

 Northern Alliance [2300]

Dwarf Clansmen Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10) [75] <i>Special Rules: Fury, Wild Charge(1) Keywords: Dwarf</i>	4	4+	-	5+	1	10	10/12	2	[75]
Troop (10) [75] <i>Special Rules: Fury, Wild Charge(1) Keywords: Dwarf</i>	4	4+	-	5+	1	10	10/12	2	[75]

Ice Kin Hunters Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [190] Bows (24", Steady Aim) <i>Special Rules: Elite, Pathfinder, Scout, Ice-Tipped Arrows Keywords: Elf, Tracker</i>	6	3+	4+	3+	3	12	14/16	2	[190]
Regiment (20) [190] Bows (24", Steady Aim) <i>Special Rules: Elite, Pathfinder, Scout, Ice-Tipped Arrows Keywords: Elf, Tracker</i>	6	3+	4+	3+	3	12	14/16	2	[190]

Huscarls Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [225] <i>Special Rules: Crushing Strength(2),Fury, Wild Charge(1) Keywords: Barbarian, Human</i>	5	3+	-	5+	3	20	15/17	2	[225]
Regiment (20) [240] Sir Jesse's Boots of Striding <i>Special Rules: Crushing Strength(2),Fury, Wild Charge(1) Keywords: Barbarian, Human</i>	5	3+	-	5+	3	20	15/17	2	[225] [15]

Snow Trolls Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [235] Chalice of Wrath <i>Special Rules: Crushing Strength(2),Regeneration(5+),Vicious(Melee),Wild Charge(1),Fury Keywords: Troll</i>	6	4+	-	5+	3	18	15/18	3	[220] [15]

Snow Foxes* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80] <i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>	8	5+	-	2+	1	10	9/11	1	[80]
Regiment (3) [80] <i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>	8	5+	-	2+	1	10	9/11	1	[80]
Regiment (3) [80] <i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>	8	5+	-	2+	1	10	9/11	1	[80]

Ice Kin Bolt Thrower War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80] Bolt Thrower (48", Blast(D3),Elite(Ranged),Piercing(2),Reload) <i>Special Rules: Ice-Tipped Bolts Keywords: Elf</i>	6	0+	4+	4+	0	2	10/12	2	[80]
1 [80] Bolt Thrower (48", Blast(D3),Elite(Ranged),Piercing(2),Reload) <i>Special Rules: Ice-Tipped Bolts Keywords: Elf</i>	6	0+	4+	4+	0	2	10/12	2	[80]

Thegn Hero (Heavy Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [85] Talanaar's Standard Inspiring Talisman <i>Special Rules: Crushing Strength(1),Individual, Wild Charge(1),Rallying(1),Inspiring Keywords: Barbarian, Human</i>	5	3+	-	5+	0	3	11/13	2	[50] [15] [20]

Lord on Frostfang Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [205] Snow Fox Blade of Slashing <i>Special Rules: Crushing Strength(2),Nimble, Strider, Thunderous Charge(1),Very Inspiring, Wild Charge(1),Snow Fox Keywords: Barbarian, Frostfang, Human</i>	7	3+	-	5+	1	9	15/17	4	[190] [10] [5]

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

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

**Total Units:** 16      **Total Unit Strength:** 23  
**Total Primary Core Points:** 2300 (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.
Ice-Tipped Bolts	If one or more points of damage are scored with this unit's Bolt Thrower attack, the target enemy unit is given the Frozen special rule.

Special Rule	Description
Blast	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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
Snow Fox	The unit has +1 Attack
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).
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, 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.

Spell	Description	Special Rules
<b>Icy Breath</b> 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.

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Chalice of Wrath	The unit gains the Fury 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.
Inspiring Talisman	The unit gains the Inspiring special rule.