

VARANGUR: JEFF SCHILTGEN MASTERS 2025

2300 / 2300 (Valid)

Draugr									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment	4	5+	-	3+	2	12	-/14	2	[75]
★ Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie									
Inf Regiment	4	5+	-	3+	2	12	-/14	2	[75]
★ Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie									
Inf Regiment	4	5+	-	3+	2	12	-/14	2	[75]
★ Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie									
Inf Regiment	4	5+	-	3+	2	12	-/14	2	[75]
★ Special Rules: Iron Resolve, Wild Charge(D3) Keywords: Draugr, Expendable, Zombie									
Human Tribesmen									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment	5	3+	-	5+	3	20	15/17	2	[225]
Hearthguard									75
★ Special Rules: Crushing Strength(2), Wild Charge(1), Fury Keywords: Barbarian, Bloodbound, Human									
The Fallen									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde	8	3+	-	5+	3	18	15/17	2	[235]
★ Special Rules: Crushing Strength(1), Iron Resolve, Nimble, Pathfinder Keywords: Bloodbound, Fallen									
Snow Trolls									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde	6	4+	-	5+	3	18	15/18	3	[235]
☞ Chalice of Wrath									15
★ Special Rules: Crushing Strength(2), Regeneration(5+), Vicious(Melee), Wild Charge(1), Fury Keywords:									
Troll									
Mon Inf Horde	6	4+	-	5+	3	18	15/18	3	[235]
☞ Dwarven Ale									15
★ Special Rules: Crushing Strength(2), Regeneration(5+), Vicious(Melee), Wild Charge(1), Headstrong									
Keywords: Troll									
Magnilde of the Fallen [1]									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf)	7	3+	-	5+	0	7	-/15	2	[175]
★ Special Rules: Command, Crushing Strength(2), Elite(Melee), Individual, Inspiring, Iron Resolve, Mighty, Herja's Legacy Keywords: Barbarian, Bloodbound, Fallen, Human									

Thegn on Frostfang									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav)	7	3+	-	5+	1	5	13/15	4	[125]
★ Special Rules: Command, Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters									
Keywords: Barbarian, Bloodbound, Frostfang, Human									
Hero (Lrg Cav)	7	3+	-	5+	1	5	13/15	4	[125]
★ Special Rules: Command, Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters									
Keywords: Barbarian, Bloodbound, Frostfang, Human									
Hero (Lrg Cav)	7	3+	-	5+	1	5	13/15	4	[125]
★ Special Rules: Command, Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters									
Keywords: Barbarian, Bloodbound, Frostfang, Human									

Snow Troll Prime									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon)	6	3+	-	5+	1	5	13/16	3	[120]
★ Special Rules: Command, Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords: Troll									
Hero (Mon)	6	3+	-	5+	1	5	13/16	3	[120]
★ Special Rules: Command, Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords: Troll									
Hero (Mon)	6	3+	-	5+	1	5	13/16	3	[120]
★ Special Rules: Command, Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords: Troll									

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

Total Units:	16	Total Unit Strength:	27
Total Primary Core Points:	[2300] (100.0%)		
Artefacts Points:	[30]	Inspiring Units:	8
Unlocking Regiments:	5		
Large Infantry Hordes:	3		
Heros:	8		
Slots: Any(5), Hero Only(0), War Engine Only(0), Monster/Titan Only(0), Large+ Horde Unlocks(6), Large+ Legion Unlocks(0)			
Average Defense:	4.70	Ranged Shots	0

Special & Custom Rules

--	--

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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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.
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.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
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.

Artefacts

Artefact	Description
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong special rule.

