

Otggt ringer

Varangur (Evil)								
Bloodsworn								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	5+	25	22/24	230	Crushing Strength (1)
- Gift of Korgan: Lifeleech(1)							10	
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
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), Thunderous Charge (2)
- Gift of Korgan: Gain Fury							10	
Regiment(10)	8	3+	-	5+	20	16/18	250	Crushing Strength (1), Thunderous Charge (2)
- Gift of Korgan: Gain Fury							10	
- Maccwar's Potion of the Caterpillar							20	
Direfang Riders								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	30	16/18	250	Crushing Strength (2), Strider
Devourer								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	4+	10	14/16	175	Crushing Strength (1), Nimble, Pathfinders, Stealthy, Strider, Thunderous Charge (1)
- Gain Breath (10) and Vicious on ranged attacks							15	
(1)	7	4+	-	4+	10	14/16	175	Crushing Strength (1), Nimble, Pathfinders, Stealthy, Strider, Thunderous Charge (1)
- Gain Breath (10) and Vicious on ranged attacks							15	
(1)	7	4+	-	4+	10	14/16	175	Crushing Strength (1), Nimble, Pathfinders, Stealthy, Strider, Thunderous Charge (1)
- Gain Breath (10) and Vicious on ranged attacks							15	
Cursed Son								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	4+	7	-/13	130	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Individual, Vicious
- Wings of Honeymaze							40	
King on Chimera								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	18/20	310	Hero (Mon), Breath Attack (10), Crushing Strength (3), Elite, Fly, Inspiring

- Gift of Korgan: Lifeleech(1) 10
 - Dwarven Ale 10

Skald **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	5+	4+	4+	1	11/13	60	Hero (Inf), Individual, Inspiring, Piercing (1), Throwing Weapons (Axes)
- Mount, increase Speed to 8 and change to Hero (Cav)							15	
- Lute of Insatiable Darkness							25	
(1)	5	5+	4+	4+	1	11/13	60	Hero (Inf), Individual, Inspiring, Piercing (1), Throwing Weapons (Axes)

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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.
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.
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.
Gift of Korgan: Lifeleech(1))	(Unit may only have one of the Gift of Korgan.) Lifeleech: In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.
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.
Lifeleech	In a melee, this unit regains one point of damage it has previously suffered for every point of damage it deals, up to a maximum of n.

- Lute of Insatiable Darkness** This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
- 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.
- 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.
- Throwing Weapons** Range 12"
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Wings of Honeymaze** This artefact can only be used by a Hero with the Individual rule. The Hero has the Fly special rule and increases their speed to 10.