



Varangur [1995]

Draugr Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [75] <i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>	4	5+	-	3+	2	12	-/14	2	[75]

Reavers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [140] Mask of the Reaper <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Wild Charge(D3), Lifeleech(2) Keywords: Barbarian, Bloodbound, Human</i>	6	4+	-	3+	1	20	-/13	2	[135] [5]
Troop (10) [140] Mask of the Reaper <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Wild Charge(D3), Lifeleech(2) Keywords: Barbarian, Bloodbound, Human</i>	6	4+	-	3+	1	20	-/13	2	[135] [5]
Troop (10) [140] Mask of the Reaper <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Wild Charge(D3), Lifeleech(2) Keywords: Barbarian, Bloodbound, Human</i>	6	4+	-	3+	1	20	-/13	2	[135] [5]

Mounted Sons of Korgaan Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [250] Brew of Sharpness <i>Special Rules: Crushing Strength(1), Thunderous Charge(1) Keywords: Barbarian, Bloodbound, Human</i>	8	2+	-	5+	3	18	15/17	3	[215] [35]
Regiment (10) [235] Blessing of the Gods <i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Elite Keywords: Barbarian, Bloodbound, Human</i>	8	3+	-	5+	3	18	15/17	3	[215] [20]

Frostfang Cavalry Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [280] Dwarven Ale <i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Headstrong Keywords: Bloodbound, Frostfang, Human</i>	7	4+	-	5+	3	30	15/17	4	[265] [15]

Snow Foxes* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80] <i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>	8	5+	-	2+	1	10	9/11	1	[80]

Magus Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [110] Lightning Bolt (4) Bane Chant (2) <i>Special Rules: Individual, Famulus, Transfusion Keywords: Bloodbound, Human</i>	5	5+	-	5+	0	1	11/13	2	[90] [0] [20]

[Devoted Icon - Stealthy] Lord Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [145] Devoted Icon Sacred Horn <i>Special Rules: Crushing Strength(2), Individual, Mighty, Very Inspiring, Wild Charge(1), Devoted Icon Keywords: Barbarian, Bloodbound, Human</i>	5	3+	-	5+	0	6	13/15	2	[110] [20] [15]

Lord on Frostfang Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [200] Snow Fox <i>Special Rules: Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Snow Fox Keywords: Barbarian, Bloodbound, Frostfang, Human</i>	7	3+	-	5+	1	9	15/17	4	[190] [10]
1 [200] Snow Fox <i>Special Rules: Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Snow Fox Keywords: Barbarian, Bloodbound, Frostfang, Human</i>	7	3+	-	5+	1	9	15/17	4	[190] [10]

Total Units:
Total Primary Core Points:

12
1995 (100.0%)

Total Unit Strength:

17

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.
Devoted Icon	Select Aura (Brutal (+1) or Lifeleech (+1) or Stealthy - all Barbarian only).

Special Rule	Description
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.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Individual	See the Rules Chapter for Individuals
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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.
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 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.
Snow Fox	The unit has +1 Attack
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
Bane Chant 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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Artefact	Description	

Dwarven Ale The unit gains the Headstrong special rule.

Sacred Horn The unit gains as additional 3inch range to all of its Auras.

Blessing of the Gods The unit gains the Elite special rule.

Brew of Sharpness The unit has a +1 to hit modifier with Melee attacks.