


**Varangur [2000]**

<b>Night Raiders</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Inf Regiment [155]</b> Exchange Throwing Axes for Bows Wolf Handlers Bows (24") <b>Special Rules:</b> Pathfinder, Stealthy, Thunderous Charge(1), Aura(Vicious (Melee) - Tundra Wolf only), Scout <b>Keywords:</b> Barbarian, Human, Tracker	5	4+	4+	3+	2	12	13/15	2	[140] [0] [15]
<b>Inf Regiment [155]</b> Exchange Throwing Axes for Bows Wolf Handlers Bows (24") <b>Special Rules:</b> Pathfinder, Stealthy, Thunderous Charge(1), Aura(Vicious (Melee) - Tundra Wolf only), Scout <b>Keywords:</b> Barbarian, Human, Tracker	5	4+	4+	3+	2	12	13/15	2	[140] [0] [15]
<b>Inf Regiment [155]</b> Exchange Throwing Axes for Bows Wolf Handlers Bows (24") <b>Special Rules:</b> Pathfinder, Stealthy, Thunderous Charge(1), Aura(Vicious (Melee) - Tundra Wolf only), Scout <b>Keywords:</b> Barbarian, Human, Tracker	5	4+	4+	3+	2	12	13/15	2	[140] [0] [15]

<b>Mounted Sons of Korgaan</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Cav Regiment [240]</b> Guise of the Deceiver Sir Jesse's Boots of Striding <b>Special Rules:</b> Crushing Strength(1), Thunderous Charge(1), Stealthy <b>Keywords:</b> Barbarian, Bloodbound, Human	8	3+	-	5+	3	18	15/17	3	[215] [10] [15]
<b>Cav Regiment [255]</b> Guise of the Deceiver Brew of Strength <b>Special Rules:</b> Crushing Strength(2), Thunderous Charge(1), Stealthy <b>Keywords:</b> Barbarian, Bloodbound, Human	8	3+	-	5+	3	18	15/17	3	[215] [10] [30]

<b>Snow Foxes*</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Swm Regiment [80]</b> <b>Special Rules:</b> Nimble, Pathfinder, Stealthy, Vicious(Melee) <b>Keywords:</b> Beast	8	5+	-	2+	1	10	9/11	1	[80]
<b>Swm Regiment [80]</b> <b>Special Rules:</b> Nimble, Pathfinder, Stealthy, Vicious(Melee) <b>Keywords:</b> Beast	8	5+	-	2+	1	10	9/11	1	[80]

<b>Skald</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Hero (Hv Inf) 1 [80]</b> Lute of Insatiable Darkness Throwing Axes (12", Piercing(1)) Bane Chant (2) <b>Special Rules:</b> Aura(Ordered March - Infantry only), Individual, Very Inspiring <b>Keywords:</b> Bloodbound, Human	5	5+	4+	4+	0	2	10/12	2	[55] [25]

<b>Thegn on Frostfang</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Hero (Lrg Cav) 1 [135]</b> Snow Fox <b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters <b>Keywords:</b> Barbarian, Bloodbound, Frostfang, Human	7	3+	-	5+	1	6	13/15	4	[125] [10]
<b>Hero (Lrg Cav) 1 [135]</b> Snow Fox <b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters <b>Keywords:</b> Barbarian, Bloodbound, Frostfang, Human	7	3+	-	5+	1	6	13/15	4	[125] [10]

<b>[F] Mammoth Steppe Horse Raiders (Sliksneer's Shriekers)* [1]</b>	<b>Sp</b>	<b>Me</b>	<b>Ra</b>	<b>De</b>	<b>US</b>	<b>Att</b>	<b>Ne</b>	<b>Ht</b>	<b>Pts</b>
<b>Cav Regiment [175]</b> Shortbows (18", Steady Aim) <b>Special Rules:</b> Nimble, Thunderous Charge(1) <b>Keywords:</b> Barbarian, Human	8	3+	5+	4+	2	14	13/15	3	[175]

[F] Mammoth Steppe Horse Raiders (Sliksneer's Shriekers)* [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [175] Shortbows (18", Steady Aim) <b>Special Rules:</b> Nimble, Thunderous Charge(1) <b>Keywords:</b> Barbarian, Human	8	3+	5+	4+	2	14	13/15	3	[175]

[F] Sliksneer (Sliksneer's Shriekers) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [180] Scythe of the Harvester <b>Special Rules:</b> Aura(Brutal (+1) - Barbarian only),Crushing Strength(2),Individual, Mighty, Very Inspiring, Tundra Fighters, Rampage(D3) <b>Keywords:</b> Barbarian, Bloodbound, Human	8	3+	-	5+	0	6	13/15	3	[165] [15]

**Total Units:** 13      **Total Unit Strength:** 20  
**Total Primary Core Points:** 2000 (100.0%)

Special Rule	Description
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. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, 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.
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).
Tundra Fighters	Units with this special rules gain Vicious (Melee - vs. units with the Frozen special rule only)
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.

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**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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

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<b>Spell</b>	<b>Description</b>	<b>Special Rules</b>
<b>Bane Chant</b> Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
<b>Artefact</b>	<b>Description</b>	
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.	