

(Kin) (Evil)							
Crossbowmen							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20) - Brew of Keen-eyeness	6	5+	4+	4+	10	14/16	150 30 Light crossbows, Vicious
Regiment(20) - Heart-seeking Chant	6	5+	4+	4+	10	14/16	150 30 Light crossbows, Vicious
Buccaneers							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20) - Jar of the Four Winds	6	4+	4+	4+	12	14/16	160 35 Throwing Weapons, Vicious
Gargoyles*							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10)	10	4+	-	3+	8	8/10	80 Base Size: (25x25mm), Fly, Regeneration (3+), Vicious
Abyssal Riders							Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6) - Maccwar's Potion of the Caterpillar	7	4+	-	5+	24	15/17	260 20 Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious
Horde(6) - Brew of Haste	7	4+	-	5+	24	15/17	260 15 Crushing Strength (1), Regeneration (5+), Thunderous Charge (1), Vicious
Dark Lord on Black Dragon							Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1) - Dwarven Ale	10	3+	-	5+	10	17/19	310 10 Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Vicious
(1) - Healing Brew	10	3+	-	5+	10	17/19	310 5 Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Vicious
High Priestess of the Abyss							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1) - Bane-chant (2) - Myrddin's Amulet of the Fire-heart	6	5+	-	4+	1	10/12	70 15 10 Hero (Inf), Bane-chant (2), Fireball (10), Individual, Vicious
Army Standard Bearer							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1) - Lute of Insatiable Darkness	6	5+	-	4+	1	10/12	50 25 Hero (Inf), Individual, Inspiring, Vicious

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Brew of Haste** The unit has +1 Speed.
- Brew of Keen-eyeness** The unit has +1 to hit with 'normal' ranged Attacks. May not be used by Hordes or Legions.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Dwarven Ale** The unit has the Headstrong special rule.
- Fireball** Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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.
- Healing Brew** Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
- Heart-seeking Chant** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
- 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.

- Jar of the Four Winds** The unit's 'normal' ranged attacks gain 12" to their range.
- Light crossbows** Treat as bow. Range 24".
- Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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.
- Myrddin's Amulet of the Fire-heart** Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.
- Regeneration (3+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 3+, the unit recovers a point of damage.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of 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.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.