

# NORTHERN SHORT VIOLENT LIVERPUDIANS



## 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									

### Reavers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	-	3	2	3	25	-/17	210
Upgrade with a Mask of the Reaper, gaining Lifeleech (2)									
Crushing Strength (1), Thunderous Charge (1), Lifeleech (2) Keywords: Barbarian, Bloodbound, Human									
									[230]

### Night Raiders

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	4	5	3	2	1	10	9/11	[105]
Pathfinder, Scout, Stealthy, Thunderous Charge (1) Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									
Troop(10)	5	4	5	3	2	1	10	9/11	[105]
Pathfinder, Scout, 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
Blade of Slashing									
Crushing Strength (2), Fury, Wild Charge (1) Keywords: Barbarian, Human									
									[230]

### 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]
Crushing Strength (1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen									

### 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									
Upgrade with Guise of the Deceiver, gaining Stealthy (cannot be taken with Brand of the Warrior)									
									[240]
Crushing Strength (1), Thunderous Charge (1), Stealthy Keywords: Barbarian, Bloodbound, Human									

Frostfang Cavalry										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	7	4	-	5	4	2	15	12/14	160	
Hann's Sanguinary Scripture									10	
Crushing Strength (2), Strider, Wild Charge (1)									[170]	
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	
Nimble, Stealthy, Elite (Ranged)									[110]	
Bloodbolts (36", Blast (D3), Piercing (2), Steady Aim)										
Keywords: Bloodbound, Human										
Magus										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	-	5	2	0	1	11/13	90	
Blood Boil [1]									30	
Famulus, Individual, Transfusion									[120]	
Spells: Lightning Bolt (4), Blood Boil										
Keywords: Bloodbound, Human										
1	5	5	-	5	2	0	1	11/13	[90]	
Famulus, Individual, Transfusion										
Spells: Lightning Bolt (4)										
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	8	15/17	190	
War-Bow of Kaba									5	
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)									[195]	
Keywords: Barbarian, Frostfang, Human										

Total Unit Strength: 21  
Total Core: 2000 (100%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Blade of Slashing</b>	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
<b>Blast</b>	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.
<b>Blood Boil</b>	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> .
<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>Famulus</b>	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.
<b>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Hann's Sanguinary Scripture</b>	The unit gains the <i>Lifeleech (+1)</i> special rule.
<b>Individual</b>	See page 34 (page 30 in gamers edition)
<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>Lifeleech</b>	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.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing (1)</i> , Hits on a 5+ against unit in Cover.

<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>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Scout</b>	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<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 reduces this bonus by one when Hindered (to a minimum of zero).
<b>Transfusion</b>	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.
<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> <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.
<b>War-Bow of Kaba</b>	The unit gains the following Ranged attack: War-Bow of Kaba: 24", Att: 1, Ra: 4+, <i>Piercing</i> (1), <i>Steady Aim</i> .
<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.