

Varangur based

Kingdoms of Men (Neutral)**Bowmen** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	5	5+	5+	3+	8	9/11	75	Bows (Range 24")
Troop(10)	5	5+	5+	3+	8	9/11	75	Bows (Range 24")

Crossbowmen **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	5+	5+	3+	20	20/22	190	Crossbows (Range 24"), Piercing (1), Reload!

Siege Artillery **War Engine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	-	5+	4+	1	9/11	90	Blast (D6+2), Indirect Fire, Piercing (3), Reload!

Army Standard Bearer **Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	5+	-	4+	1	9/11	50	Hero (Inf), Individual, Very Inspiring

Varangur (Evil)**Warband** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	5	4+	-	4+	25	21/23	180	

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

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	

Horse Raiders **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	8	4+	5+	4+	14	14/16	180	Nimble, Piercing (1), Throwing Weapons (Axes), Thunderous Charge (1)

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	

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, Inspiring

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Hero (Inf)

(1)	8	5+	4+	4+	1	11/13	60	Hero (Cav), Individual, Inspiring, Piercing (1), Throwing Weapons (Axes)
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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.
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.
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.
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.
Indirect Fire	The unit fires in high arcs, hitting the target from the top, which means it does not suffer the -1 to hit modifier for cover. On the other hand, the unit cannot shoot targets that are within 12". Note that the firing unit does still need to see its target to fire at it.
Individual	<p>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.</p> <p>Move Individuals have the Nimble special rule.</p> <p>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.</p> <p>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.</p>
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.

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.
Reload!	The unit can fire only if it received a Halt order that turn.
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.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule which affects Inspiring also affects Very Inspiring.