

Army Lists:

Generic Units & Faction Specific

Unit	Move	Fight	Strength	Defence	Attacks	Wounds	Courage	Might	Will	Fate	Cost
King	6"	5/4+	4	5	2	2	5	3	3	1	75
Chieftain	6"	4/4+	4	5	2	2	4	2	1	1	45
Hearthguard	6"	4/4+	3	6	1	1	3				10
Warrior	6"	3/4+	3	4	1	1	3				6
Levy	6"	2/5+	3	3	1	1	2				5
Viking Berserker	6"	4/4+	4	5	2	1	7				15
Irish Curaidh	6"	4/3+	4	4	1	1	4	1	1	1	25
Irish Wolfhounds	8"	3/4+	3	3	1	1	3				3
Irish Wolfhound Handler	6"	3/4+	3	4	1	1	3				6

King – Based on Theoden

Chieftain – Based on Captain of Rohan

Hearthguard – based on Rohan Royal Guard

Warrior – Based on Warrior of Rohan

Levy – Based on Ruffians

Viking Berserker – Based on Urak Hai Berserker

Irish Curaidh – Based on Dunedain

Irish Wolfhounds – Based on Grip, Fang & Wolf

Irish Wolfhound Handler – Based on Warrior of Rohan

Unit Special Rules:

King: Stand Fast is 12" not 6"

Heroic Move

Heroic Shoot

Heroic Combat

Heroic Challenge

Chieftain: Heroic Move

Heroic Shoot

Heroic Combat

Heroic Challenge

Hearthguard: Body Guard

Viking Berserker: Berserker Blade

Oblivious to Pain

Fearless

Curaidh: Bodyguard

Heroic Challenge

Wolfhounds: Use courage of nearby handler

Ignores difficult terrain penalties