


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>									
Regiment (20) [75]	4	5+	-	3+	2	12	-/14	2	[75]
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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>									

Snow Trolls Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [225]	6	4+	-	5+	3	18	16/18	3	[220]
<i>Staying Stone [5]</i>									
<i>Special Rules: Crushing Strength(2), Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords: Troll</i>									

Mounted Sons of Korgaan Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [245]	8	3+	-	5+	3	18	15/17	3	[215]
<i>Brand of the Warrior [10]</i>									
<i>Blessing of the Gods [20]</i>									
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Brutal, Elite Keywords: Barbarian, Bloodbound, Human</i>									
Regiment (10) [245]	8	3+	-	5+	3	18	15/17	3	[215]
<i>Brand of the Warrior [10]</i>									
<i>Chant of Hate [20]</i>									
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Brutal, Vicious Keywords: Barbarian, Bloodbound, Human</i>									

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

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

Lord Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [155]	8	3+	-	5+	0	7	13/15	3	[110]
<i>Snow Fox [10]</i>									
<i>Horse Mount [35]</i>									
<i>Special Rules: Crushing Strength(2), Individual, Mighty, Very Inspiring, Snow Fox 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>									

Kruufnir [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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 Keywords: Bloodbound, Troll</i>									

Total Units:
Total Primary Core Points:

14
2300 (100.0%)

Total Unit Strength:

24

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.
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.
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
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.
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.
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 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.
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.
Snow Fox	The unit has +1 Attack
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).
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
Artefact	Description	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Blessing of the Gods	The unit gains the Elite special rule.	
Chant of Hate	The unit gains the Vicious special rule.	