

Varangur FFS Ringer

Varangur (Evil)							
Thralls*							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20)	5	5+	-	3+	12	12/15	75
Regiment(20)	5	5+	-	3+	12	12/15	75
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							
- Blessing of the Gods							25
Horde(6)	8	3+	-	5+	18	16/18	240
Crushing Strength (1), Height (1), Iron Resolve, Nimble							
- Brew of Strength							30
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
Horse Raiders							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	8	4+	5+	4+	14	14/16	180
Bows (Range 24"), Nimble, Thunderous Charge (1)							
- Swap throwing weapons for Bows and lose Piercing (1)							0
- Chalice of Wrath							15
Magus Conclave							War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	-	4+	3+	2	11/13	100
Blast (D3), Elite, Individual, Piercing (2), Range 36"							
- Famulus - grants Elite							10
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							
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, Fury, Inspiring							
- Gift of Korgan: Gain Fury							10
- Brew of Haste							15
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	
- Diadem of Dragon-kind							30	
(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	
Herja's Vengeance[1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	35	Formation: Herja's Vengeance
								1995

Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
Blessing of the Gods	The unit has the Elite special rule.
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+.
Brew of Haste	The unit has +1 Speed.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Chalice of Wrath	The unit gains the Fury Special Rule.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Diadem of Dragon-kind	The unit has the Breath Attack (10) 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.
Formation: Herja's Vengeance	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.
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.
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.

Iron Resolve If this unit is Steady as a result of a nerve test, it regains 1 point of damage previously suffered.

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.

Piercing All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

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.