



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

## Frostfang Cavalry Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	4	-	5	4	3	30	15/17	265
Brew of Sharpness									
Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human									
									45
									[310]
Horde(6)	7	4	-	5	4	3	30	15/17	265
Blessing of the Gods									
Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human									
									30
									[295]
Horde(6)	7	4	-	5	4	3	30	15/17	265
Pipes of Terror									
Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human									
									10
									[275]

## Snow Foxes\* Swarm

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									
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									

## Magus Conclave War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	-	4	3	2	0	2	11/13	100
Upgrade with a Famulus, gaining Elite (Ranged) with Bloodbolts									
									10
									[110]
Nimble, Stealthy, Elite (Ranged) Bloodbolts (36", Blast (D3), Piercing (2), Steady Aim) Keywords: Bloodbound, Human									
1	5	-	4	3	2	0	2	11/13	100
Upgrade with a Famulus, gaining Elite (Ranged) with Bloodbolts									
									10
									[110]
Nimble, Stealthy, Elite (Ranged) Bloodbolts (36", Blast (D3), Piercing (2), Steady Aim) Keywords: Bloodbound, Human									
1	5	-	4	3	2	0	2	11/13	100
Upgrade with a Famulus, gaining Elite (Ranged) with Bloodbolts									
									10
									[110]
Nimble, Stealthy, Elite (Ranged) Bloodbolts (36", Blast (D3), Piercing (2), Steady Aim) Keywords: Bloodbound, Human									

Magus										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	5	2	0	1	11/13	90	
The Boomstick										30
Famulus, Individual, Transfusion										[120]
Spells: Lightning Bolt (4)										
Keywords: Bloodbound, Human										
Lord on Frostfang										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	9	15/17	190	
Blade of Slashing										5
Snow Fox										10
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)										[205]
Keywords: Barbarian, Frostfang, Human										
1	7	3	-	5	4	1	9	15/17	190	
Snow Fox										10
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)										[200]
Keywords: Barbarian, Frostfang, Human										
1	7	3	-	5	4	1	9	15/17	190	
Snow Fox										10
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)										[200]
Keywords: Barbarian, Frostfang, 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: 19  
Total Core: 2500 (100%)

Total Units: 16



## 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>Blast</b>	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
<b>Blessing of the Gods</b>	The unit gains the <i>Elite</i> special rule.
<b>Brew of Sharpness</b>	The unit has a +1 to hit modifier with Melee attacks.
<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 (page 30 in gamers edition)
<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>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous 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 though Difficult Terrain.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Snow Fox</b>	The unit has +1 Attack. (Already included in stats)
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<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>The Boomstick</b>	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
<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>Very Inspiring</b>	<p>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></p> <p><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.</p>
<b>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<b>Wild Charge</b>	<p>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.</p> <p>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.</p>