

## Ryan C

### Varangur (Evil)

<b>Varangur (Evil)</b>									
<b>Huscarls</b>									
<b>Heavy Infantry</b>									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	20	15/17	225
Crushing Strength (2), Fury, Wild Charge (1) Keywords: Barbarian, Human									
Regiment(20)	5	3	-	5	2	3	20	15/17	225
Crushing Strength (2), Fury, Wild Charge (1) Keywords: Barbarian, Human									
<b>Mounted Sons of Korgaan</b>									
<b>Cavalry</b>									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	15/17	215
Upgrade with a Brand of the Warrior, gaining Brutal Crushing Strength (1), Thunderous Charge (1), Brutal Keywords: Barbarian, Bloodbound, Human									
Regiment(10)	8	3	-	5	3	3	18	15/17	215
Crushing Strength (1), Thunderous Charge (1) Keywords: Barbarian, Bloodbound, Human									
<b>Snow Trolls</b>									
<b>Monstrous Infantry</b>									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	15/18	220
Dwarven Ale Crushing Strength (2), Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll									
Horde(6)	6	4	-	5	3	3	18	15/18	220
Staying Stone Crushing Strength (2), Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll									
<b>Tundra Wolves</b>									
<b>Cavalry</b>									
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									
Troop(5)	9	3	-	4	2	1	9	10/12	115
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf									
Troop(5)	9	3	-	4	2	1	9	10/12	115
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf									
<b>Lord on Frostfang</b>									
<b>Hero (LrgCav)</b>									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	-	5	4	1	8	15/17	190
Brew of Haste Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human									
<b>Lord</b>									
<b>Hero (Hv Inf)</b>									
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	5	2	0	5	13/15	110
Trickster's Wand Crushing Strength (2), Individual, Mighty, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Bloodbound, Human									

<b>Snow Troll Prime</b>										<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	13/16	120	
Blade of Slashing Crushing Strength (2), Inspiring (Troll only), Nimble, Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll										5

  

<b>Magus</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	5	2	0	1	11/13	90	
Replace Lightning Bolt (4) with Bloodboil [1] Famulus, Individual, Transfusion Spells: Blood Boil Keywords: Bloodbound, Human										0

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>Blood Boil</b>	Unique Spell: 12", Enemy - When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Modifiers: <i>Piercing (1)</i> , Hits on a 5+ against unit in Cover or with <i>Stealthy</i> .
<b>Brew of Haste</b>	This unit increases its Speed stat by +1.
<b>Brutal</b>	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.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Dwarven Ale</b>	The unit gains the <i>Headstrong</i> special rule.
<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>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<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>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>Regeneration (5+)</b>	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.
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Thunderous Charge</b>	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 reduces this bonus by one when Hindered (to a minimum of zero).
<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>Trickster's Wand</b>	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.
<b>Very Inspiring</b>	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 <i>Very Inspiring</i> 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.
<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.