by a Hero with the Individual special rule. The Hero has the Vanguard special rule.
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+.
Brew of Haste	The unit has +1 Speed.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Dwarven Ale	The unit has the Headstrong special rule.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
Gift of Korgan: Gain Brutal	(Unit may only have one of the Gift of Korgan.) Brutal: When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
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.
- Iron Resolve** If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
- 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.
- Staying Stone** The unit has +1 to its Waver/Nerve value.
- 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 (to a minimum of zero) when Hindered.