

LOUIS COX-BRUSSEAU - FRANTICON DOUBLES



NORTHERN ALLIANCE

GOOD

Snow Foxes*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									

Tundra Wolves*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	3	-	4	2	3	18	13/15	[180]
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf									

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
Brew of Haste									
Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human									
Horde(6)	7	4	-	5	4	3	30	15/17	[265]
Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, 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]
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human									

Total Unit Strength: 11
Total Core: 1000 (100%)

Total Units: 5



SPECIAL RULES AND SPELLS:

Brew of Haste	This unit increases its Speed stat by +1.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
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 <i>Crushing Strength</i> (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 <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
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.