

Varangur [2300]

Draugr	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [75]	4	5+	-	3+	2	12	-/14	2	[75]
<i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>									
Inf 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	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [295]	8	3+	-	5+	3	18	15/17	2	[255]
Brew of Strength									[40]
<i>Special Rules: Crushing Strength(2), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen</i>									

Mounted Sons of Korgaan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [240]	8	3+	-	5+	3	18	15/17	3	[215]
Guise of the Deceiver									[10]
Sir Jesse's Boots of Striding									[15]
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Stealthy Keywords: Barbarian, Bloodbound, Human</i>									
Cav Regiment (10) [240]	8	3+	-	5+	3	18	15/17	3	[215]
Guise of the Deceiver									[10]
Helm of the Drunken Ram									[15]
<i>Special Rules: Crushing Strength(1), Thunderous Charge(2), Stealthy Keywords: Barbarian, Bloodbound, Human</i>									

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

Magnilde of the Fallen [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 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>									

Lord on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [205]	7	3+	-	5+	1	9	15/17	4	[190]
Snow Fox									[10]
Blade of Slashing									[5]
<i>Special Rules: Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Snow Fox Keywords: Barbarian, Bloodbound, Frostfang, Human</i>									
Hero (Lrg Cav) 1 [205]	7	3+	-	5+	1	9	15/17	4	[190]
Snow Fox									[10]
Mace of Crushing									[5]
<i>Special Rules: Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Snow Fox Keywords: Barbarian, Bloodbound, Frostfang, Human</i>									

[F] Mammoth Steppe Horse Raiders (Sliksneer's Shriekers)* [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [175]	8	3+	5+	4+	2	14	13/15	3	[175]
Shortbows (18", Steady Aim)									
<i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Barbarian, Human</i>									

[F] Mammoth Steppe Horse Raiders (Sliksneer's Shriekers)* [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [175]	8	3+	5+	4+	2	14	13/15	3	[175]
Shortbows (18", Steady Aim)									
<i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Barbarian, Human</i>									

[F] Sliksneer (Sliksneer's Shriekers) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [200] Snow Fox Brand of the Warrior Axe of the Giant Slayer	8	3+	-	5+	0	7	13/15	3	[165] [10] [10] [15]
Special Rules: Aura(Brutal (+1) - Barbarian only),Crushing Strength(2),Individual, Mighty, Very Inspiring, Snow Fox, Brutal, Slayer(D3)									
Keywords: Barbarian, Bloodbound, Human									

Total Units: 14 **Total Unit Strength:** 22
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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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.
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Special Rule	Description
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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.
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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.
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Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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Individual	See the Rules Chapter for Individuals
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Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
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Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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Mighty	Individuals with the Mighty special rule are no longer Yielding.
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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.
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Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
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Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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Snow Fox	The unit has +1 Attack
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Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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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).
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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).
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Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
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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.

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.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Axe of the Giant Slayer	Individuals only. The unit gains the Slayer (D3) special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.