



VARANGUR

EVIL

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									

Human Clansmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	13/15	[140]
Crushing Strength (1), Wild Charge (1) Keywords: Barbarian, Human									
Regiment(20)	5	4	-	5	2	3	12	13/15	[140]
Crushing Strength (1), Wild Charge (1) Keywords: Barbarian, Human									

Huscarls

Heavy Infantry

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									

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 Upgrade with a Brand of the Warrior, gaining Brutal									
									15
									10
									[240]
Crushing Strength (1), Thunderous Charge (1), Brutal Keywords: Barbarian, Bloodbound, Human									

Tundra Wolves

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	3	-	4	2	3	18	13/15	180
Maccwar's Potion of the Caterpillar									
									20
									[200]
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf									

Cursed Son

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	3	-	5	3	0	7	-/15	130
Upgrade with a Mask of the Reaper, gaining Lifeleech (2) Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)									
									15
									35
									[180]
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	
The Boomstick Drain Life (6)									30	
Famulus, Individual, Transfusion Spells: Lightning Bolt (4), Drain Life (6) Keywords: Bloodbound, Human									30	
									[150]	
Lord on Frostfang										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	8	15/17	190	
Blade of Slashing									5	
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human									[195]	
Skald										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	4	4	2	0	2	10/12	[55]	
Individual, Inspiring Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Human										
Magnilde of the Fallen[1]										Hero (Hv Inf)
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										

Total Unit Strength: 21
Total Core: 2000 (100%)

Total Units: 12



SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Herja's Legacy	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.
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.
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.
Maccwar'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.

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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
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 reduces 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.
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 <i>Very Inspiring</i> <i>Inspiring</i> : 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.
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.