

Richard Miles

Varangur (Evil)

Mounted Sons of Korgaan

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	15/17	215
									Sir Jesse's Boots of Striding 15
									Upgrade with a Brand of the Warrior, gaining Brutal 10
									Crushing Strength (1), Thunderous Charge (1), Brutal Keywords: Barbarian, Bloodbound, Human
Regiment(10)	8	3	-	5	3	3	18	15/17	215
									Maccwar's Potion of the Caterpillar 20
									Upgrade with a Brand of the Warrior, gaining Brutal 10
									Crushing Strength (1), Thunderous Charge (1), Brutal Keywords: Barbarian, Bloodbound, Human

Snow Trolls

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	15/18	220
									Crushing Strength (2), Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll
Horde(6)	6	4	-	5	3	3	18	15/18	220
									Crushing Strength (2), Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll

Draugr

Infantry

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
Regiment(20)	4	5	-	3	2	2	12	-/14	75
									Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie

Tundra Wolves*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	3	-	4	2	1	9	10/12	115
									Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf
Regiment(10)	9	3	-	4	2	3	18	13/15	180
									Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf

Snow Troll Prime

Hero (Mon)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	3	1	5	13/16	120
									Pipes of Terror 10
									Crushing Strength (2), Inspiring (Troll only), Nimble, Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll

Cursed Son

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	7	-/15	130
									Moumful Blade 15
									Upgrade with a Mask of the Reaper, gaining Lifeleech (2) 15
									Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3) 35
									Crushing Strength (2), Individual, Mighty, Lifeleech (2) Keywords: Bloodbound, Human

Magus

Hero (Inf)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	5	-	5	2	0	1	11/13	90
									Drain Life (6) 30
									Famulus, Individual, Transfusion Spells: Lightning Bolt (4), Drain Life (6) Keywords: Bloodbound, Human

Magus

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	5	-	5	3	0	1	11/13	90
									20
									20
									25
									30

Hero

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> 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.
Drain Life	Spell: 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 case into Melee, the target will not take a Nerve test at the end of the Ranged phase.
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.
Individual	See page 34.
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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous 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. <i>Lifeleech</i> has a maximum total of 3.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Macewar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Mournful Blade	Individuals only. The unit gains the <i>Duelist</i> special rule.
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.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Regeneration (5+)	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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and resuces this bonus by one when Hindered (to a minimum of zero).
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.
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 <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.