

Varangur for Ohio War Kings

2300 / 2300 VALID

Varangur 2023 [2300]

Draugr	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[With corpse cart] Inf Legion [180]	4	5+	-	3+	4	30	-/27	2	[180]
Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie									
[With corpse cart] Inf Legion [180]	4	5+	-	3+	4	30	-/27	2	[180]
Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie									

Night Raiders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160]	5	4+	4+	3+	2	12	13/15	2	[140]
Exchange Throwing Axes for Bows									[0]
Wolf Handlers									[15]
Fire-Oil									[5]
Bows (24")									
Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Aura(Vicious (Melee) - Tundra Wolf only), Scout, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) Keywords: Barbarian, Human, Tracker									
Inf Regiment [155]	5	4+	4+	3+	2	12	13/15	2	[140]
Exchange Throwing Axes for Bows									[0]
Wolf Handlers									[15]
Bows (24")									
Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Aura(Vicious (Melee) - Tundra Wolf only), Scout Keywords: Barbarian, Human, Tracker									

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [225]	5	3+	-	5+	3	20	15/17	2	[150]
Hearthguard									[75]
Special Rules: Crushing Strength(2), Wild Charge(1), Fury Keywords: Barbarian, Bloodbound, Human									
Hv Inf Regiment [225]	5	3+	-	5+	3	20	15/17	2	[150]
Hearthguard									[75]
Special Rules: Crushing Strength(2), Wild Charge(1), Fury Keywords: Barbarian, Bloodbound, Human									

Mounted Sons of Korgaan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [240]	8	3+	-	5+	3	18	15/17	3	[215]
Guise of the Deceiver									[10]
Chalice of Wrath									[15]
Special Rules: Crushing Strength(1), Thunderous Charge(1), Stealthy, Fury Keywords: Barbarian, Bloodbound, Human									

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

Frost Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [235]	7	4+	-	5+	1	D6+8	18/20	6	[235]
Giant Cleaver									[0]
Icy Breath (8)									[0]
Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Chilling Presence, Slayer(Melee D6) Keywords: Frostbound, Giant									

Magus	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 2 [125]	8	5+	-	5+	0	1	11/13	3	[50]
Horse Mount									[25]
Inspiring Talisman									[20]
Drain Life (6)									[30]
Special Rules: Individual, Famulus, Transfusion, Inspiring Keywords: Bloodbound, Human									

Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [145]	5	3+	-	5+	0	6	13/15	2	[110]
Devoted Icon									[20]
Sacred Horn									[15]
Special Rules: Crushing Strength(2), Individual, Mighty, Very Inspiring, Wild Charge(1), Tundra Fighters, Aura(Stealthy - Barbarian only) Keywords: Barbarian, Bloodbound, Human									

Skald	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [70]	5	5+	4+	4+	0	2	10/12	2	[55]
Talisman of Silence									[15]
Throwing Axes (12", Piercing(1))									
Mind Fog (2)									
Special Rules: Aura(Ordered March - Infantry only), Individual, Very Inspiring Keywords: Bloodbound, Human									

Total Units: 13 **Total Unit Strength:** 28
Total Primary Core Points: 2300 (100.0%)

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).

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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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.
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.
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).
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).
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
Drain Life Range: 6" Enemy, CC	Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Icy Breath Range: 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 Frozen special rule.	Hits on a 5+ against units in Cover.
Mind Fog Range: 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.	Shattering

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Chalice of Wrath	The unit gains the Fury special rule.
Sacred Horn	The unit gains as additional 3inch range to all of its Auras.
Talisman of Silence	The unit gains the Mindfog (2) spell.
Inspiring Talisman	The unit gains the Inspiring special rule.