

Varangur [2300]

Night Raiders									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20)[155]	5	4+	4+	3+	2	12	13/15	2	[140]
Wolf Handlers Throwing Axes (12", Piercing(1),Steady Aim) Special Rules: Pathfinder, Stealthy, Thunderous Charge(1),Aura(Vicious (Melee) - Tundra Wolf only),Scout Keywords: Barbarian, Human, Tracker									
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Mounted Sons of Korgaan									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10)[255]	8	3+	-	5+	3	18	15/17	3	[215]
Guise of the Deceiver Brew of Strength Special Rules: Crushing Strength(2),Thunderous Charge(1),Stealthy Keywords: Barbarian, Bloodbound, Human									
Regiment (10)[260]	8	2+	-	5+	3	18	15/17	3	[215]
Guise of the Deceiver Brew of Sharpness Special Rules: Crushing Strength(1),Thunderous Charge(1),Stealthy Keywords: Barbarian, Bloodbound, Human									
Tundra Wolves									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10)[195]	9	3+	-	4+	3	18	13/15	2	[180]
Helm of the Drunken Ram Special Rules: Nimble, Thunderous Charge(2) Keywords: Beast, Tundra Wolf									
Snow Foxes*									Swarm
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3)[80]	8	5+	-	2+	1	10	9/11	1	[80]
Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast									
Regiment (3)[80]	8	5+	-	2+	1	10	9/11	1	[80]
Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast									

Lord on Frostfang								Hero (Large Cavalry)	
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[205]	7	3+	-	5+	1	9	15/17	4	[190]
Snow Fox									
Blade of Slashing									
Special Rules: Crushing Strength(3), Nimble, Strider, Very Inspiring, Wild Charge(1), Snow Fox									
Keywords: Barbarian, Bloodbound, Frostfang, Human									
1[210]	7	3+	-	5+	1	9	15/17	4	[190]
Snow Fox									
Pipes of Terror									
Special Rules: Crushing Strength(3), Nimble, Strider, Very Inspiring, Wild Charge(1), Snow Fox, Brutal									
Keywords: Barbarian, Bloodbound, Frostfang, Human									
[F] Mammoth Steppe Horse Raiders (Sliksneer's Shriekers)* [1]								Cavalry	
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10)[175]	8	3+	5+	4+	2	14	13/15	3	[175]
Exchange Shortbows for Throwing Axes									
Throwing Axes (12", Piercing(1), Steady Aim)									
Special Rules: Nimble, Thunderous Charge(1)									
Keywords: Barbarian, Human									
[F] Mammoth Steppe Horse Raiders (Sliksneer's Shriekers)* [1]								Cavalry	
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10)[175]	8	3+	5+	4+	2	14	13/15	3	[175]
Exchange Shortbows for Throwing Axes									
Throwing Axes (12", Piercing(1), Steady Aim)									
Special Rules: Nimble, Thunderous Charge(1)									
Keywords: Barbarian, Human									
[F] Sliksneer (Sliksneer's Shriekers) [1]								Hero (Cavalry)	
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[200]	8	3+	-	5+	0	7	13/15	3	[165]
Snow Fox									
Brand of the Warrior									
Scythe of the Harvester									
Special Rules: Aura(Brutal (+1) - Barbarian only), Crushing Strength(2), Individual, Mighty, Very Inspiring, Snow Fox, Brutal, Rampage(D3)									
Keywords: Barbarian, Bloodbound, Human									

Total Units: 13 **Total Unit Strength:** 23

Total Primary Core Points: 2300
(100.0%)

Artefacts Points: 110

Troops & Irregulars: 4

Regiments: 6

Heros: 3

Slots: Any(6), Hero Only(0), War Engine Only(0), Monster/Titan Only(0), Large+ Horde Unlocks(0), Large+ Legion Unlocks(0)

Special Rule	Description
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Aura (x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an

Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.

Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread 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.
Individual	See page 34 (page 30 in gamers edition)
Mighty	Individuals with the Mighty 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Snow Fox	The unit has +1 Attack
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any

rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

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 Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (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.

Spell	Description	Special Rules
Artefact	Description	
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.	
Pipes of Terror	This unit gains the Brutal special rule.	
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from the Strider and Pathfinder special rules when issued a Charge order.	
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.	
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.	
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.	