



## NORTHERN ALLIANCE

GOOD

### Ice Elementals

Large Infantry  
Spellcaster: 0

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									
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]
Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human									

### Cavern Dweller

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	4	1	D6+6	16/18	[210]
Crushing Strength (3), Lifeleech (3), Strider Keywords: Blind, Cannibal									

### 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 35 [115]
Heal (5)  Ensnare, Master of Ice, Very Inspiring (Frostbound only) Spells: Icy Breath (10), Heal (5) Keywords: Elf, Frostbound									

### Lord on Chimera

Hero (Ttn)  
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	6	1	10	17/19	[320]
Crushing Strength (3), Elite (Melee), Fly, Nimble, Very Inspiring Spells: Icy Breath (10) Keywords: Barbarian, Beast, Draconic, Human									

### Hrimm, Legendary Ice Giant [1]

Hero (Ttn)  
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	6	1	D6+10	-/20	[260]
Brutal, Crushing Strength (4), Strider, Very Inspiring (Frostbound only) Spells: Icy Breath (12) Keywords: Frostbound, Giant									

Total Unit Strength: 12

Total Core: 1650 (100%)

Total Units: 7



## SPECIAL RULES AND SPELLS:

### 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 an enemy unit is subject to both the *Brutal* and *Dread* special rules, the attacking player must choose which to use.

<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Ensnare</b>	Melee attacks against the target unit's front suffer an additional -1 to hit.
<b>Fly</b>	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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Frostbite</b>	This unit's Icy Breath spell has the Piercing (1) modifier.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Icy Breath</b>	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.
<b>Lifeleech</b>	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. <i>Lifeleech</i> has a maximum total of 3.
<b>Master of Ice</b>	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.
<b>Nimble</b>	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.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Strider</b>	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
<b>Very Inspiring</b>	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.
<b>Wild Charge</b>	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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (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.