



## 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]
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]
Troop (10) [75] <i>Special Rules: Fury, Wild Charge(1) Keywords: Dwarf</i>	4	4+	-	5+	1	10	10/12	2	[75]

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) [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) [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) [225] <i>Special Rules: Crushing Strength(2), Fury, Wild Charge(1) Keywords: Barbarian, Human</i>	5	3+	-	5+	3	20	15/17	2	[225]

Tundra Wolves* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [195] Helm of the Drunken Ram <i>Special Rules: Nimble, Thunderous Charge(2) Keywords: Beast, Tundra Wolf</i>	9	3+	-	4+	3	18	13/15	2	[180] [15]
Regiment (10) [195] Sir Jesse's Boots of Striding <i>Special Rules: Nimble, Thunderous Charge(1) Keywords: Beast, Tundra Wolf</i>	9	3+	-	4+	3	18	13/15	2	[180] [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]

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 [210] Snow Fox Pipes of Terror <i>Special Rules: Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Snow Fox, Brutal Keywords: Barbarian, Frostfang, Human</i>	7	3+	-	5+	1	9	15/17	4	[190] [10] [10]

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 Keywords: Frostbound, Giant</i>	7	4+	-	5+	1	D6+10	-/20	6	[260] [0]

Total Units:

15

Total Unit Strength:

26

Total Primary Core Points:

2300 (100.0%)

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.
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.
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.
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
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
Pipes of Terror	This unit gains the Brutal special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
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.