

## Andy Marshall Varangur (Evil)

Draugr										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	4	5	-	3	2	2	12	-/14	75	
The Scrying Gem Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie									25 [100]	
Regiment(20)	4	5	-	3	2	2	12	-/14	75	
Healing Brew Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie									5 [80]	
The Fallen*										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	8	3	-	5	2	3	18	15/17	255	
Brew of Strength Crushing Strength (1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen									40 [295]	
Horde(6)	8	3	-	5	2	3	18	15/17	255	
Blessing of the Gods Crushing Strength (1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen									30 [285]	
Tundra Wolves										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(5)	9	3	-	4	2	1	9	10/12	[115]	
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf										
Troop(5)	9	3	-	4	2	1	9	10/12	[115]	
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf										
Lord										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	6	13/15	110	
Wings of Honeymaze Snow Fox Upgrade with a Brand of the Warrior, gaining Brutal Crushing Strength (2), Individual, Mighty, Very Inspiring, Wild Charge (1), Brutal Keywords: Barbarian, Bloodbound, Human									40 10 10 [170]	
Lord on Chimera										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	17/19	320	
Chalice of Wrath Crushing Strength (3), Elite (Melee), Fly, Nimble, Very Inspiring Spells: Icy Breath (10) Keywords: Barbarian, Beast, Draconic, Human									15 [335]	

Special Rules and Spells:

- Blessing of the Gods**      The unit gains the *Elite* special rule.
- Brew of Strength**          The unit gains the *Crushing Strength (+1)* special rule.

<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Chalice of Wrath</b>	The unit gains the <i>Fury</i> special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fly</b>	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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Healing Brew</b>	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
<b>Icy Breath</b>	Spell: 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 <i>Frozen</i> special rule.
<b>Individual</b>	See page 34.
<b>Iron Resolve</b>	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>The Scrying Gem</b>	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and recuses this bonus by one when Hindered (to a minimum of zero).
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (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.
<b>Wings of Honey maze</b>	Individuals only. The unit gains the <i>Fly</i> special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.