

 Northern Alliance [2500]

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [275]	5	4+	-	4+	4	30	20/22	2	[230]
Tundra Fighters									[10]
Spears									[15]
Hammer of Measured Force									[20]
Special Rules: Ensnare, Regeneration(5+), Wild Charge(1), Icy-Blood, Tundra Fighters, Phalanx Keywords: Frostbound, Naiad									

Ice Kin Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [190]	6	3+	4+	3+	2	12	14/16	2	[190]
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Ice-Tipped Arrows Keywords: Elf, Tracker									

Snow Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [225]	6	4+	-	5+	3	18	16/18	3	[220]
Staying Stone									[5]
Special Rules: Crushing Strength(2), Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords: Troll									

Tundra Wolves*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [115]	9	3+	-	4+	1	9	10/12	2	[115]
Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									
Cav Regiment [180]	9	3+	-	4+	3	18	13/15	2	[180]
Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [280]	7	4+	-	5+	3	30	15/17	4	[255]
Tundra Fighters									[10]
Dwarven Ale									[15]
Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters, Headstrong Keywords: Frostfang, Human									
Lrg Cav Horde [285]	8	4+	-	5+	3	30	15/17	4	[255]
Tundra Fighters									[10]
Brew of Haste									[20]
Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters Keywords: Frostfang, Human									

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

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [125]	6	5+	-	4+	0	1	10/12	2	[55]
Conjurer's Staff									[10]
Heal (5)									[35]
Wind Blast (6)									[25]
Special Rules: Ensnare, Individual, Inspiring, Master of Ice Keywords: Elf, Frostbound									

Thegn	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [65]	5	3+	-	5+	0	3	11/13	2	[50]
Talanaar's Standard									[15]
Special Rules: Crushing Strength(1), Individual, Wild Charge(1), Tundra Fighters, Rallying(1) Keywords: Barbarian, Human									

Clarion [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [115]	8	3+	4+	4+	0	5	11/13	3	[115]
Throwing Axes (12", Piercing(1))									
Special Rules: Dread, Individual, Mighty, Very Inspiring, Tundra Fighters, Herald of the North Keywords: Emissary, Human									

Hrimm, Legendary Ice Giant [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [260]	7	4+	-	5+	2	D6+10	-/20	6	[260]
Icy Breath (12)									[0]
Special Rules: Brutal, Crushing Strength(4), Slayer(Melee D6), Strider, Very Inspiring, Chilling Presence Keywords: Frostbound, Giant									

Lord on Chimera	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [305]	10	3+	-	5+	2	10	17/19	6	[300]
Mace of Crushing									[5]
Icy Breath (10)									[0]
Special Rules: <i>Crushing Strength(3),Elite(Melee),Fly, Nimble, Very Inspiring, Tundra Fighters</i> Keywords: <i>Barbarian, Beast, Draconic, Human</i>									

Total Units: 13 **Total Unit Strength:** 24
Total Primary Core Points: 2500 (100.0%)

Custom Rule	Description
Ice-Tipped Arrows	If one or more points of damage are scored with this unit's Bow attack, the target enemy unit is given the Frozen special rule.
Master of Ice	When targeting Friendly Core Frostbound units or Enemy units which have the Frozen special rule, this unit can reroll one of the dice that failed to hit with Bane Chant, Heal, Icy Breath, Wind Blast, Surge or Blizzard.
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) special rule.
Herald of the North	In the Movement phase, after this unit has completed its order, you may chose a single Enemy unit within 9" of this unit to gain the Frozen special rule.

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.
Chilling Presence	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit are given the Frozen special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. This includes Difficult Terrain the unit started in. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.

Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.
Scout	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 Scout 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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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.

Spell	Description	Special Rules
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Icy Breath Range: 10" Enemy	Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the Frozen special rule.	Hits on a 5+ against units in Cover.
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	

Artefact	Description
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Staying Stone	The unit gains +1 to its Wavering stat value.
Conjurer's Staff	Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit.
Dwarven Ale	The unit gains the Headstrong special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.