


**Varangur [2500]**

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [305]</b>	5	3+	-	5+	4	25	21/23	2	[250]
Tundra Fighters									[15]
Brew of Strength									[40]
<b>Special Rules:</b> <i>Crushing Strength(2), Wild Charge(1), Tundra Fighters</i> <b>Keywords:</b> <i>Barbarian, Bloodbound, Human</i>									

The Fallen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Inf Horde [245]</b>	8	3+	-	5+	3	18	15/17	2	[235]
Mead of Madness									[10]
<b>Special Rules:</b> <i>Crushing Strength(1), Iron Resolve, Nimble, Pathfinder, Wild Charge(1)</i> <b>Keywords:</b> <i>Bloodbound, Fallen</i>									

Mounted Sons of Korgaan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Regiment [245]</b>	8	3+	-	5+	3	18	15/17	3	[215]
Brand of the Warrior									[10]
Blessing of the Gods									[20]
<b>Special Rules:</b> <i>Crushing Strength(1), Thunderous Charge(1), Brutal, Elite</i> <b>Keywords:</b> <i>Barbarian, Bloodbound, Human</i>									

Tundra Wolves	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Cav Troop [115]</b>	9	3+	-	4+	1	9	10/12	2	[115]
<b>Special Rules:</b> <i>Nimble, Pathfinder, Thunderous Charge(1)</i> <b>Keywords:</b> <i>Beast, Tundra Wolf</i>									

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Cav Horde [310]</b>	7	3+	-	5+	3	30	15/17	4	[255]
Tundra Fighters									[10]
Brew of Sharpness									[45]
<b>Special Rules:</b> <i>Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters</i> <b>Keywords:</b> <i>Bloodbound, Frostfang, Human</i>									

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

Cavern Dweller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon 1 [210]</b>	6	3+	-	5+	1	D6+6	16/18	4	[210]
<b>Special Rules:</b> <i>Crushing Strength(3), Lifeleech(3), Strider, Chilling Presence</i> <b>Keywords:</b> <i>Blind, Cannibal</i>									

Magus	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Cav) 1 Spellcaster 3 [175]</b>	8	5+	-	5+	0	1	11/13	3	[50]
Horse Mount									[25]
The Boomstick									[25]
Knowledgable[1]									[10]
Lightning Bolt (6)									[30]
Celestial Restoration[1](3)									[35]
<b>Special Rules:</b> <i>Individual, Famulus, Transfusion</i> <b>Keywords:</b> <i>Bloodbound, Human</i>									

Thegn on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Cav) 1 [145]</b>	7	3+	-	5+	1	6	13/15	4	[125]
Snow Fox									[10]
Pipes of Terror									[10]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters, Brutal</i> <b>Keywords:</b> <i>Barbarian, Bloodbound, Frostfang, Human</i>									

Lord on Chimera	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Titan) 1 Spellcaster 0 [350]</b>	10	3+	-	5+	2	10	17/19	6	[300]
Crystal Pendent of Retribution									[50]
Icy Breath (10)									[0]
<b>Special Rules:</b> <i>Crushing Strength(3), Elite(Melee), Fly, Nimble, Very Inspiring, Tundra Fighters</i> <b>Keywords:</b> <i>Barbarian, Beast, Bloodbound, Draconic, Human</i>									
<b>Hero (Titan) 1 Spellcaster 0 [300]</b>	10	3+	-	5+	2	10	17/19	6	[300]
Icy Breath (10)									[0]
<b>Special Rules:</b> <i>Crushing Strength(3), Elite(Melee), Fly, Nimble, Very Inspiring, Tundra Fighters</i> <b>Keywords:</b> <i>Barbarian, Beast, Bloodbound,</i>									

Total Units:

11

Total Unit Strength:

20

Total Primary Core Points:

2500 (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.
Special Rule	Description
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.
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.
Chilling Presence	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit are given the Frozen special rule.
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.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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).
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. Lifeleech has a maximum total of 3.
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.
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).

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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Arcane Ability	Description
Knowledgable [1]	Spellcaster Tier +1

Spell	Description	Special Rules
<b>Icy Breath</b> Range: 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 Frozen special rule.	Hits on a 5+ against units in Cover.
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
<b>Celestial Restoration [1]</b> Range: 36" Friendly, CC	For each hit scored roll a single D3 and total the results. The unit regains this many points of damage that it has previously suffered.	Indirect

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Pipes of Terror	This unit gains the Brutal special rule.
Blessing of the Gods	The unit gains the Elite 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.
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.
Crystal Pendent of Retribution	When the unit suffers a Rout result, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units - they proceed to Regroup, but cannot move directly forward D6inches for their Regroup action, because they are deterred by the huge explosion.