

LORDS OF DRAGON PEAK 1.0



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Orlaf's Raid	ers [1]									Formatio
Jnit Size		Sp	Ме	Ra	a	De	Н	US	At Ne	Pts
ormation(1)										[0]
Human Clan	nsmen (F)									Infantr
Jnit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
Regiment(20)		5	4	-	3	2	3	12	13/15	[130]
	Crushing Streng Keywords: Barb				Charge	(1)				
Regiment(20)	Neywords. Darb	5	4	- -	3	2	3	12	13/15	[130]
109(20)	Crushing Streng	ıth (2), Vic	ious (Mele	ee), Wild	_		Ū		10, 10	[.00]
	Keywords: Barb	arian, Ber	serker, Hu	ıman						
Orlaf the Ba	rbarian [1] (F)									Hero (In
Jnit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
1		5	3	-	4	2	0	6	-/16	[160]
	Aura (Slayer (Me						th (2), Inc	lividual, Ir	nspiring, Mighty,	
	Unstoppable Wl Keywords: Barb				d Charg	e (D3)				
	•	anan, ber	SCINCI, I IC	iiiaii						Infanti
Human Clan	nsmen									IIIIaiiu
Jnit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
Horde(40)		5	4	-	3	2	4	25	20/22	200
	Exchange shields for two-handed weapons, lowering Defence to 3+ and gaining Crushing Strength (2)									
		ields for tv	vo-hande	d weapon	s, lower	ing Def	ence to 3	8+ and ga	ining Crushing	0
	Strength (2)	ields for tv	vo-hande	d weapon	s, lower	ing Def	ence to 3	s+ and ga	ining Crushing	
	Strength (2) Crushing Streng	ıth (2), Wil	d Charge	•	s, lower	ing Def	ence to 3	s+ and ga	ining Crushing	[200]
	Strength (2) Crushing Streng Keywords: Barb	ıth (2), Wil	d Charge	•	s, lower	ing Def	ence to 3	s+ and ga	ining Crushing	[200]
Snow Foxes	Strength (2) Crushing Streng Keywords: Barb	ıth (2), Wil	d Charge	•	s, lower	ing Def	ence to 3	3+ and ga	ining Crushing	[200]
	Strength (2) Crushing Streng Keywords: Barb	ıth (2), Wil	d Charge	•	s, lower	ing Def	ence to 3	s+ and ga	ining Crushing Ne	
Jnit Size	Strength (2) Crushing Streng Keywords: Barb	oth (2), Wil arian, Hun Sp 8	d Charge nan Me 5	(1) Ra -						[200]
Jnit Size	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind	oth (2), Wil arian, Hun Sp 8 der, Stealth	d Charge nan Me 5	(1) Ra -	De		US	At	Ne	[200] Swari
Jnit Size Regiment(3)	Strength (2) Crushing Streng Keywords: Barb	oth (2), Wil arian, Hun Sp 8 der, Stealth	d Charge nan Me 5 ny, Vicious	(1) Ra -	De 2	H 1	US 1	At 10	Ne 9/11	[200] Swart Pts [80]
Jnit Size Regiment(3)	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas	sth (2), Wil arian, Hun Sp 8 Ier, Stealth	d Charge nan Me 5 ny, Vicious	(1) Ra - s (Melee)	De		US	At	Ne	[200] Swari
Jnit Size Regiment(3)	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth	d Charge nan Me 5 ny, Vicious	(1) Ra - s (Melee)	De 2	H 1	US 1	At 10	Ne 9/11	[200] Swari Pts [80]
Unit Size Regiment(3) Regiment(3)	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth	d Charge nan Me 5 ny, Vicious	(1) Ra - s (Melee)	De 2	H 1	US 1	At 10	Ne 9/11	[200] Swart Pts [80] [80]
Unit Size Regiment(3) Regiment(3) Lord on Chi	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth	d Charge nan Me 5 ny, Vicious 5 ny, Vicious	Ra - s (Melee) - s (Melee)	De 2	H 1	US 1	At 10	Ne 9/11	Swarn Pts [80] [80] Hero (Tti Spellcaster:
Unit Size Regiment(3) Regiment(3) Lord on Chi Unit Size	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth st	d Charge nan Me 5 ny, Vicious 5 ny, Vicious Me	(1) Ra - s (Melee)	De 2	H 1	US 1	At 10 10 At	Ne 9/11 9/11	[200] Swarn Pts [80] [80] Hero (Ttr Spellcaster: Pts
Unit Size Regiment(3) Regiment(3) Lord on Chi	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas mera	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth st	d Charge nan Me 5 ny, Vicious 5 ny, Vicious Me 3	Ra - s (Melee) - s (Melee) - Ra -	De 2 2 De 5	H 1 1 H 6	US 1 1 US 1	At 10	Ne 9/11	Swarn Pts [80] [80] Hero (Ttr Spelicaster:
Unit Size Regiment(3) Regiment(3) Lord on Chi Unit Size	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas Trushing Streng Spells: Icy Breat	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth st Sp 10 th (3), Elite h (10)	d Charge nan Me 5 ny, Vicious 5 ny, Vicious Me 3 e (Melee),	Ra - s (Melee) - s (Melee) - Ra - Fly, Niml	De 2 2 De 5 pole, Very	H 1 1 H 6	US 1 1 US 1	At 10 10 At	Ne 9/11 9/11	Swart Pts [80] [80] Hero (Tti Spellcaster: Pts
Unit Size Regiment(3) Regiment(3) Lord on Chi Unit Size	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas The Company of the company	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth st Sp 10 th (3), Elite h (10)	d Charge nan Me 5 ny, Vicious 5 ny, Vicious Me 3 e (Melee),	Ra - s (Melee) - s (Melee) - Ra - Fly, Niml	De 2 2 De 5 pole, Very	H 1 1 H 6	US 1 1 US 1	At 10 10 At	Ne 9/11 9/11 Ne 17/19	Pts [80] Hero (Ttr Spellcaster: Pts [310]
Unit Size Regiment(3) Regiment(3) Lord on Chi Unit Size	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas The Crushing Streng Spells: Icy Breat Keywords: Barb	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth st Sp 10 th (3), Elite h (10)	d Charge nan Me 5 ny, Vicious 5 ny, Vicious Me 3 e (Melee),	Ra - s (Melee) - s (Melee) - Ra - Fly, Niml	De 2 2 De 5 pole, Very	H 1 1 H 6	US 1 1 US 1	At 10 10 At	Ne 9/11 9/11 Ne 17/19	[200] Swarn Pts [80] [80] Hero (Ttr Spellcaster: Pts
Unit Size Regiment(3) Regiment(3) Lord on Chi Unit Size 1 Frostfang C	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas The Crushing Streng Spells: Icy Breat Keywords: Barb	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth st Sp 10 th (3), Elite h (10) arian, Bea	d Charge nan Me 5 ny, Vicious 5 ny, Vicious Me 3 e (Melee),	Ra - s (Melee) - s (Melee) - Ra - Fly, Niml	De 2 2 De 5 pole, Very	H 1 1 H 6	US 1 1 US 1	At 10 10 At	Ne 9/11 9/11 Ne 17/19	Pts [80] Hero (Ttr Spellcaster: Pts [310]
Unit Size Regiment(3) Regiment(3) Lord on Chi Unit Size 1 Frostfang C Unit Size	Strength (2) Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas The Crushing Streng Spells: Icy Breat Keywords: Barb	sth (2), Wil arian, Hun Sp 8 der, Stealth st 8 der, Stealth st Sp 10 th (3), Elite h (10)	Me 5 ny, Vicious Me 3 e (Melee),	Ra - s (Melee) - s (Melee) Ra - Fly, Niml	De 2 2 De 5 pole, Very	H 1 1 H 6 v Inspirii	US 1 US 1 ng	At 10 10 At 10	Ne 9/11 9/11 Ne 17/19	Pts [80] Hero (Tti Spellcaster: Pts [310]
Unit Size Regiment(3) Regiment(3) Lord on Chi Unit Size 1	Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas The Crushing Streng Spells: Icy Breat Keywords: Barb avalry Crushing Streng Spells Crushing Streng Spells Streng Spells Streng Spells Streng Spells Streng Spells Streng	sth (2), Wil arian, Hun Sp 8 der, Stealth st Sp 10 th (3), Elite h (10) arian, Bea	Me 5 ny, Vicious Me 3 e (Melee), ast, Draco Me 4 ider, Wild	Ra - s (Melee) - s (Melee) - Ra - Fly, Niml nic, Huma	De 2 De 5 pole, Very an De 5	H 1 1 H 6 / Inspirit	US 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	At 10 10 At 10 At	Ne 9/11 9/11 Ne 17/19 La	[200] Swarn Pts [80] [80] Hero (Ttr spelicaster: Pts [310] rge Cavali
Unit Size Regiment(3) Regiment(3) Lord on Chi Unit Size 1 Frostfang C Unit Size	Crushing Streng Keywords: Barb * Nimble, Pathfind Keywords: Beas Nimble, Pathfind Keywords: Beas The Crushing Streng Spells: Icy Breat Keywords: Barb avalry	sth (2), Wil arian, Hun Sp 8 der, Stealth st Sp 10 th (3), Elite h (10) arian, Bea	Me 5 ny, Vicious Me 3 e (Melee), ast, Draco Me 4 ider, Wild	Ra - s (Melee) - s (Melee) - Ra - Fly, Niml nic, Huma	De 2 De 5 pole, Very an De 5	H 1 1 H 6 / Inspirit	US 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	At 10 10 At 10 At	Ne 9/11 9/11 Ne 17/19 La	[200] Swarn Pts [80] [80] Hero (Tti spelicaster: Pts [310] rge Cavali

Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human

Half-Elf Bers	erkers									Infantry
Unit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
Troop(10)		6	3	-	3	2	1	15	-/13	[115]
	Iron Resolve, Th Keywords: Berse			1), Wild C	Charge (E	03)				
Troop(10)		6	3	-	3	2	1	15	-/13	[115]
	Iron Resolve, Thunderous Charge (1), Wild Charge (D3) Keywords: Berserker, Half-elf									
Ice Kin Hunte	ers									Infantry
Unit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
Regiment(20)		6	3	4	3	2	3	12	14/16	[180]
	Elite, Ice-Tipped Bows (24", Stea Keywords: Elf, T	dy Aim)	Pathfinder	, Scout						
Regiment(20)		6	3	4	3	2	3	12	14/16	[180]
	Elite, Ice-Tipped Bows (24", Stea Keywords: Elf, T	dy Aim)	Pathfinder	, Scout						
Ice-Queen										Hero (Inf) Spellcaster: 2
Unit Size		Sp	Me	Ra	De	Н	US	At	Ne	Pts
1		6	5	-	4	2	0	1	10/12	80
	Library Mindf	og (2)								10 [90]
	Ensnare, Individ Spells: Icy Brea				iring					[]
	Keywords: Elf, F			-)						

Total Unit Strength: 27 Total Units: 14

Total Core: 2300 (100%)

Army notes: Version 1



SPECIAL RULES AND SPELLS:

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.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Ice-Tipped Arrows	If one or more points of damage are scored with this unit's Bow attack, the target enemy unit is given the <i>Frozen</i> special rule.
Icy Breath	Spell: 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 <i>Frozen</i> special rule.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> 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 previous suffered.
Master of Ice	When targeting Friendly Core Frostbound units or Enemy units which have the <i>Frozen</i> special rule, this unit can reroll one of the dice that failed to hit with Bane Chant, Heal, Icy Breath, Wind Blast, Surge or Blizzard.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused. Modifiers: Shattering

Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including
Millible	a Charge. It cannot make this extra pivot when ordered to Halt.
D.4l.C., J	•
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 though Difficult Terrian.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first
	Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain
	during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer
	decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved.
	Players then roll to determine who takes the first Turn in Round one as normal.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
Unstoppable Whirlwind	Once per game, declare you are using this ability just before Orlaf attacks in a melee. For the rest of this Melee phase,
	Orlaf has 12 Attacks instead of 6.
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects
	Very Inspiring
	Inspiring: If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that
	Nerve test. The scond result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit wil
	only Inspire itself and the unit(s) specified.
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
	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. <i>Wild Charge</i> (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.