



**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

**Skald Hero (Inf)**

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

**Herja's Vengeance[1] Formation**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	35	Formation: Herja's Vengeance

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<b>Breath Attack</b>	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+.
<b>Brew of Courage</b>	When testing Nerve against this unit, the enemies suffer an additional -1 to their total.
<b>Brew of Haste</b>	The unit has +1 Speed.
<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>Formation: Herja's Vengeance</b>	Formation must contain: 2x The Fallen Hordes 1x Magnilde of the Fallen [1] Each unit in this formation is granted the Pathfinder special rule. If this formation is taken, your army cannot include allies.
<b>Fury</b>	While wavered, this unit may declare a Counter-Charge.
<b>Gift of Korgan: Gain Fury</b>	(Unit may only have one of the Gift of Korgan.) Fury: While wavered, this unit may declare a Counter-Charge.
<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>Iron Resolve</b>	If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.
<b>Lute of Insatiable</b>	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.

## Darkness

**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. 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.

**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 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".