



NORTHERN ALLIANCE

GOOD

Ice Naiads

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	4	2	4	25	20/22	230
Maccwar's Potion of the Caterpillar									20
Ensnare, Regeneration (5+), Wild Charge (1)									[250]
Keywords: Frostbound, Naiad									

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)									[155]
Javelins (12", Piercing (1), Steady Aim)									
Keywords: Barbarian, Human, Tracker									
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)									[155]
Javelins (12", Piercing (1), Steady Aim)									
Keywords: Barbarian, Human, Tracker									

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
Hammer of Measured Force									20
Nimble, Pathfinder, Stealthy, Vicious (Melee)									[100]
Keywords: Beast									

Ice Elementals										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	6	4	4	5	3	2	9	-/14	[145]	
Crushing Strength (1), Frostbite, Shambling Ice Shards (10", Piercing (1), Steady Aim) Keywords: Frostbound										
Regiment(3)	6	4	4	5	3	2	9	-/14	[145]	
Crushing Strength (1), Frostbite, Shambling Ice Shards (10", Piercing (1), Steady Aim) Keywords: Frostbound										
Horde(6)	6	4	4	5	3	3	18	-/17	240	
Sir Jesse's Boots of Striding										
									15	
[255]										
Crushing Strength (1), Frostbite, Shambling Ice Shards (10", Piercing (1), Steady Aim) Keywords: Frostbound										
Horde(6)	6	4	4	5	3	3	18	-/17	240	
The Scrying Gem										
									25	
[265]										
Crushing Strength (1), Frostbite, Shambling Ice Shards (10", Piercing (1), Steady Aim) Keywords: Frostbound										
Horde(6)	6	4	4	5	3	3	18	-/17	240	
Brew of Sharpness										
									45	
[285]										
Crushing Strength (1), Frostbite, Shambling Ice Shards (10", Piercing (1), Steady Aim) Keywords: Frostbound										
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	
Tome of Darkness										
									20	
Heal (5)										
									35	
Surge (8)										
									30	
[165]										
Ensnare, Individual, Master of Ice, Very Inspiring Spells: Icy Breath (10), Heal (5), Surge (8) Keywords: Elf, Frostbound										
1	6	5	-	4	2	0	1	10/12	80	
Shroud of the Saint										
									25	
Heal (5)										
									35	
Surge (8)										
									30	
[170]										
Ensnare, Individual, Master of Ice, Very Inspiring Spells: Icy Breath (10), Heal (5), Surge (8) Keywords: Elf, Frostbound										
Serakina, the Ice Queen [1]										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	11/13	[130]	
Ensnare, Frozen Winds, Individual, Master of Ice, Radiance of Life (Frostbound only), Very Inspiring Spells: Surge (8), Wind Blast (6) Keywords: Frostbound										

Total Unit Strength: 23
Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Frostbite	If one or more points of damage are scored with this unit's Ice Shards attack, the target enemy unit is given the Frozen special rule.
Frozen Winds	If one or more hits are scored with Serakina's Wind Blast spell, the target enemy unit is given the Frozen special rule for the duration of its next Turn.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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)
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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.
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 surging 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.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
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).
Tome of Darkness	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
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.

Wind Blast

Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrains and friends.
This spell has no effect on Speed 0 units.