

Wisdom 1600 - Mark Cunningham

Varangur (Evil)								
Warband							Infantry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	4+	12	14/16	110	
Direfang Riders								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6) - Gift of Korgan: Gain Fury	6	4+	-	5+	30	16/18	250 10	Crushing Strength (2), Fury, Strider
Horde(6) - Gift of Korgan: Gain Fury	6	4+	-	5+	30	16/18	250 10	Crushing Strength (2), Fury, Strider
Horde(6) - Gift of Korgan: Gain Fury - Orcish Skullpole	6	4+	-	5+	30	16/18	250 10 5	Crushing Strength (2), Fury, Strider
Cavern Dweller								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	D6 +6	16/18	205	Crushing Strength (3), Regeneration (5+), Strider
Frost Giant								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Hex (2), Strider, Vicious (against Monsters and Large Cavalry only)
- Hex (2)							10	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Blizzard (2), Brutal, Crushing Strength (4), Strider, Vicious (against Monsters and Large Cavalry only)
- Blizzard (2) (L)							20	
							1600	

Blizzard	36" Range, Blast (D6). Indirect.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Fury	While wavered, this unit may declare a Counter-Charge.
Gift of Korgan: Gain Fury	(Unit may only have one of the Gift of Korgan.) Fury: While wavered, this unit may declare a Counter-Charge.
Hex	30" Range. Instead of causing damage, if one or more hits are scored, the target enemy unit receives a point of damage each time it rolls a hit with a spell during its next turn. A Nerve Test is not required for damage caused by this spell.
Orcish Skullpole	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
Regeneration (5+)	Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
Strider	The unit never suffers the penalty for Hindered charges.
Vicious	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.