

Varangur

Varangur (Evil)**Warband****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10) Ice Naiads	5	4+	-	4+	10	10/12	75

Night Raiders**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10) Ice Kin Hunters	5	4+	4+	3+	8	11/13	125 Bows (Range 24"), Pathfinders, Stealthy, Vanguard

Sons of Korgaan**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(20) Huscarls	5	3+	-	5+	20	16/18	220 Base Size: (25x25mm), Crushing Strength (2)

Reavers**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10) Half-Elf Berserkers	6	4+	-	3+	20	-/14	140 Thunderous Charge (2), Vicious

Cave Trolls**Large Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(3) Snow Trolls	5	4+	-	5+	9	12/15	135 Crushing Strength (3), Regeneration (5+)

Direfang Riders**Large Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(3) Frost Fang Riders	6	4+	-	5+	15	13/15	165 Crushing Strength (2), Strider

Ice-Queen**Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	5+	-	4+	1	10/12	60 Hero (Inf), Ensnare, Heal (3), Individual, Wind Blast (6)
- Heal (3)							20

Skald**Hero (Inf)**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1) Thegn	5	5+	4+	4+	1	11/13	60 Hero (Inf), Individual, Inspiring, Piercing (1), Throwing Weapons (Axes)

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Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Ensnare	When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.
Heal	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Individual	<p>Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.</p> <p>Move Individuals have the Nimble special rule.</p> <p>Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.</p> <p>Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.</p>
Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Pathfinders	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
Piercing	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
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.
Stealthy	Enemies shooting against the unit suffer an additional -1 to hit modifier.
Strider	The unit never suffers the penalty for Hindered charges.
Throwing Weapons	Range 12"
Thunderous Charge	All melee hits inflicted by the 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 1 when Hindered.
Vanguard	The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
Vicious	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.

Wind Blast Spell. Range 18". Hits don't inflict damage. Instead, each hit pushes the target enemy unit 1" directly backwards if the caster is in the target unit's front arc, directly sideways and away from the caster if the caster is in either of the target unit's flank arcs, or directly forwards if the caster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on units with a speed of 0.