



## NORTHERN ALLIANCE

GOOD

### Human Clansmen

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	-	5	2	3	12	13/15	120
Staying Stone Upgrade to Norj-Bik Clansmen, increasing Defence to 5+ for +10/15/25pts ( <b>cannot take with two-handed weapons</b> )									5 15
Crushing Strength (1), Wild Charge (1) Keywords: Barbarian, Human									[140]
Regiment(20)	5	4	-	5	2	3	12	13/15	120
Upgrade to Norj-Bik Clansmen, increasing Defence to 5+ for +10/15/25pts ( <b>cannot take with two-handed weapons</b> )									15
Crushing Strength (1), Wild Charge (1) Keywords: Barbarian, Human									[135]
Regiment(20)	5	4	-	3	2	3	12	13/15	120
Blood of the Old King Exchange shields for two-handed weapons, lowering Defence to 3+ and gaining Crushing Strength (2)									15 0
Crushing Strength (2), Wild Charge (1) Keywords: Barbarian, Human									[135]

### Huscarls

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	20	15/17	225
Pipes of Terror									10
Crushing Strength (2), Fury, Wild Charge (1) Keywords: Barbarian, Human									[235]

### Ice Kin Hunters

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	4	3	2	3	12	14/16	[180]
Elite, Ice-Tipped Arrows, Pathfinder, Scout Bows (24", Steady Aim) Keywords: Elf, Tracker									
Regiment(20)	6	3	4	3	2	3	12	14/16	[180]
Elite, Ice-Tipped Arrows, Pathfinder, Scout Bows (24", Steady Aim) Keywords: Elf, 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]
Nimble, Pathfinder, Stealthy, Vicious (Melee) Keywords: Beast									

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
Maccwar's Potion of the Caterpillar									20
Crushing Strength (2), Strider, Wild Charge (1)									[285]
Keywords: Frostfang, Human									
Ice Kin Bolt Thrower									War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	-	4	4	2	0	2	10/12	[95]
Ice-Tipped Bolts Bolt Thrower (48", Blast (D3), Elite (Ranged), Piercing (2), Reload)									
Keywords: Elf									
1	6	-	4	4	2	0	2	10/12	[95]
Ice-Tipped Bolts Bolt Thrower (48", Blast (D3), Elite (Ranged), Piercing (2), Reload)									
Keywords: Elf									
Ice Kin Master Hunter									Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	3	4	2	0	3	11/13	[115]
Elite, Ice-Tipped Arrows, Individual, Pathfinder, Scout, Stealthy									
Bows (24", Piercing (1))									
Keywords: Elf, Tracker									
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
Snow Fox									10
Crushing Strength (2), Inspiring, Nimble, Strider, Wild Charge (1)									[135]
Keywords: Barbarian, Frostfang, Human									
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
Bane Chant (2)									20
Ensnare, Individual, Master of Ice, Very Inspiring									[100]
Spells: Icy Breath (10), Bane Chant (2)									
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	[310]
Crushing Strength (3), Elite (Melee), Fly, Nimble, Very Inspiring									
Spells: Icy Breath (10)									
Keywords: Barbarian, Beast, Draconic, Human									

Total Unit Strength: 25

Total Core: 2300 (100%)

Total Units: 15



## SPECIAL RULES AND SPELLS:

### Bane Chant

Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains *Crushing Strength* (+1). This effect only applies once - multiple castings on the same target have no additional effect.

### Blast

If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.

<b>Blood of the Old King</b>	Once per game, the unit gains <i>Elite</i> (Melee) and <i>Vicious</i> (Melee) for one Turn. This must be declared before the unit rolls any attacks. For each die re-rolled, the unit receives an immediate point of damage on itself. No Nerve test is required for this self-inflicted damage.
<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>Fury</b>	While Wavering, this unit may still declare a Counter Charge.
<b>Ice-Tipped Arrows</b>	If one or more points of damage are scored with this unit's Bow attack, the target enemy unit is given the <i>Frozen</i> special rule.
<b>Ice-Tipped Bolts</b>	If one or more points of damage are scored with this unit's Bolt Thrower attack, the target enemy unit is given the <i>Frozen</i> special rule.
<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>Individual</b>	See page 34 (page 30 in gamers edition)
<b>Inspiring</b>	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>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<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>Pathfinder</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Reload</b>	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
<b>Scout</b>	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
<b>Snow Fox</b>	The unit has +1 Attack. (Already included in stats)
<b>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<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>Vicious</b>	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
<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.