

Draugr	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Regiment (20) [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Horde (40) [125] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	3	25	-/21	2	[125]

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [280] Tundra Fighters Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(1), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Bloodbound, Human</i>	5	3+	-	5+	4	25	21/23	2	[250] [15] [15]

Mounted Sons of Korgaan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [215] <i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Barbarian, Bloodbound, Human</i>	8	3+	-	5+	3	18	15/17	3	[215]

Tundra Wolves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [180] <i>Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf</i>	9	3+	-	4+	3	18	13/15	2	[180]
Cav Regiment (10) [180] <i>Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf</i>	9	3+	-	4+	3	18	13/15	2	[180]

Cavern Dweller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [210] <i>Special Rules: Crushing Strength(3), Lifeleech(3), Strider, Chilling Presence Keywords: Blind, Cannibal</i>	6	3+	-	5+	1	D6+6	16/18	4	[210]
Mon 1 [210] <i>Special Rules: Crushing Strength(3), Lifeleech(3), Strider, Chilling Presence Keywords: Blind, Cannibal</i>	6	3+	-	5+	1	D6+6	16/18	4	[210]

Magus	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 3 [150] Horse Mount Knowledgable[1] Lightning Bolt (4) Alchemist's Curse[1](4) <i>Special Rules: Individual, Famulus, Transfusion Keywords: Bloodbound, Human</i>	8	5+	-	5+	0	1	11/13	3	[50] [25] [10] [30] [35]

Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [170] Devoted Icon Wings of Honeymaze <i>Special Rules: Crushing Strength(2), Individual, Mighty, Very Inspiring, Wild Charge(1), Tundra Fighters, Aura(Stealthy - Barbarian only), Fly Keywords: Barbarian, Bloodbound, Human</i>	10	3+	-	4+	0	6	13/15	2	[110] [20] [40]

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

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]

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]

Total Units:
Total Primary Core Points:

14
2300 (100.0%)

Total Unit Strength:

24

Custom Rule	Description
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.
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.
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
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.
Chilling Presence	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit are given the Frozen 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.
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. This includes Difficult Terrain the unit started in. 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 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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously 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. Lifeleech has a maximum total of 3.
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 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.
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.

Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Alchemist's Curse [1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6),rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
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.