



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
Fire-Oil Crushing Strength (1), Frostbite, Shambling Spells: Icy Breath (Att) Keywords: Frostbound									5 [245]
Horde(6)	6	4	-	5	3	3	18	-17	240
Blessing of the Gods Crushing Strength (1), Frostbite, Shambling Spells: Icy Breath (Att) Keywords: Frostbound									30 [270]
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									

Tundra Wolves*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	3	-	4	2	1	9	10/12	[115]
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf									
Troop(5)	9	3	-	4	2	1	9	10/12	[115]
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf									

Frost Giant

Titan
Spellcaster: 0

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	4	-	5	6	1	D6+8	18/20	[230]
Brutal, Crushing Strength (4), Strider Spells: Icy Breath (8) Keywords: Frostbound, Giant									

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
Staying Stone Snow Fox Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human									5 10 [205]
1	7	3	-	5	4	1	9	15/17	190
Chalice of Wrath Snow Fox Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human									15 10 [215]

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	
Lute of Insatiable Darkness Replace Icy Breath (10) with Surge (8)									25	
Ensnare, Individual, Master of Ice, Very Inspiring (Frostbound only) Spells: Surge (8) Keywords: Elf, Frostbound									0	
									[105]	

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										

Total Unit Strength: 18
 Total Core: 2300 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Blessing of the Gods	The unit gains the <i>Elite</i> special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
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.
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.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
Fly	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.
Frostbite	This unit's Icy Breath spell has the Piercing (1) modifier.
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 (page 30 in gamers edition)
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Snow Fox	The unit has +1 Attack. (Already included in stats)
Staying Stone	The unit gains +1 to its Wavering stat value.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.

Surge	<p>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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
Thunderous Charge	<p>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).</p>
Very Inspiring	<p>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></p> <p>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.</p>
Wild Charge	<p>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.</p> <p>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.</p>