

<b>The Herd (Neutral)</b>								
<b>Spirit Walkers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	3+	40	-/23	230	Pathfinder, Thunderous Charge (1)
<b>Chimera</b>								<b>Monster</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	7	15/17	160	Crushing Strength (2), Fly, Pathfinder, Vicious
- Can have wings (gaining Fly and increasing Speed to 10)							50	
<b>Shaman</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	2	11/13	95	Hero (Inf), Bane-chant (3), Individual, Inspiring, Mind Fog (1), Pathfinder, Thunderous Charge (1)
- Mind Fog (1)							10	
<b>Varangur (Evil)</b>								
<b>The Fallen</b>								<b>Large Infantry</b>
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
- Brew of Strength							30	
<b>Tundra Wolves</b>								<b>Cavalry</b>
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)
<b>Mounted Sons of Korgaan</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	3+	-	5+	20	16/18	250	Crushing Strength (1), Thunderous Charge (2)
- Brew of Haste							15	
Regiment(10)	8	3+	-	5+	20	16/18	250	Crushing Strength (1), Thunderous Charge (2)
- Whip of Celerity							10	
<b>Frost Giant</b>								<b>Monster</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Monsters and Large Cavalry only)
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Monsters and Large Cavalry only)
<b>Magus</b>								<b>Hero (Inf)</b>

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	8	5+	-	5+	1	11/13	85	Hero (Cav), Individual, Lightning Bolt (4), Spell Siphon (2)
- Mount, increase Speed to 8 and change to Hero (Cav)							15	
- Spell Siphon (2) (L)							25	
- 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

2350

<b>Bane-chant</b>	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.
<b>Brew of Haste</b>	The unit has +1 Speed.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Fly</b>	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.
<b>Herja's Legacy</b>	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.
<b>Individual</b>	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.
<b>Inspiring</b>	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.
<b>Inspiring Talisman</b>	This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
<b>Iron Resolve</b>	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+.
- Mind Fog** 30" range. Instead of causing damage, if one or more hits are scored, the target must take a Nerve Test at the end of the Shoot Phase. The Nerve test should be treated as if the target had taken damage in the Shoot phase.
- 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.
- Pathfinder** 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.
- Spell Siphon** 18" Range. Enemy units that have the ability to cast a spell only, including those who can cast due to a magic artefact. Hits do not cause damage. Instead, if one or more hits are scored, choose one of the target unit's spells (excluding Surge), this spell is stolen and cannot be cast by the target unit in its next turn. Your unit may then immediately cast the stolen spell, using the same number of spell dice available to the target, including additional dice from artefacts, but excluding any special rules which grant the target additional spell dice.
- Strider** The unit never suffers the penalty for Hindered charges.
- 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Whip of Celerity** While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".