

ANDREW JONES - VARANGUR CLASH 2022 PAINTED



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]
Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie									
Regiment(20)	4	5	-	3	2	2	12	-/14	[75]
Iron Resolve, Wild Charge (D3) Keywords: Draugr, Expendable, Zombie									

Night Raiders

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	4	3	2	2	12	13/15	[140]
Pathfinder, Stealthy, Thunderous Charge (1) Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									
Regiment(20)	5	4	4	3	2	2	12	13/15	[140]
Pathfinder, Stealthy, Thunderous Charge (1) Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									
Regiment(20)	5	4	4	3	2	2	12	13/15	[140]
Pathfinder, Stealthy, Thunderous Charge (1) Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									

Huscarls

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	20	15/17	[225]
Crushing Strength (2), Fury, Wild Charge (1) Keywords: Barbarian, Bloodbound, Human									
Regiment(20)	5	3	-	5	2	3	20	15/17	[225]
Crushing Strength (2), Fury, Wild Charge (1) Keywords: Barbarian, Bloodbound, Human									

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
Sir Jesse's Boots of Striding									15
Upgrade with Guise of the Deceiver, gaining Stealthy (cannot be taken with Brand of the Warrior)									10
									[240]
Crushing Strength (1), Thunderous Charge (1), Stealthy Keywords: Barbarian, Bloodbound, Human									
Regiment(10)	8	3	-	5	3	3	18	15/17	215
Maccwar's Potion of the Caterpillar									20
Upgrade with Guise of the Deceiver, gaining Stealthy (cannot be taken with Brand of the Warrior)									10
									[245]
Crushing Strength (1), Thunderous Charge (1), Stealthy 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										
Troop(5)	9	3	-	4	2	1	9	10/12	[115]	
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf										
Cavern Dweller										Monster
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	4	1	D6+6	16/18	[210]	
Crushing Strength (3), Lifeleech (3), Strider Keywords: Blind, Cannibal										
1	6	3	-	5	4	1	D6+6	16/18	[210]	
Crushing Strength (3), Lifeleech (3), Strider Keywords: Blind, Cannibal										
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	
Sacred Horn Devoted Icon [1] - select Aura (Brutal (+1) or Lifeleech (+1) or Stealthy - all Barbarian only). Cannot take with mount.										
Crushing Strength (2), Individual, Mighty, Very Inspiring, Wild Charge (1), Devoted Icon [1], Aura (<u>Stealthy</u> - Barbarian only) Keywords: Barbarian, Bloodbound, Human										
									[145]	

Total Unit Strength: 26
Total Core: 2300 (100%)

Total Units: 14



SPECIAL RULES AND SPELLS:

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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Devoted Icon [1]	You may choose one of the following upgrades for +20 pts - this may not be taken with a mount: <ul style="list-style-type: none"> • Icon of the Warrior: Aura (Brutal (+1) - Barbarian only) • Icon of the Reaper: Aura (Lifeleech (+1) - Barbarian only) • Icon of the Deceiver: Aura (<u>Stealthy</u> - Barbarian only)
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See page 34 (page 30 in gamers edition)
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous 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. <i>Lifeleech</i> has a maximum total of 3.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</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.
Pathfinder	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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Sacred Horn	The unit gains as additional 3" range to all of its Auras.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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).
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> <i>Inspiring</i> : 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.
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</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.