

Varangur (Evil)								
Sons of Korgaan								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	3+	-	5+	20	16/18	220	Base Size: (25x25mm), Crushing Strength (2)
- Gift of Korgan: Gain Headstrong and Fury							10	
- Maccwar's Potion of the Caterpillar							20	
Regiment(20)	5	3+	-	5+	20	16/18	220	Base Size: (25x25mm), Crushing Strength (2)
- Gift of Korgan: Gain Headstrong and Fury							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, Pathfinders
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)
Direfang Riders								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	5+	15	13/15	165	Crushing Strength (2), Strider
- Gift of Korgan: Gain Headstrong and Fury							10	
- Fire-Oil							5	
Magus								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	5+	1	11/13	85	Hero (Inf), Individual, Lightning Bolt (4)
- Famulus - grants Elite when casting a spell							15	
- Inspiring Talisman							20	
Herja of the Fallen [1]								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	6+	7	15/17	260	Hero (Inf), Base Size: (25x25mm), Crushing Strength (2), Elite, Fly, Individual, Inspiring, Iron Resolve, Judgement, Lifeleech (1)

- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
- 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.
- Fury** While wavered, this unit may declare a Counter-Charge.
- Gift of Korgan: Gain Headstrong and Fury** (Unit may only have one of the Gift of Korgan.) Headstrong: Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and is Disordered instead. Fury: While wavered, this unit may declare a Counter-Charge.
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 4+ it shrugs off the effects of Wavering and is Disordered instead.
- 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 (including against Individual War Engines). 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
- 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.
- Judgement** If Herja is included in your army, you may bestow this gift on a single non allied infantry unit, including heros(Inf) before the game starts. The first time this unit is routed, your opponent must roll 1D6; on a 4+ the unit is judged worthy and instead of being Routed, is healed by 1D6+3 damage instead. On any other result, the unit is Routed as normal. This Effect only works once per game, whether the unit is healed or not, and takes place after any Inspiring rerolls. Cannot be used on Herja of the Fallen herself.

- 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.
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal.
- 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.
- 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 or during Hindered charges.