

## Grant Alexander Varangur (Evil)

Varangur (Evil)										
<b>Draugr</b>										<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	5	-	3	2	2	12	-/14	[75]	
Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie										
<b>The Fallen*</b>										<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	8	3	-	5	2	3	18	15/17	255	
Blade of Slashing Crushing Strength (1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen										
Horde(6)	8	3	-	5	2	3	18	15/17	[255]	
Crushing Strength (1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen										
Horde(6)	8	3	-	5	2	3	18	15/17	[255]	
Crushing Strength (1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen										
<b>Frostfang Cavalry</b>										<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	7	4	-	5	4	3	30	15/17	265	
Brew of Haste Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human										
20 [285]										
<b>Snow Foxes*</b>										<b>Swarm</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]	
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast										
<b>Magus</b>										<b>Hero (Inf) Spellcaster: 2</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	5	2	0	1	11/13	90	
Inspiring Talisman Famulus, Individual, Transfusion Spells: Lightning Bolt (4) Keywords: Bloodbound, Human										
20 [110]										
<b>Magnilde of the Fallen[1]</b>										<b>Hero (Hv Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	2	0	7	-/15	[175]	
Crushing Strength (2), Elite (Melee), Herja's Legacy, Individual, Inspiring, Iron Resolve, Mighty Keywords: Barbarian, Bloodbound, Fallen, Human										

Special Rules and Spells:

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Brew of Haste</b>	This unit increases its Speed stat by +1.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Famulus</b>	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.
<b>Herja's Legacy</b>	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.

<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Inspiring Talisman</b>	The unit gains the <i>Inspiring</i> special rule.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge through Difficult Terrain.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Transfusion</b>	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.
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	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 <i>Wild Charge</i> (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.