



Northern Alliance [2300]

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

Huscarls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Troop (10) [150]	5	3+	-	5+	1	15	11/13	2	[145]
Blade of Slashing									
Special Rules: Crushing Strength(2), Fury, Wild Charge(1) Keywords: Barbarian, Human									
Hv Inf Regiment (20) [240]	5	3+	-	5+	3	20	15/17	2	[225]
Helm of the Drunken Ram									
Special Rules: Crushing Strength(2), Fury, Wild Charge(1), Thunderous Charge(1) Keywords: Barbarian, Human									

Ice Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [270]	6	4+	4+	5+	3	18	-/17	3	[240]
Blessing of the Gods									
Ice Shards (10", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1), Shambling, Frostbite, Elite Keywords: Frostbound									
Lrg Inf Horde (6) [240]	6	4+	4+	5+	3	18	-/17	3	[240]
Ice Shards (10", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1), Shambling, Frostbite Keywords: Frostbound									

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [310]	7	3+	-	5+	3	30	15/17	4	[265]
Brew of Sharpness									
Special Rules: Crushing Strength(2), Strider, Wild Charge(1) Keywords: Frostfang, Human									

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

Ice Kin Bolt Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [80]	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									
WE 1 [80]	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									

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [115]	6	5+	-	4+	0	1	10/12	2	[80]
Icy Breath (10)									
Heal (5)									
Special Rules: Ensnare, Individual, Very Inspiring, Master of Ice Keywords: Elf, Frostbound									
Hero (Inf) 1 Spellcaster 2 [110]	6	5+	-	4+	0	1	10/12	2	[80]
Icy Breath (10)									
Surge (8)									
Special Rules: Ensnare, Individual, Very Inspiring, Master of Ice Keywords: Elf, Frostbound									
Hero (Inf) 1 Spellcaster 2 [110]	6	5+	-	4+	0	1	10/12	2	[80]
Icy Breath (10)									
Surge (8)									
Special Rules: Ensnare, Individual, Very Inspiring, Master of Ice Keywords: Elf, Frostbound									

Total Units:
Total Primary Core Points:

15
2300 (100.0%)

Total Unit Strength:

18

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.
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.
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
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.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See the Rules Chapter for Individuals
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.
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.
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, 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
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Icy Breath Range: 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 Frozen special rule.	Hits on a 5+ against units in Cover.
Surge 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.	

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.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.