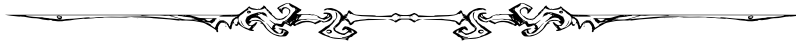




Nords	700 / 700
Feed the Trolls	

Characters	1	Light Regiments	0	Medium Regiments	3	Heavy Regiments	0
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👑 Blooded								1	70
M	V	C	A	W	R	D	E	Type	Infantry
5	2	4	4	4	3	1	0	Class	Medium
Special Rules				Barrage 4 (12"), Character, Cleave 2, Throwing Weapons					
Supremacy Abilities				Call the Hunt					
Draw Events				Turn the Tide					

Trolls								Mainstay	3	240
M	V	C	A	W	R	D	E	Type	Infantry	
7	1	2	1	2	2	2	0	Class	Medium	
Draw Events				Regeneration						
Special Rules				Cleave 2, Fearsome						

Trolls								Mainstay	3	240
M	V	C	A	W	R	D	E	Type	Infantry	
7	1	2	1	2	2	2	0	Class	Medium	
Draw Events				Regeneration						
Special Rules				Cleave 2, Fearsome						

Ugr								Mainstay	3	150
M	V	C	A	W	R	D	E	Type	Brute	
6	1	3	4	4	2	2	0	Class	Medium	
Special Rules				Cleave 2, Fearless						

Rules

Barrage X

A Stand with this special rule contributes shots if its Regiment takes a Volley Action. The Range and number of shots of that Barrage are given in parentheses after the Barrage special rule, e.g. Barrage 2 (24") indicates that the Stand has a Barrage special rule with 2 shots and a 24" range. Thus, the Barrage Value would be multiplied by the number of models in the Stand to determine how many Ranged Attacks that Stand contributes to the Regiment. If your Stand has several Barrage proles, you may choose which one it uses.

Call the Hunt

Every Regiment in the Character's Warband gains the 'Flank' Special Rule

Character

A Stand with this special rule uses the rules for Characters.

Cleave X

Enemy Regiments suffer a penalty to their Defence against melee attacks with this special rule equal to the rule's attribute.

Fearless

A Regiment containing at least one Stand with this special rule ignores the Terrifying and Fearsome special rules of all enemy Regiments it is in contact with.

Fearsome

Enemy Regiments in contact with one or more Stands with this special rule making a Combat Rally Action must roll a dice and compare it to their Resolve characteristic. If the roll is equal to or less than their Resolve, the Combat Rally succeeds. If not, it fails, and the Regiment remains Broken.

Regeneration

At the start of the Regiment's Activation remove all Wound markers from the unit and replace all lost models to each surviving stand. If the Regiment has no Wound markers or has no stands with less than the starting number of models, you may restore a stand lost earlier in the game to the Regiment. This stand is restored with its full complement of Wounds and models but cannot exceed the original number of Stands purchased for the Regiment.

Throwing Weapons

This Stand inflicts Impact Hits regardless of type and class.

Turn the Tide

Choose a Regiment within 12" of the Character that has not yet acted this Turn. That Regiment takes its Actions. Once the Regiment has completed its Actions, the Character may take his or her Action. The next time a Command Card belonging to the chosen Regiment's type is drawn later in the turn, place it in the discard pile without the Regiment performing any Actions. It is now your Opponent's turn again.