

Varangur norther kings

2300 / 2300 VALID

Varangur [2300]

Draugr Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [125]	4	5+	-	3+	3	25	-/21	2	[125]
<i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>									

Night Raiders Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [155]	5	4+	4+	3+	2	12	13/15	2	[140]
Exchange Throwing Axes for Bows									
Wolf Handlers									
Bows (24")									
<i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Aura(Vicious (Melee) - Tundra Wolf only), Scout Keywords: Barbarian, Human, Tracker</i>									

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Mounted Sons of Korgaan Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [240]	8	3+	-	5+	3	18	15/17	3	[215]
Brand of the Warrior									
Sir Jesse's Boots of Striding									
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Brutal Keywords: Barbarian, Bloodbound, Human</i>									
Regiment (10) [240]	8	3+	-	5+	3	18	15/17	3	[215]
Brand of the Warrior									
Helm of the Drunken Ram									
<i>Special Rules: Crushing Strength(1), Thunderous Charge(2), Brutal Keywords: Barbarian, Bloodbound, Human</i>									

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

Magus Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [140]	8	5+	-	5+	0	1	11/13	3	[90]
Horse Mount									
Bloodboil (0)									
Veil of Shadows[1](2)									
<i>Special Rules: Individual, Famulus, Transfusion Keywords: Bloodbound, Human</i>									

Lord on Frostfang Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [200]	7	3+	-	5+	1	9	15/17	4	[190]
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>									
1 [200]	7	3+	-	5+	1	9	15/17	4	[190]
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>									

[F] Mammoth Steppe Horse Raiders (Sliksneer's Shriekers)* [1] Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [175] Shortbows (18", Steady Aim) <i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Barbarian, Human</i>	8	3+	5+	4+	2	14	13/15	3	[175]

[F] Mammoth Steppe Horse Raiders (Sliksneer's Shriekers)* [1] Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [175] Shortbows (18", Steady Aim) <i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Barbarian, Human</i>	8	3+	5+	4+	2	14	13/15	3	[175]

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

Total Units: 14 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (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
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.
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 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.
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.
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
Bloodboil[1] Range: 12" Enemy	When rolling to hit, roll a number of dice equal to the amount of damage on the target unit.	Piercing(1), Hits on a 5+ against units in Cover or with Stealthy.
Veil of Shadows[1] Range: 0" Self	If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.	

Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
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.