

| Ice Kin Hunters | | | | | | | | | Infantry |
|--|----|----|----|----|----|-----|-------|----|----------|
| | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Regiment (20) | 6 | 3+ | 4+ | 3+ | 3 | 12 | 14/16 | 2 | [195] |
| ☞ Fire-Oil | | | | | | | | | 5 |
| ☉ Bows (24", Steady Aim) | | | | | | | | | |
| ★ Special Rules: Elite, Pathfinder, Scout, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration), Ice-Tipped Arrows Keywords: Elf, Tracker | | | | | | | | | |

| Human Tribesmen | | | | | | | | | Infantry |
|---|----|----|----|----|----|-----|-------|----|----------|
| | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Regiment (20) | 5 | 3+ | - | 5+ | 3 | 12 | 15/16 | 2 | [165] |
| Tundra Fighters | | | | | | | | | 10 |
| ☞ Staying Stone | | | | | | | | | 5 |
| ★ Special Rules: Crushing Strength(1), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Human | | | | | | | | | |

| Ice Elementals | | | | | | | | | Large Infantry |
|---|----|----|----|----|----|-----|------|----|----------------|
| | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Horde (6) | 6 | 4+ | 4+ | 5+ | 3 | 18 | -/17 | 3 | [240] |
| ☉ Ice Shards (12", Piercing(1), Steady Aim) | | | | | | | | | |
| ★ Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite Keywords: Frostbound | | | | | | | | | |
| Horde (6) | 6 | 4+ | 4+ | 5+ | 3 | 18 | -/17 | 3 | [240] |
| ☉ Ice Shards (12", Piercing(1), Steady Aim) | | | | | | | | | |
| ★ Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite Keywords: Frostbound | | | | | | | | | |

| Frostfang Cavalry | | | | | | | | | Large Cavalry |
|---|----|----|----|----|----|-----|-------|----|---------------|
| | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Horde (6) | 8 | 4+ | - | 5+ | 3 | 30 | 15/17 | 4 | [275] |
| ☞ Brew of Haste | | | | | | | | | 20 |
| ★ Special Rules: Crushing Strength(2), Strider, Wild Charge(1) Keywords: Frostfang, Human | | | | | | | | | |

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

| Ice Kin Bolt Thrower | | | | | | | | | War Engine |
|---|----|----|----|----|----|-----|-------|----|------------|
| | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Single | 6 | 0+ | 4+ | 4+ | 0 | 2 | 10/12 | 2 | [80] |
| ☉ Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload) | | | | | | | | | |
| ★ Special Rules: Ice-Tipped Bolts Keywords: Elf | | | | | | | | | |
| Single | 6 | 0+ | 4+ | 4+ | 0 | 2 | 10/12 | 2 | [80] |
| ☉ Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload) | | | | | | | | | |
| ★ Special Rules: Ice-Tipped Bolts Keywords: Elf | | | | | | | | | |

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

| Ice-Queen | Hero (Infantry) | | | | | | | | |
|--|-----------------|----|----|----|----|-----|-------|----|-------|
| | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Spellcaster 2 | 6 | 5+ | - | 4+ | 0 | 1 | 10/12 | 2 | [155] |
| ☞ Conjurer's Staff | | | | | | | | | 10 |
| ⚡ Surge (8) | | | | | | | | | 30 |
| ⚡ Heal (5) | | | | | | | | | 35 |
| ⚡ Wind Blast (6) | | | | | | | | | 25 |
| ★ Special Rules: Ensnare, Individual, Inspiring, Master of Ice Keywords: Elf, Frostbound | | | | | | | | | |

| Serakina, the Ice-Queen [1] | Hero (Infantry) | | | | | | | | |
|---|-----------------|----|----|----|----|-----|-------|----|-------|
| | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Spellcaster 2 | 6 | 5+ | - | 4+ | 0 | 1 | 11/13 | 2 | [120] |
| ⚡ Surge (8) | | | | | | | | | 0 |
| ⚡ Wind Blast (6) | | | | | | | | | 0 |
| ★ Special Rules: Ensnare, Individual, Radiance of Life(Frostbound only), Very Inspiring, Master of Ice, Frozen Winds | | | | | | | | | |
| Keywords: Frostbound | | | | | | | | | |

| Lord | Hero (Cavalry) | | | | | | | | |
|--|----------------|----|----|----|----|-----|-------|----|-------|
| | Sp | Me | Ra | De | US | Att | Ne | Ht | Pts |
| Single | 8 | 3+ | - | 5+ | 0 | 7 | 13/15 | 3 | [170] |
| Snow Fox | | | | | | | | | 10 |
| Horse Mount | | | | | | | | | 35 |
| ☞ Mournful Blade | | | | | | | | | 15 |
| ★ Special Rules: Crushing Strength(2), Individual, Mighty, Very Inspiring, Tundra Fighters, Duelist Keywords: Barbarian, Human | | | | | | | | | |

| | | | |
|--|-----------------|-----------------------------|----|
| Total Units: | 14 | Total Unit Strength: | 19 |
| Total Primary Core Points: | [2300] (100.0%) | | |
| Artefacts Points: | [55] | Inspiring Units: | 3 |
| Troops & Irregulars: | 2 | | |
| Regiments: | 2 | | |
| Large Infantry Hordes: | 3 | | |
| Monsters: | 2 | | |
| War Engines: | 2 | | |
| Heros: | 3 | | |
| Slots: Any(2), Hero Only(0), War Engine Only(0), Monster/Titan Only(0), Large+ Horde Unlocks(6), Large+ Legion Unlocks(0) | | | |
| Average Defense: | 4.52 | Ranged Shots | 52 |

Special & Custom Rules

| Rule | Description |
|-------------------|--|
| 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. |
| 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. |
| Duelist | While attacking enemy Individuals in Melee, this unit doubles its number of Attacks. |
| 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. |
| 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. In addition, after rolling to hit with Windblast, roll to damage for each hit scored. |

| | |
|-------------------|--|
| 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. |
| Ice-Tipped Bolts | If one or more points of damage are scored with this unit's Bolt Thrower attack, the target 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. |
| Lifefeech | 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. Lifefeech has a maximum total of 3. |
| 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. |
| 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. |
| Mighty | Individuals with the Mighty special rule are no longer Yielding. |
| 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. |
| 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. |
| Reload | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase. |
| 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. |
| 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. |
| 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). |
| 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, 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. |

Spells

| Spell | Range | Targets | Description | ★ Special Rules |
|-------|-------|---------------------------|--|--------------------|
| Heal | 12" | Friendly, Self, CC | For each hit, the target unit regains a point of damage that it has previously suffered. | |
| Surge | 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. | |
| Wind Blast | 18" | Enemy | For each hit the target enemy unit is pushed 1inch 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 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units. | |

Artefacts

| Artefact | Description |
|------------------|---|
| Fire-Oil | The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration) and the Piercing special rule (+1 - vs. units with Regeneration). |
| Staying Stone | The unit gains +1 to its Wavering stat value. |
| Conjurer's Staff | Whenever the unit rolls to hit with non-unique spells, it can re-roll one of the dice that failed to hit. |
| Mournful Blade | Individuals only. The unit gains the Duelist special rule. |
| Brew of Haste | This unit increases its Speed stat by +1. |