


**Varangur [2300]**

Draugr Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [75]	4	5+	-	3+	2	12	-/14	2	[75]
<i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>									
Regiment (20) [75]	4	5+	-	3+	2	12	-/14	2	[75]
<i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>									

The Fallen Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [255]	8	3+	-	5+	3	18	15/17	2	[255]
<i>Special Rules: Crushing Strength(1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen</i>									

Mounted Sons of Korgaan Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [225]	8	3+	-	5+	3	18	15/17	3	[215]
Brand of the Warrior <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Brutal Keywords: Barbarian, Bloodbound, Human</i>									
Regiment (10) [240]	8	3+	-	5+	3	18	15/17	3	[215]
Brand of the Warrior Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Brutal Keywords: Barbarian, Bloodbound, Human</i>									
Regiment (10) [245]	9	3+	-	5+	3	18	15/17	3	[215]
Guise of the Deceiver Brew of Haste <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Stealthy Keywords: Barbarian, Bloodbound, Human</i>									

Snow Foxes* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80]	8	5+	-	2+	1	10	9/11	1	[80]
<i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>									
Regiment (3) [80]	8	5+	-	2+	1	10	9/11	1	[80]
<i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>									

Lord Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [170]	10	3+	-	4+	0	6	13/15	2	[110]
Devoted Icon Wings of Honeymaze <i>Special Rules: Crushing Strength(2), Individual, Mighty, Very Inspiring, Wild Charge(1), Devoted Icon, Fly Keywords: Barbarian, Bloodbound, Human</i>									

Magnilde of the Fallen [1] Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [175]	7	3+	-	5+	0	7	-/15	2	[175]
<i>Special Rules: Crushing Strength(2), Elite(Melee), Individual, Inspiring, Iron Resolve, Mighty, Herja's Legacy Keywords: Barbarian, Bloodbound, Fallen, Human</i>									

Snow Troll Prime Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [120]	6	3+	-	5+	1	5	13/16	3	[120]
<i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords: Troll</i>									
1 [120]	6	3+	-	5+	1	5	13/16	3	[120]
<i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords: Troll</i>									
1 [120]	6	3+	-	5+	1	5	13/16	3	[120]
<i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords: Troll</i>									

Lord on Chimera Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [320]	10	3+	-	5+	1	10	17/19	6	[310]
Mead of Madness Icy Breath (10) <i>Special Rules: Crushing Strength(3), Elite(Melee), Fly, Nimble, Very Inspiring, Wild Charge(1) Keywords: Barbarian, Beast, Bloodbound, Draconic, Human</i>									

Total Units:

14

Total Unit Strength:

22

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Devoted Icon	Select Aura (Brutal (+1) or Lifeleech (+1) or Stealthy - all Barbarian only).
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.

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread 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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring 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 previously suffered.
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through 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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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 Crushing Strength (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 Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell	Description	Special Rules
<b>Icy Breath</b> Range: 10" Enemy	Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the Frozen special rule.	Hits on a 5+ against units in Cover.
Artefact	Description	
Mead of Madness	The unit gains the Wild Charge (+1) special rule.	

Sir Jesse's Boots of Striding

Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.

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Brew of Haste

This unit increases its Speed stat by +1.

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Wings of Honeymaze

Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.