

Northern Alliance [2300]

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [255]	5	3+	-	5+	3	20	15/17	2	[150]
Hearthguard									[75]
Tundra Fighters									[10]
Blessing of the Gods									[20]
Special Rules: <i>Crushing Strength(2), Wild Charge(1), Fury, Tundra Fighters, Elite</i> Keywords: <i>Barbarian, Human</i>									
Hv Inf Regiment [240]	5	3+	-	5+	3	20	15/17	2	[150]
Hearthguard									[75]
Tundra Fighters									[10]
Healing Brew									[5]
Special Rules: <i>Crushing Strength(2), Wild Charge(1), Fury, Tundra Fighters</i> Keywords: <i>Barbarian, Human</i>									
Inf Horde [265]	5	3+	-	4+	4	25	21/23	2	[250]
Two-handed Weapons									[0]
Tundra Fighters									[15]
Special Rules: <i>Crushing Strength(2), Wild Charge(1), Tundra Fighters</i> Keywords: <i>Barbarian, Human</i>									
Inf Horde [265]	5	3+	-	4+	4	25	21/23	2	[250]
Two-handed Weapons									[0]
Tundra Fighters									[15]
Special Rules: <i>Crushing Strength(2), Wild Charge(1), Tundra Fighters</i> Keywords: <i>Barbarian, Human</i>									

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: <i>Nimble, Pathfinder, Thunderous Charge(1)</i> Keywords: <i>Beast, Tundra Wolf</i>									
Cav Troop [115]	9	3+	-	4+	1	9	10/12	2	[115]
Special Rules: <i>Nimble, Pathfinder, Thunderous Charge(1)</i> Keywords: <i>Beast, Tundra Wolf</i>									

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [265]	7	4+	-	5+	3	30	15/17	4	[255]
Tundra Fighters									[10]
Special Rules: <i>Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters</i> Keywords: <i>Frostfang, Human</i>									

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

Orlaf the Barbarian [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [135]	5	3+	-	4+	0	6	-/16	2	[135]
Special Rules: <i>Aura(Slayer (Melee D3 - Infantry only)), Crushing Strength(2), Individual, Mighty, Vicious(Melee), Wild Charge(D3), Unstoppable Whirlwind</i> Keywords: <i>Barbarian, Human</i>									

Skald	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [55]	5	5+	4+	4+	0	2	10/12	2	[55]
Throwing Axes (12", Piercing(1))									
Special Rules: <i>Aura(Ordered March - Infantry only), Individual, Very Inspiring</i> Keywords: <i>Human</i>									

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: <i>Dread, Individual, Mighty, Very Inspiring, Tundra Fighters, Herald of the North</i> Keywords: <i>Emissary, Human</i>									

Frostclaw Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [135]	10	3+	3+	4+	1	5	11/13	4	[135]
Ice Bombs (18", Att: 3, Piercing(1), Steady Aim)									
Special Rules: <i>Fly, Fury, Inspiring, Nimble, Thunderous Charge(2), Ice Runes</i> Keywords: <i>Dwarf, Raven</i>									

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)									
Special Rules: <i>Brutal, Crushing Strength(4), Slayer(Melee D6), Strider, Very Inspiring, Chilling Presence</i> Keywords: <i>Frostbound, Giant</i>									

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

22

Custom Rule	Description
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.
Unstoppable Whirlwind	Once per game, declare you are using this ability just before Orlaf attacks in a melee. For the rest of this Melee phase, Orlaf has 12 Attacks instead of 6.
Herald of the North	In the Movement phase, after this unit has completed its order, you may choose a single Enemy unit within 9" of this unit to gain the Frozen special rule.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Ice Runes	If one or more points of damage are scored with this units melee attacks, the damaged enemy unit is given the Frozen special rule.
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.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.

Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
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
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.

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Blessing of the Gods	The unit gains the Elite special rule.