

Northern Alliance (Good)

Human Clansmen										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	4	-	5	2	3	12	13/15	[140]	
Crushing Strength (1), Wild Charge (1)										
Keywords: Barbarian, Human										
Pack Hunters*										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	5	4	4	3	2	2	12	13/15	145	
Exchange Shortbows for Javelins: 12", Steady Aim, Piercing (1)										
Pathfinder, Stealthy, Thunderous Charge (1), Wild Charge (1)										
Javelins (12", Piercing (1), Steady Aim)										
Keywords: Barbarian, Human, Tracker										
Ice Kin Hunters*										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	6	4	4	3	2	1	8	10/12	[135]	
Elite, Ice-Tipped Arrows, Pathfinder, Scout										
Bows (24", Steady Aim)										
Keywords: Elf, Tracker										
Ice Elementals										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	-	5	3	3	18	-/17	[240]	
Crushing Strength (1), Frostbite, Shambling										
Spells: Icy Breath (Att)										
Keywords: Frostbound										
Frostfang Cavalry										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	7	4	-	5	4	3	30	15/17	265	
Chalice of Wrath										
Crushing Strength (2), Strider, Wild Charge (1)										
Keywords: Frostfang, Human										
Ice Kin Bolt Thrower										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	-	4	4	2	0	2	10/12	[95]	
Ice-Tipped Bolts										
Bolt Thrower: (48", Blast (D3), Elite (Ranged), Piercing (2), Reload)										
Keywords: Elf										
Thegn										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	3	11/13	50	
Zephyr Crown										
Talanaar's Standard [1] - Rally (1)										
Crushing Strength (1), Individual, Wild Charge (1), Rally (1)										
Keywords: Barbarian, Human										

Lord on Frostfang										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	8	15/17	190	
Trickster's Wand									15	
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)									[205]	
Keywords: Barbarian, Frostfang, Human										
Ice-Queen										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	10/12	80	
Conjurer's Staff									10	
Heal (5)									35	
Replace Icy Breath (10) with Surge (8)									0	
Blizzard (2) [1]									30	
Ensnare, Master of Ice, Very Inspiring (Frostbound only)									[155]	
Spells: Heal (5), Surge (8), Blizzard (2)										
Keywords: Elf, Frostbound										

Special Rules and Spells:

Blizzard	Unique Spell: 30", Enemy - For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage. Modifiers: <i>Indirect</i> , <i>Piercing</i> (1)
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
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.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Frostbite	This unit's Icy Breath spell has the <i>Piercing</i> (1) modifier.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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 <i>Frozen</i> 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 <i>Frozen</i> special rule.
Icy Breath	Spell: 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 <i>Frozen</i> special rule.
Individual	See page 34.
Master of Ice	When targeting Friendly Core Frostbound units or Enemy units which have the <i>Frozen</i> 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.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Rally	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
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 <i>Scout</i> 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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
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.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat

as normal.

This spell has no effect on units with Speed 0.

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).

Trickster's Wand

The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.

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*

Inspiring: If this unit, or any Friendly Core unit within 6" 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.

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.

Zephyr Crown

The unit gains the Wind Blast (5) spell.