

# I Wanna Be Melee Infantry, When They Send Me Off To War

2300 / 2300 VALID

## ◆ Varangur [2300]

Night Raiders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Darkoath Marauders] Inf Regiment [140]	5	4+	4+	3+	2	12	13/15	2	[140]
Exchange Throwing Axes for Bows Bows (24")									[0]
<b>Special Rules:</b> Pathfinder, Stealthy, Thunderous Charge(1) <b>Keywords:</b> Barbarian, Human, Tracker									
[Darkoath Marauders] Inf Regiment [140]	5	4+	4+	3+	2	12	13/15	2	[140]
Exchange Throwing Axes for Bows Bows (24")									[0]
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The Fallen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Accursed Cultists] Lrg Inf Horde [275]	8	3+	-	5+	3	18	15/17	2	[235]
Brew of Strength									[40]
<b>Special Rules:</b> Crushing Strength(2), Iron Resolve, Nimble, Pathfinder <b>Keywords:</b> Bloodbound, Fallen									

Mounted Sons of Korgaan	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Chaos Knights with lances up] Cav Regiment [240]	8	3+	-	5+	3	18	15/17	3	[215]
Guise of the Deceiver									[10]
Sir Jesse's Boots of Striding									[15]
<b>Special Rules:</b> Crushing Strength(1), Thunderous Charge(1), Stealthy <b>Keywords:</b> Barbarian, Bloodbound, Human									
[Chaos Knights with lances down] Cav Regiment [260]	8	2+	-	5+	3	18	15/17	3	[215]
Guise of the Deceiver									[10]
Brew of Sharpness									[35]
<b>Special Rules:</b> Crushing Strength(1), Thunderous Charge(1), Stealthy <b>Keywords:</b> Barbarian, Bloodbound, Human									

Snow Foxes*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Dire Wolves] Swm Regiment [80]	8	5+	-	2+	1	10	9/11	1	[80]
<b>Special Rules:</b> Nimble, Pathfinder, Stealthy, Vicious(Melee) <b>Keywords:</b> Beast									
[Dire Wolves] Swm Regiment [80]	8	5+	-	2+	1	10	9/11	1	[80]
<b>Special Rules:</b> Nimble, Pathfinder, Stealthy, Vicious(Melee) <b>Keywords:</b> Beast									

Jabberwock	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Daemon Prince] Mon 1 [165]	7	4+	-	5+	1	7	15/17	5	[165]
<b>Special Rules:</b> Brutal, Crushing Strength(1), Nimble, Strider, Thunderous Charge(1), Feeding Frenzy <b>Keywords:</b> Abomination, Bloodbound, Draconic									

Magnilde of the Fallen [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [175]	7	3+	-	5+	0	7	-/15	2	[175]
<b>Special Rules:</b> Crushing Strength(2), Elite(Melee), Individual, Inspiring, Iron Resolve, Mighty, Herja's Legacy <b>Keywords:</b> Barbarian, Bloodbound, Fallen, Human									

Lord on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Lord on Karkdrak] Hero (Lrg Cav) 1 [200]	7	3+	-	5+	1	8	15/17	4	[180]
Snow Fox									[10]
Mead of Madness									[10]
<b>Special Rules:</b> Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1 + 1), Tundra Fighters <b>Keywords:</b> Barbarian, Bloodbound, Frostfang, Human									

Snow Troll Prime	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Ogroid with sword down] Hero (Mon) 1 [125] Staying Stone	6	3+	-	5+	1	5	14/16	3	[120] [5]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1)</i> <b>Keywords:</b> <i>Troll</i>									
[Ogroid with sword up] Hero (Mon) 1 [120]	6	3+	-	5+	1	5	13/16	3	[120]
<b>Special Rules:</b> <i>Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1)</i> <b>Keywords:</b> <i>Troll</i>									

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

**Total Units:** 14      **Total Unit Strength:** 22  
**Total Primary Core Points:** 2300 (100.0%)

Custom Rule	Description
Feeding Frenzy	In addition to its basic 7 attacks, this unit has a number of additional attacks equal to the amount of damage already on the unit it is attacking in melee at the start of the Melee phase.
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.
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
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring 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 (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
Mighty	Individuals with the Mighty 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. 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, 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.
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).
Tundra Fighters	Units with this special rules gain Vicious (Melee - vs. units with the Frozen special rule only)

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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.
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Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Mead of Madness	The unit gains the Wild Charge (+1) 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.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.