

Target
2300
Points

BBR AARRGH!

Target
2300
Points



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
Upgrade to Norj-Bik Clansmen, increasing Defence to 5+ for +10/15/25pts (cannot take with two-handed weapons)									15
Crushing Strength (1), Wild Charge (1) Keywords: Barbarian, Human									[135]

Regiment(20)	5	4	-	5	2	3	12	13/15	120
Upgrade to Norj-Bik Clansmen, increasing Defence to 5+ for +10/15/25pts (cannot take with two-handed weapons)									15
Crushing Strength (1), 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
Aegis of the Elohi									15
Crushing Strength (2), Fury, Wild Charge (1) Keywords: Barbarian, Human									[240]

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
Staying Stone									5
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									[160]

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									

Ice Elementals										Large Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(6)	6	4	4	5	3	3	18	-17	[240]	
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 10 [250]	
Mead of Madness 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 10 [250]	
Hann's Sanguinary Scripture Crushing Strength (1), Frostbite, Shambling Ice Shards (10", Piercing (1), Steady Aim) 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										
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), Slayer (Melee - D6), 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 20 10 [220]	
Tome of Darkness Snow Fox Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1) Keywords: Barbarian, Frostfang, Human										
Clarion [1]										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	4	4	3	0	5	11/13	[115]	
Dread, Individual, Very Inspiring Throwing Ax (12", Piercing (1), Steady Aim) Keywords: Emissary, Human										
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: 24
Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Aegis of the Elohi	The unit gains the <i>Iron Resolve</i> special rule. If it already has <i>Iron Resolve</i> , it increases the amount of damage regained each time <i>Iron Resolve</i> is used to two.
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 <i>Brutal</i> (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.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of <i>Dread</i> - multiple sources are not cumulative. If an Enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules or the <i>Shattering</i> and <i>Dread</i> special rules, the attacking player must choose to use either the <i>Brutal/Shattering</i> or the <i>Dread</i> modifiers. Both cannot be applied against the same unit.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Hann's Sanguinary Scripture	The unit gains the <i>Lifeleech</i> (+1) special rule.
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)
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.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) special rule.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks.
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.
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.
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 *Wild Charge* (2) can Charge units up to 10" away.

In some instances, the (n) value may be a variable die roll (e.g. *Wild Charge* (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.