



## Northern Alliance [2300]

Ice Naiads Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [250]	5	4+	-	4+	4	25	20/22	2	[230]
Hammer of Measured Force									[20]
<i>Special Rules: Ensnare, Regeneration(5+), Wild Charge(1) Keywords: Frostbound, Naiad</i>									

Pack Hunters Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [135]	5	4+	4+	3+	2	12	13/15	2	[135]
Shortbows (18")									
<i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1) Keywords: Barbarian, Human, Tracker</i>									
Regiment (20) [135]	5	4+	4+	3+	2	12	13/15	2	[135]
Shortbows (18")									
<i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1) Keywords: Barbarian, Human, Tracker</i>									

Huscarls Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [235]	5	3+	-	5+	3	20	15/17	2	[225]
Mead of Madness									[10]
<i>Special Rules: Crushing Strength(2), Fury, Wild Charge(1 + 1) Keywords: Barbarian, Human</i>									

Ice Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [240]	6	4+	4+	5+	3	18	-/17	3	[240]
Ice Shards (10", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1), Shambling, Frostbite Keywords: Frostbound</i>									
Horde (6) [240]	6	4+	4+	5+	3	18	-/17	3	[240]
Ice Shards (10", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1), Shambling, Frostbite Keywords: Frostbound</i>									

Frostfang Cavalry Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [285]	8	4+	-	5+	3	30	15/17	4	[265]
Brew of Haste									[20]
<i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1) Keywords: Frostfang, Human</i>									

Snow Foxes* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80]	8	5+	-	2+	1	10	9/11	1	[80]
<i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>									
Regiment (3) [80]	8	5+	-	2+	1	10	9/11	1	[80]
<i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>									

Cavern Dweller Monster	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [210]	6	3+	-	5+	1	D6+6	16/18	4	[210]
<i>Special Rules: Crushing Strength(3), Lifeleech(3), Strider Keywords: Blind, Cannibal</i>									

Ice-Queen Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [95]	6	5+	-	4+	0	1	10/12	2	[80]
Crown of the Wizard King									[15]
Surge (8)									[0]
<i>Special Rules: Ensnare, Individual, Very Inspiring, Master of Ice Keywords: Elf, Frostbound</i>									
1 Spellcaster 2 [110]	6	5+	-	4+	0	1	10/12	2	[80]
Surge (8)									[0]
Scorched Earth(3)									[30]
<i>Special Rules: Ensnare, Individual, Very Inspiring, Master of Ice Keywords: Elf, Frostbound</i>									

Lord on Frostfang Hero (Large Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [205]	7	3+	-	5+	1	9	15/17	4	[190]
Snow Fox									[10]
Blade of Slashing									[5]
<i>Special Rules: Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Snow Fox Keywords: Barbarian, Frostfang, Human</i>									

**Total Units:**  
**Total Primary Core Points:**

13  
2300 (100.0%)

**Total Unit Strength:**

24

Custom Rule	Description
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.
Master of Ice	When targeting Friendly Core Frostbound units or Enemy units which have the Frozen 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.

Special Rule	Description
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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 Scout move.
Snow Fox	The unit has +1 Attack
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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.

Spell	Description	Special Rules
<b>Surge</b> Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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 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. 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.

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**Scorched Earth**

Range: 18"  
Enemy

If one or more hits are successfully scored, during the following Turn any charges made by the target unit will be Hindered. In addition, the target unit loses the Strider and Pathfinder special rules for the duration of its next Turn.

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Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Crown of the Wizard King	The unit gains an additional 6 inches range on all of its spells that target Friendly units.
Brew of Haste	This unit increases its Speed stat by +1.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.