

Varangur - Northern Kings

2300 / 2300 VALID

Varangur [2300]

Draugr Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [75]	4	5+	-	3+	2	12	-/14	2	[75]
<i>Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie</i>									
Regiment (20) [75]	4	5+	-	3+	2	12	-/14	2	[75]
<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) [140]	5	4+	4+	3+	2	12	13/15	2	[140]
Exchange Throwing Axes for Bows Bows (24")									
<i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1) Keywords: Barbarian, Human, Tracker</i>									
Regiment (20) [140]	5	4+	4+	3+	2	12	13/15	2	[140]
Exchange Throwing Axes for Bows Bows (24")									
<i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1) Keywords: Barbarian, Human, Tracker</i>									
Regiment (20) [140]	5	4+	4+	3+	2	12	13/15	2	[140]
Exchange Throwing Axes for Bows Bows (24")									
<i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1) Keywords: Barbarian, Human, Tracker</i>									

Huscarls Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [225]	5	3+	-	5+	3	20	15/17	2	[225]
<i>Special Rules: Crushing Strength(2), Fury, Wild Charge(1) Keywords: Barbarian, Bloodbound, Human</i>									
Regiment (20) [225]	5	3+	-	5+	3	20	15/17	2	[225]
<i>Special Rules: Crushing Strength(2), Fury, Wild Charge(1) Keywords: Barbarian, Bloodbound, Human</i>									

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]
Guise of the Deceiver									
Sir Jesse's Boots of Striding									
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Stealthy Keywords: Barbarian, Bloodbound, Human</i>									
Regiment (10) [225]	8	3+	-	5+	3	18	15/17	3	[215]
Guise of the Deceiver									
<i>Special Rules: Crushing Strength(1), Thunderous Charge(1), Stealthy 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>									
Regiment (3) [80]	8	5+	-	2+	1	10	9/11	1	[80]
<i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>									

Lord on Frostfang Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [215]	7	3+	-	5+	1	9	15/17	4	[190]
Snow Fox									
Chalice of Wrath									
<i>Special Rules: Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Snow Fox, Fury 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>									

Kruufnir [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [160]	6	3+	-	5+	1	5	14/16	3	[160]
<i>Special Rules: Crushing Strength(2), Nimble, Rampage(3), Regeneration(5+), Very Inspiring, Vicious(Melee), Wild Charge(D3), Bring me their Head Keywords: Bloodbound, Troll</i>									

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

28

Custom Rule	Description
Bring me their Head	At the start of the Melee phase, choose a Friendly Core Bloodbound unit within 12" of this unit regardless of Line of Sight. That unit gains Duelist until the end of the Turn.
Special Rule	Description
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fury	While Wavering, this unit may still declare a Counter Charge.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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.
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
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
Artefact	Description	
Chalice of Wrath	The unit gains the Fury 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.	