



NORTHERN ALLIANCE

GOOD

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)									10
Pathfinder, Stealthy, Thunderous Charge (1), Wild Charge (1) Javelins (12", Piercing (1), Steady Aim) Keywords: Barbarian, Human, Tracker									[155]
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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									
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									

Snow Trolls

Monstrous Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	15/18	220
Chalice of Wrath									15
Crushing Strength (2), Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll									[235]
Horde(6)	6	4	-	5	3	3	18	15/18	220
Dwarven Ale									15
Crushing Strength (2), Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll									[235]

Thegn on Frostfang										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	6	13/15	125	
Trickster's Wand Snow Fox									15	
									10	
									[150]	
Crushing Strength (2), Inspiring (Frostfang only), Nimble, Strider, Wild Charge (1) Keywords: Barbarian, Frostfang, Human										

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	
Inspiring Talisman Talanaar's Standard [1] - Rally (1)									20	
									15	
									[85]	
Crushing Strength (1), Individual, Wild Charge (1), Rallying (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	9	15/17	190	
Blade of Slashing Snow Fox									5	
									10	
									[205]	
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human										
1	7	3	-	5	4	1	9	15/17	190	
Mace of Crushing Snow Fox									5	
									10	
									[205]	
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human										
1	7	3	-	5	4	1	9	15/17	190	
Snow Fox									10	
									[200]	
Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human										

Snow Troll Prime										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	3	1	5	13/16	120	
Staying Stone									5	
									[125]	
Crushing Strength (2), Inspiring (Troll only), Nimble, Regeneration (5+), Vicious (Melee), Wild Charge (1) Keywords: Troll										

Total Unit Strength: 22
 Total Core: 2300 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dwarven Ale	The unit gains the <i>Headstrong</i> special rule.
Individual	See page 34 (page 30 in gamers edition)
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.

Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed 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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	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> .
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.
Snow Fox	The unit has +1 Attack. (Already included in stats)
Staying Stone	The unit gains +1 to its Wavering stat value.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
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 <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 <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.