

JON FAULKES CLASH VARANGR 2300



VARANGR

EVIL

Draugr

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	4	5	-	3	2	2	12	-/14	[75]
Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie									

Snow Trolls

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	15/18	220
Chalice of Wrath									
Crushing Strength (2), Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll									
									15
									[235]

Mounted Sons of Korgaan

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	18	15/17	215
Blessing of the Gods									
Upgrade with a Brand of the Warrior, gaining Brutal									
									20
									10
									[245]
Crushing Strength (1), Thunderous Charge (1), Brutal Keywords: Barbarian, Bloodbound, Human									
Regiment(10)	8	3	-	5	3	3	18	15/17	215
Brew of Sharpness									
Upgrade with a Brand of the Warrior, gaining Brutal									
									35
									10
									[260]
Crushing Strength (1), Thunderous Charge (1), Brutal Keywords: Barbarian, Bloodbound, Human									

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									

Frostfang Cavalry

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	4	-	5	4	3	30	15/17	265
Mead of Madness									
									10
									[275]
Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human									

Magus Conclave										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	-	4	3	2	0	2	11/13	100	
Upgrade with a Famulus, gaining Elite (Ranged) with Bloodbolts										10
										[110]
Nimble, Stealthy, Elite (Ranged) Bloodbolts (36", Blast (D3), Piercing (2), Steady Aim) Keywords: Bloodbound, Human										
1	5	-	4	3	2	0	2	11/13	100	
Upgrade with a Famulus, gaining Elite (Ranged) with Bloodbolts										10
										[110]
Nimble, Stealthy, Elite (Ranged) Bloodbolts (36", Blast (D3), Piercing (2), Steady Aim) Keywords: Bloodbound, Human										
Magus										Hero (Cav) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	5	-	5	3	0	1	11/13	90	
Replace Lightning Bolt (4) with Bloodboil [1]										0
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										25
Drain Life (6)										30
										[145]
Famulus, Individual, Transfusion Spells: Blood Boil, Drain Life (6) Keywords: Bloodbound, Human										
1	8	5	-	5	3	0	1	11/13	90	
Mount on a Horse, increasing Speed to 8 and changing to Hero (Cav - Height: 3)										25
Drain Life (6)										30
										[145]
Famulus, Individual, Transfusion Spells: Lightning Bolt (4), Drain Life (6) Keywords: Bloodbound, Human										
Lord on Frostfang										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	9	15/17	190	
Blade of Slashing										5
Snow Fox										10
										[205]
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human										
1	7	3	-	5	4	1	9	15/17	190	
Mace of Crushing										5
Snow Fox										10
										[205]
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human										
Magnilde of the Fallen[1]										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	2	0	7	-/15	[175]	
Crushing Strength (2), Elite (Melee), Herja's Legacy, Individual, Inspiring, Iron Resolve, Mighty Keywords: Barbarian, Bloodbound, Fallen, Human										

Total Unit Strength: 17
Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Blade of Slashing

Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.

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.
Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Blood Boil	Unique Spell: 12", Enemy - When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Modifiers: <i>Piercing (1)</i> , Hits on a 5+ against unit in Cover or with <i>Stealthy</i> .
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Brutal	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 no value is specified, the unit has Brutal (1). 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.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Drain Life	Spell: 6", Enemy, CC - Roll to damage as normal. If one or more points of damage are scored, choose either the caster or a single Friendly Core unit within 6" of the caster. Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into Melee, the target will not take a Nerve test at the end of the Ranged phase. Modifier: <i>Piercing(1)</i>
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Herja's Legacy	Once per game, before this model is given an order, it gains Speed 10 and the Fly special rule until the end of the turn.
Individual	See page 34 (page 30 in gamers edition)
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing (1)</i> , Hits on a 5+ against unit in Cover.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Mead of Madness	The unit gains the <i>Wild Charge (+1)</i> special rule.
Mighty	Individuals with the <i>Mighty</i> 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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Regeneration	Every time this unit receives a Movement 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 (n) or higher, the unit recovers one point of damage previously suffered.
Snow Fox	The unit has +1 Attack. (Already included in stats)
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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.
Very Inspiring	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.
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 <i>Wild Charge (2)</i> can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge (D3)</i>). 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.