



Northern Alliance [2345]

Half-Elf Berserkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [200] Talannar's House Guard <i>Special Rules: Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters</i> Keywords: Berserker, Half-elf	6	3+	-	3+	3	25	-/18	2	[180] [20]
Inf Regiment [180] <i>Special Rules: Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters</i> Keywords: Berserker, Half-elf	6	3+	-	3+	3	20	-/17	2	[180]

Ice Kin Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [145] Bows (24", Steady Aim) <i>Special Rules: Elite, Pathfinder, Scout, Ice-Tipped Arrows</i> Keywords: Elf, Tracker	6	3+	4+	3+	1	10	10/12	2	[145]
Inf Regiment [190] Bows (24", Steady Aim) <i>Special Rules: Elite, Pathfinder, Scout, Ice-Tipped Arrows</i> Keywords: Elf, Tracker	6	3+	4+	3+	2	12	14/16	2	[190]

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160] Tundra Fighters <i>Special Rules: Crushing Strength(1), Wild Charge(1), Tundra Fighters</i> Keywords: Barbarian, Human	5	3+	-	5+	3	12	14/16	2	[150] [10]

Ice Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [145] Ice Shards (12", Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite</i> Keywords: Frostbound	6	4+	4+	5+	2	9	-/14	3	[145]
Lrg Inf Regiment [145] Ice Shards (12", Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite</i> Keywords: Frostbound	6	4+	4+	5+	2	9	-/14	3	[145]

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [265] Tundra Fighters <i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters</i> Keywords: Frostfang, Human	7	4+	-	5+	3	30	15/17	4	[255] [10]

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [110] Heal (5) Bane Chant (2) <i>Special Rules: Ensnare, Individual, Inspiring, Master of Ice</i> Keywords: Elf, Frostbound	6	5+	-	4+	0	1	10/12	2	[55] [35] [20]
Hero (Inf) 1 Spellcaster 2 [115] Ej Periscope Heal (5) Bane Chant (2) <i>Special Rules: Ensnare, Individual, Inspiring, Master of Ice</i> Keywords: Elf, Frostbound	6	5+	-	4+	0	1	10/12	3	[55] [5] [35] [20]

Thegn	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [90] Talanaar's Standard Lute of Insatiable Darkness Bane Chant (2) <i>Special Rules: Crushing Strength(1), Individual, Wild Charge(1), Tundra Fighters, Rallying(1)</i> Keywords: Barbarian, Human	5	3+	-	5+	0	3	11/13	2	[50] [15] [25]

Lord on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [190] Snow Fox <i>Special Rules: Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Tundra Fighters</i> Keywords: Barbarian, Frostfang, Human	7	3+	-	5+	1	8	15/17	4	[180] [10]

[F] Half-Elf Berserkers (Talannar's Vanguard) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [125] <i>Special Rules:</i> Crushing Strength(1), Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf	6	3+	-	3+	1	15	-/13	2	[125]

[F] Half-Elf Berserkers (Talannar's Vanguard) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [125] <i>Special Rules:</i> Crushing Strength(1), Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf	6	3+	-	3+	1	15	-/13	2	[125]

[F] Frostclaw Riders (Talannar's Vanguard)* [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [160] Ice Bombs Ice Bombs (18", Att: 6, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules:</i> Fly, Fury, Nimble, Rallying(1 - Half-Elf Only), Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven	10	3+	-	4+	2	9	12/14	4	[150] [10]

Total Units: 15 **Total Unit Strength:** 24
Total Primary Core Points: 2345 (100.0%)

Custom Rule	Description
Ice-Tipped Arrows	If one or more points of damage are scored with this unit's Bow attack, the target enemy unit is given the Frozen special rule.
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
Chilling Presence	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit are given the Frozen 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.
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Ice Runes	If one or more points of damage are scored with this units melee attacks, the damaged enemy unit is given the Frozen special rule.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.

Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Scout	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 Scout 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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).
Tundra Fighters	Units with this special rules gain Vicious (Melee - vs. units with the Frozen special rule only)
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).
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, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Bane Chant 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.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Artefact	Description	
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.	
Lute of Insatiable Darkness	The unit gains the Bane Chant (2) spell.	