

The fantasy armies of the World of Naran
Unofficial expansion for the 3D FANTASY WARRIORS wargame.¹

BARBARIANS & VIKINGS

2018 VERSION

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BARBARIANS

General rules – from *F.W. Companion by Nick Lund*:

- ❑ Barbarians armies can have one allied command of warriors from any of the following races: orcs, trolls, fighting men, dwarves and elves.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ Dwarves or elves will not fight in a command containing any trolls or orcs.
- ❑ The allied command cannot have any individuals.
- ❑ A barbarian army can have up to one of each type of talisman at a cost of 100 point each

Naran Fantasy Wars rules

Faction: Neutral

Reference period:

- ❑ The Barbarian Army can be used in all the Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Barbarians may have Allied Commands formed with warriors from the Good, Evil or Neutral faction.
- ❑ The Barbarians may have Mercenaries Commands formed with warriors from the Good, Evil or Neutral faction.
- ❑ Barbarians can not deploy Allies and / or Mercenaries of the factions of Good and Evil in the same army.
- ❑ See the Special Rules for Allies and Mercenaries in the “**Allied and Mercenaries of Naran**” Compendium.

Army composition:

- ❑ The Barbarians armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Infantry *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Fan.	+1	-	1	Lt/Sh	1H	8in	No	No	Night	5	+3Vet	5	20
Warrior	Ave	Fan.	+1	-	1	Lt/Sh	2H	8in	no	no	Night	5	+3Vet	5	20

Berserker *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Berserker	Ave	Fan.	+1	-1	1	Lt	2H	8in	No	No	Night	17	-	5	20
blood lust	Vet	"	+2	-2	2	"	"	10in	7	"	"	"	-	"	"

Special rules:

- Berserker

Guards *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Guard	Elite	Fan	+1	-	2	Md	2H	8in	8	No	Night	29	-	5	20

Special rules:

- Legendary unit.

MISSILE TROOPS

Archers *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Fan.	+1	-	1	Lt	B/1H	8in	No	No	Night	7	+3Vet	5	20

CAVALRY

Barbarian riders *(base size 1in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Vet	Fan.	+1	-	1	Md/Sh	1H	13in	7	No	Night	24	+8Elite	3	20
with horse	"	"	"	-1	2	"	H&H	"	"	"	"	"	-	"	"

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

TERRIBLE CREATURES

Battle Rhino (*base size 3in by 4in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Rhino	Ave	Fan.	+11	-9	16	Md	H&H	8in	6+4W	Yes	Night	566	+48Vet	1	1

Special rules:

- Giant creature
- Linebraker

Battle Mammouth (*base size 3in by 4in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Mammouth	Ave	Fan.	+11	-7	15	Md	H&H	8in	6+4W	Yes	Night	534	+45Vet	1	1
Crew	Ave	Fan.	+1	-	1	Lt	Bow	-	-	-	Night	7	+3Vet	4	4

Special rules:

- Giant creature
- Linebraker.

Barbarian half giant (*base size 2in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Fan.	+6	-3	6	Md	2H	8in	6+2W	Yes	Night	155	+18Vet	1	1

Special rules:

- Giant creature
- Linebraker.

Barbarian giant (*base size 5in by 5in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Fan.	+18	-11	18	Lt	H&H	12in	6+6W	Yes	Night	826	-	1	1

Special rules:

- Giant creature
- Linebraker.

Options:

- Can be armed with 2H weapon without cost variation.
- Can be armed with a throwing boulder (a single volley) for **+63 points**.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Heroic Warchief *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Fan.	+2	-1	3	Md/Sh	1H	8in	6+2W	No	Night	59+C	-	-	-
on horse	Elite	Fan.	+2	-2	5	Md/Sh	1H	13in	6+4W	No	Night	138+C	-	-	-

Special rules:

- Heroic Warchief
- Linebraker.

Options:

- They can replace the shield and the one-handed weapon with a two-handed weapon

Warchief and Battle Leaders *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Fan.	+2	-	2	Md/Sh	1H	8in	7	No	Night	31+VC	-	-	-
on horse	Elite	Fan.	+2	-1	4	Md/Sh	1H	13in	6	No	Night	63+VC	-	-	-

Options:

- They can replace the shield and the one-handed weapon with a two-handed weapon

Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Fan.	+2	-1	5	Lt	2H	8in	7+1W	No	Night	96	-	-	-
on horse	Elite	Fan.	+2	-2	8	Md/Sh	1H	13in	6+2W	No	Night	192	-	-	-
on tiger	Elite	Fan.	+3	-4	9	Lt/Sh	1H	12in	6+2W	No	Night	202	-	-	-
Destroyer	Elite	Fan.	+2	-1	10	Lt	2H	8in	6+2W	No	Night	180	-	-	-
Courier	Vet.	Fan.	+1	-	1	Lt	1H	12in	7	No	Night	44	-	-	-
Scout	Vet.	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	66	-	-	-
Command Herald	Vet.	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	40	-	-	-
on horse	Vet.	Fan.	+1	-1	2	Md/Sh	1H	13in	7	No	Night	49	-	-	-
Command Banner	Vet.	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	50	-	-	-
on horse	Vet.	Fan.	+1	-1	2	Md/Sh	1H	13in	7	No	Night	59	-	-	-

Special rules:

- Linebraker (only Hero and Destroyer)

Options:

- The foot Hero can replace the two-handed weapon with a one-handed weapon and shield.

ARS ARCANA

Arcan Individuals *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Ave	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	10+M	-	-	-
Priest	Ave	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	85	-	-	-
Soothsayer	Ave	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	54	-	-	-

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