

Varangur [2300]

Draugr	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Regiment [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Regiment [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Regiment [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Horde [125] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]
Inf Horde [125] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]

Reavers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [135] <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Barbarian, Bloodbound, Human</i>	6	4+	-	3+	1	20	-/14	2	[135]
Inf Troop [135] <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Barbarian, Bloodbound, Human</i>	6	4+	-	3+	1	20	-/14	2	[135]
Inf Regiment [245] Wine of Elvenkind <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Wild Charge(D3), Tundra Fighters, Nimble Keywords: Barbarian, Bloodbound, Human</i>	6	4+	-	3+	3	25	-/18	2	[210] [35]

Jabberwock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [165] <i>Special Rules: Brutal, Crushing Strength(1), Nimble, Strider, Thunderous Charge(1), Feeding Frenzy Keywords: Abomination, Bloodbound, Draconic</i>	7	4+	-	5+	1	7	15/17	5	[165]
Mon 1 [165] <i>Special Rules: Brutal, Crushing Strength(1), Nimble, Strider, Thunderous Charge(1), Feeding Frenzy Keywords: Abomination, Bloodbound, Draconic</i>	7	4+	-	5+	1	7	15/17	5	[165]

Skald	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [80] Lute of Insatiable Darkness Throwing Axes (12", Piercing(1)) Bane Chant (2) <i>Special Rules: Aura(Ordered March - Infantry only), Individual, Very Inspiring Keywords: Bloodbound, Human</i>	5	5+	4+	4+	0	2	10/12	2	[55] [25]

Thegn on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [135] Snow Fox <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters Keywords: Barbarian, Bloodbound, Frostfang, Human</i>	7	3+	-	5+	1	6	13/15	4	[125] [10]
Hero (Lrg Cav) 1 [140] Snow Fox Blade of Slashing <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters Keywords: Barbarian, Bloodbound, Frostfang, Human</i>	7	3+	-	5+	1	6	13/15	4	[125] [10] [5]
Hero (Lrg Cav) 1 [150] Snow Fox Trickster's Wand Hex (2) <i>Special Rules: Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters Keywords: Barbarian, Bloodbound, Frostfang, Human</i>	7	3+	-	5+	1	6	13/15	4	[125] [10] [15]

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

Kruufnir [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [160]	6	3+	-	5+	1	5	14/16	3	[160]
<i>Special Rules: Crushing Strength(2), Nimble, Rampage(3), Regeneration(5+), Very Inspiring, Vicious(Melee), Wild Charge(D3), Bring me their Head</i>									
<i>Head Keywords: Bloodbound, Troll</i>									

Total Units:

18

Total Unit Strength:

27

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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.
Bring me their Head	At the start of the Melee phase, choose a Friendly Core Bloodbound unit within 12" of this unit regardless of Line of Sight. That unit gains Duelist until the end of the Turn.

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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 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).
Tundra Fighters	Units with this special rules gain Vicious (Melee - vs. units with the Frozen special rule only)
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	

Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	
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Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.
Wine of Elvenkind	The unit gains the Nimble special rule.