



Northern Alliance [2300]

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [150]	5	4+	-	4+	3	15	13/15	2	[140]
Spears									[10]
Special Rules: Ensnare, Regeneration(5+), Wild Charge(1), Icy-Blood, Phalanx Keywords: Frostbound, Naiad									

Pack Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [135]	5	4+	4+	3+	2	12	13/15	2	[135]
Bows (24")									
Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1) Keywords: Barbarian, Human, Tracker									
Inf Regiment [135]	5	4+	4+	3+	2	12	13/15	2	[135]
Bows (24")									
Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1) Keywords: Barbarian, Human, Tracker									
Inf Regiment [135]	5	4+	4+	3+	2	12	13/15	2	[135]
Bows (24")									
Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1) Keywords: Barbarian, Human, Tracker									

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment [235]	5	3+	-	5+	3	20	15/17	2	[150]
Hearthguard									[75]
Tundra Fighters									[10]
Special Rules: Crushing Strength(2), Wild Charge(1), Fury, Tundra Fighters Keywords: Barbarian, Human									
Hv Inf Regiment [235]	5	3+	-	5+	3	20	15/17	2	[150]
Hearthguard									[75]
Tundra Fighters									[10]
Special Rules: Crushing Strength(2), Wild Charge(1), Fury, Tundra Fighters Keywords: Barbarian, 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									
Swm Regiment [80]	8	5+	-	2+	1	10	9/11	1	[80]
Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast									
Swm Regiment [80]	8	5+	-	2+	1	10	9/11	1	[80]
Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast									

Frost Giant	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Titan 1 Spellcaster 0 [235]	7	4+	-	5+	2	D6+8	18/20	6	[235]
Giant Club									[0]
Icy Breath (8)									[0]
Special Rules: Brutal, Crushing Strength(4), Fury, Strider, Chilling Presence, Rampage(Melee D6) Keywords: Frostbound, Giant									

Ice Blade	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115]	6	3+	-	4+	0	6	-/14	2	[105]
Gnome-Glass Shield									[10]
Special Rules: Crushing Strength(1), Duelist, Individual, Inspiring, Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf									

Thegn on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [140]	7	3+	-	5+	1	6	13/15	4	[125]
Snow Fox									[10]
Blade of Slashing									[5]
Special Rules: Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters Keywords: Barbarian, Frostfang, Human									
Hero (Lrg Cav) 1 [140]	7	3+	-	5+	1	6	13/15	4	[125]
Snow Fox									[10]
Mace of Crushing									[5]
Special Rules: Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters Keywords: Barbarian, Frostfang, Human									
Hero (Lrg Cav) 1 [145]	7	3+	-	5+	1	6	13/15	4	[125]
Snow Fox									[10]
Pipes of Terror									[10]
Special Rules: Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters, Brutal Keywords: Barbarian, Frostfang, Human									

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

Total Units:

15

Total Unit Strength:

25

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) 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.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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 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.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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.
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
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	
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.	
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.	
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.	
Pipes of Terror	This unit gains the Brutal special rule.	