

Varangur [3000]

Draugr	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Regiment [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]
Inf Regiment [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]

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

Mounted Sons of Korgaan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [215] <i>Special Rules: Crushing Strength(1),Thunderous Charge(1) Keywords: Barbarian, Bloodbound, Human</i>	8	3+	-	5+	3	18	15/17	3	[215]
Cav Regiment [215] <i>Special Rules: Crushing Strength(1),Thunderous Charge(1) Keywords: Barbarian, Bloodbound, Human</i>	8	3+	-	5+	3	18	15/17	3	[215]
Cav Regiment [215] <i>Special Rules: Crushing Strength(1),Thunderous Charge(1) Keywords: Barbarian, Bloodbound, Human</i>	8	3+	-	5+	3	18	15/17	3	[215]

Tundra Wolves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [180] <i>Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf</i>	9	3+	-	4+	3	18	13/15	2	[180]
Cav Regiment [180] <i>Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf</i>	9	3+	-	4+	3	18	13/15	2	[180]

Magus Conclave	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [110] Famulus Bloodbolts (36", Piercing(2),Steady Aim, Blast(D3),Elite(Ranged)) <i>Special Rules: Nimble, Stealthy Keywords: Bloodbound, Human</i>	5	0+	4+	3+	0	2	11/13	2	[100] [10]
WE 1 [110] Famulus Bloodbolts (36", Piercing(2),Steady Aim, Blast(D3),Elite(Ranged)) <i>Special Rules: Nimble, Stealthy Keywords: Bloodbound, Human</i>	5	0+	4+	3+	0	2	11/13	2	[100] [10]
WE 1 [110] Famulus Bloodbolts (36", Piercing(2),Steady Aim, Blast(D3),Elite(Ranged)) <i>Special Rules: Nimble, Stealthy Keywords: Bloodbound, Human</i>	5	0+	4+	3+	0	2	11/13	2	[100] [10]
WE 1 [110] Famulus Bloodbolts (36", Piercing(2),Steady Aim, Blast(D3),Elite(Ranged)) <i>Special Rules: Nimble, Stealthy Keywords: Bloodbound, Human</i>	5	0+	4+	3+	0	2	11/13	2	[100] [10]

Magus	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 Spellcaster 2 [125]	8	5+	-	5+	0	1	11/13	3	[50]
Horse Mount									[25]
Inspiring Talisman									[20]
Drain Life (6)									[30]
Special Rules: Individual, Famulus, Transfusion Keywords: Bloodbound, Human									
Hero (Cav) 1 Spellcaster 2 [105]	8	5+	-	5+	0	1	11/13	3	[50]
Horse Mount									[25]
Drain Life (6)									[30]
Special Rules: Individual, Famulus, Transfusion Keywords: Bloodbound, Human									
Hero (Cav) 1 Spellcaster 2 [105]	8	5+	-	5+	0	1	11/13	3	[50]
Horse Mount									[25]
Drain Life (6)									[30]
Special Rules: Individual, Famulus, Transfusion Keywords: Bloodbound, Human									
Hero (Inf) 1 Spellcaster 2 [105]	5	5+	-	5+	0	1	11/13	2	[50]
The Boomstick									[25]
Lightning Bolt (6)									[30]
Special Rules: Individual, Famulus, Transfusion Keywords: Bloodbound, Human									

Magnilde of the Fallen [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [175]	7	3+	-	5+	0	7	-/15	2	[175]
Special Rules: Crushing Strength(2), Elite(Melee), Individual, Inspiring, Iron Resolve, Mighty, Herja's Legacy Keywords: Barbarian, Bloodbound, Fallen, Human									

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

Total Units: 22 **Total Unit Strength:** 29
Total Primary Core Points: 3000 (100.0%)

Custom Rule	Description
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.
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.
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.

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.
Blast	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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.

Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
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)
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.

Spell	Description	Special Rules
Drain Life Range: 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 cast into Melee, the target will not take a Nerve test at the end of the Ranged phase.	Piercing(1)
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
Inspiring Talisman	The unit gains the Inspiring special rule.
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 2.