



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
Helm of Confidence									15
Iron Resolve, Wild Charge (D3)									[90]
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									15
Upgrade with Guise of the Deceiver, gaining Stealthy (cannot be taken with Brand of the Warrior)									10
Crushing Strength (1), Thunderous Charge (1), Stealthy									[240]
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
Hammer of Measured Force									20
Nimble, Thunderous Charge (1)									[200]
Keywords: Beast, Tundra Wolf									

Frost Giant

Titan Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	6	1	D6+8	18/20	[230]
Brutal, Crushing Strength (4), Strider									
Spells: Icy Breath (8)									
Keywords: Frostbound, Giant									

Cursed Son										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	-	5	3	0	7	-/15	130	
Mournful 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	
									[195]	
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	
Inspiring Talisman									20	
Drain Life (6)									30	
									[140]	
Famulus, Individual, Transfusion										
Spells: Lightning Bolt (4), Drain Life (6)										
Keywords: Bloodbound, 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: 11



SPECIAL RULES AND SPELLS:

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.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Helm of Confidence	The unit gains the <i>Inspiring</i> (Self) special rule.
Herja's Legacy	Once peOnce per game, before this model is given an order, it gains Speed 10 and the Fly special rule until the end of the turn.
Icy Breath	Spell: 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 <i>Frozen</i> special rule.
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.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule 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 <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.
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.