

Target
1000
Points

VARANGUR 1000

Target
1000
Points



VARANGUR

EVIL

Draugr										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	4	5	-	3	2	3	25	-/21	[125]	
Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie										
Horde(40)	4	5	-	3	2	3	25	-/21	[125]	
Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie										
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]	
Crushing Strength (2), Fury, Wild Charge (1) Keywords: Barbarian, Human										
The Fallen*										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	8	3	-	5	2	2	9	12/14	[155]	
Crushing Strength (1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen										
Frostfang Cavalry										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	7	4	-	5	4	2	15	12/14	[160]	
Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human										
Lord										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	13/15	110	
Upgrade with a Brand of the Warrior, gaining Brutal										
Crushing Strength (2), Individual, Mighty, Very Inspiring, Wild Charge (1), Brutal Keywords: Barbarian, Bloodbound, Human										
										10
										[120]
Magus										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	5	2	0	1	11/13	[90]	
Famulus, Individual, Transfusion Spells: Lightning Bolt (4) Keywords: Bloodbound, Human										

Total Unit Strength: 13
Total Core: 1000 (100%)

Total Units: 7



SPECIAL RULES AND SPELLS:

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 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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Famulus	Whenever this unit rolls to hit with Lightning Bolt, Bane Chant, Drain Life or Bloodboil, it can reroll all dice that score a natural, unmodified 1.

Fury	While <i>Wavering</i> , this unit may still declare a Counter Charge.
Individual	See page 34.
Iron Resolve	If this unit is <i>Steady</i> as a result of a Nerve test, it regains one point of damage previous suffered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer <i>Yielding</i> .
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.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Transfusion	At the start of each of your ranged phases you can transfer up to D2 points of damage from a Friendly Core Bloodbound unit within 6" of this unit to a Friendly Core Draugr unit also within 6" of this unit. A unit can only be targeted with a single Transfusion per turn. The Draugr unit will not take a nerve test for damage taken in this way.
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.
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.