

FELIX CASTRO ADEPTICON 2022



VARANGUR

EVIL

Draugr

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	5	-	3	2	2	12	-/14	[75]
Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie									
Regiment(20)	4	5	-	3	2	2	12	-/14	[75]
Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie									

Night Raiders

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	4	3	2	2	12	13/15	[140]
Pathfinder, Stealthy, Thunderous Charge (1) Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									
Regiment(20)	5	4	4	3	2	2	12	13/15	[140]
Pathfinder, Stealthy, Thunderous Charge (1) Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									

Huscarls

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	20	15/17	225
Helm of the Drunken Ram 15									
Crushing Strength (2), Fury, Wild Charge (1) Keywords: Barbarian, Bloodbound, Human									
									[240]

The Fallen

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	8	3	-	5	2	3	18	15/17	255
Brew of Haste 20									
Crushing Strength (1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen									
									[275]

Snow Foxes*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									

Cavern Dweller

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	4	1	D6+6	16/18	[210]
Crushing Strength (3), Lifeleech (3), Strider Keywords: Blind, Cannibal									

Lord										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	6	13/15	110	
Devoted Icon [1] - select Aura (Brutal (+1) or Lifeleech (+1) or Stealthy - all Barbarian only).										20
Cannot take with mount.										[130]
Crushing Strength (2), Individual, Mighty, Very Inspiring, Wild Charge (1), Devoted Icon [1], Aura (_____ - Barbarian only)										
Keywords: Barbarian, Bloodbound, Human										
Lord on Frostfang										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	9	15/17	190	
Snow Fox										10
										[200]
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)										
Keywords: Barbarian, Bloodbound, Frostfang, Human										
1	7	3	-	5	4	1	9	15/17	190	
Snow Fox										10
										[200]
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)										
Keywords: Barbarian, Bloodbound, Frostfang, Human										
1	7	3	-	5	4	1	9	15/17	190	
Snow Fox										10
										[200]
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)										
Keywords: Barbarian, Bloodbound, Frostfang, Human										
Magnilde of the Fallen[1]										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	2	0	7	-/15	[175]	
Crushing Strength (2), Elite (Melee), Herja's Legacy, Individual, Inspiring, Iron Resolve, Mighty										
Keywords: Barbarian, Bloodbound, Fallen, Human										

Total Unit Strength: 21
Total Core: 2300 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Brew of Haste	This unit increases its Speed stat by +1.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Devoted Icon [1]	You may choose one of the following upgrades for +20 pts - this may not be taken with a mount: <ul style="list-style-type: none"> • Icon of the Warrior: Aura (Brutal (+1) - Barbarian only) • Icon of the Reaper: Aura (Lifeleech (+1) - Barbarian only) • Icon of the Deceiver: Aura (Stealthy - Barbarian only)
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fury	While Wavering, this unit may still declare a Counter Charge.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.
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	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.

Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Snow Fox	The unit has +1 Attack. (Already included in stats)
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.