

STEVE MALONE ADEPTICON



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									
Regiment(20)	4	5	-	3	2	2	12	-14	[75]
Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie									

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
Staying Stone									
									5
									[260]
Crushing Strength (1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen									

Snow Trolls

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	15/18	220
Chalice of Wrath									
									15
									[235]
Crushing Strength (2), Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll									

Mounted Sons of Korgaan

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	15/17	215
Blessing of the Gods									
									20
									10
									[245]
Crushing Strength (1), Thunderous Charge (1), Brutal Keywords: Barbarian, Bloodbound, Human									

Jabberwock

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	4	5	5	1	7	15/17	165
Gain the ranged attack - Rancid Bile: 12", Ra: 4+, Vicious (Ranged), Steady Aim									
									15
									[180]
Brutal, Crushing Strength (1), Feeding Frenzy, Nimble, Strider, Thunderous Charge (1) Rancid Bile (12", Ra: 4+, Vicious (Ranged), Steady Aim) Keywords: Abomination, Bloodbound, Draconic									
1	7	4	4	5	5	1	7	15/17	165
Gain the ranged attack - Rancid Bile: 12", Ra: 4+, Vicious (Ranged), Steady Aim									
									15
									[180]
Brutal, Crushing Strength (1), Feeding Frenzy, Nimble, Strider, Thunderous Charge (1) Rancid Bile (12", Ra: 4+, Vicious (Ranged), Steady Aim) Keywords: Abomination, Bloodbound, Draconic									

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										
1	6	3	-	5	4	1	D6+6	16/18	[210]	
Crushing Strength (3), Lifeleech (3), Strider Keywords: Blind, Cannibal										
1	6	3	-	5	4	1	D6+6	16/18	[210]	
Crushing Strength (3), Lifeleech (3), Strider Keywords: Blind, Cannibal										
Lord										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	6	13/15	110	
Scythe of the Harvester Upgrade with a Brand of the Warrior, gaining Brutal Mount on a Horse, losing Wild Charge (1) but increasing Speed to 8 and changing to Hero (Cav - Height: 3)										15 10 35
Crushing Strength (2), Individual, Mighty, Very Inspiring, Brutal Keywords: Barbarian, Bloodbound, Human										[170]
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: 20
Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Feeding Frenzy	In addition to its basic 7 attacks, this unit has a number of additional attacks equal to the amount of damage already on the unit it is attacking in melee at the start of the Melee phase.
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.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.

Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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> <i>Inspiring</i> : 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.