

varangur 2350

Forces of Nature (Neutral)								
Forest Shamblers								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	5+	9	-/14	125	Crushing Strength (1), Pathfinders, Shambling, Vanguard
Pegasus								Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	4+	3	10/12	80	Hero (LrgCav), Fly, Pathfinders, Thunderous Charge (1)
Varangur (Evil)								
Thralls*								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	-	3+	25	19/22	125	
Bloodsworn								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	5+	25	22/24	230	Crushing Strength (1)
- Staying Stone							5	
Reavers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	-	3+	20	-/14	140	Thunderous Charge (2), Vicious
- Orcish Skullpole							5	
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
- 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)	8	3+	-	5+	20	16/18	250	Crushing Strength (1), Fury, Thunderous Charge (2)
- Gift of Korgan: Gain Fury							10	
- Maccwar's Potion of the Caterpillar							20	
Regiment(10)	8	3+	-	5+	20	16/18	250	Crushing Strength (1), Fury, Thunderous Charge (2)
- Gift of Korgan: Gain Fury							10	
- Blade of Slashing							5	
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), Fury, Strider

- Gift of Korgan: Gain Fury	10
- Mace of Crushing	5

Ice-Queen **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	10/12	60	Hero (Inf), Ensnare, Heal (3), Individual
- May swap Windblast for Heal (3) for free							0	
- Shroud of the Saint							25	
(1)	5	5+	-	4+	1	10/12	60	Hero (Inf), Drain Life (6), Ensnare, Individual, Wind Blast (6)
- Drain Life (6)							25	
- Inspiring Talisman							20	

Magnilde of the Fallen[1] **Hero (Inf)**

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

Skald **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	4+	4+	1	11/13	60	Hero (Inf), Individual, Inspiring, Piercing (1), Throwing Weapons (Axes)
- Lute of Insatiable Darkness							25	

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Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Drain Life	6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Ensnare	When attacking this unit in its front, enemies suffer an additional -1 to hit 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. 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.
Heal	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
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.
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.
Mace of Crushing	Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
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.
Orcish Skullpole	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
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.
Shambling	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
Shroud of the Saint	Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).
Staying Stone	The unit has +1 to its Waver/Nerve value.
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 when Hindered.

- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
- Wind Blast** Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.