

 Northern Alliance [2300]

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [255] Tundra Fighters Spears <i>Special Rules:</i> Ensnare, Regeneration(5+), Wild Charge(1), Icy-Blood, Tundra Fighters, Phalanx <i>Keywords:</i> Frostbound, Naiad	5	4+	-	4+	4	30	20/22	2	[230] [10] [15]

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

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:</i> Crushing Strength(1), Shambling, Chilling Presence, Frostbite <i>Keywords:</i> Frostbound	6	4+	4+	5+	2	9	-/14	3	[145]

Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [265] Ice Bombs Mead of Madness Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules:</i> Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes, Wild Charge(1) <i>Keywords:</i> Dwarf, Raven	10	3+	-	4+	3	18	14/16	4	[240] [15] [10]
Lrg Cav Horde [270] Ice Bombs Sir Jesse's Boots of Striding Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules:</i> Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes <i>Keywords:</i> Dwarf, Raven	10	3+	-	4+	3	18	14/16	4	[240] [15] [15]

Ice Blade	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [155] Snow Fox Wings of Honeymaze <i>Special Rules:</i> Crushing Strength(1), Duelist, Individual, Inspiring, Wild Charge(D3), Tundra Fighters, Fly <i>Keywords:</i> Berserker, Half-elf	10	3+	-	3+	0	7	-/14	2	[105] [10] [40]

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

Lord on Chimera	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [300] Icy Breath (10) <i>Special Rules:</i> Crushing Strength(3), Elite(Melee), Fly, Nimble, Very Inspiring, Tundra Fighters <i>Keywords:</i> Barbarian, Beast, Draconic, Human	10	3+	-	5+	2	10	17/19	6	[300] [0]

[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 <i>Keywords:</i> 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 <i>Keywords:</i> 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) Special Rules: 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: 12 **Total Unit Strength:** 22
Total Primary Core Points: 2300 (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.
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.
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) special rule.

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.
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.
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 unit's 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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.

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.
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.
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.
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
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.	
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.	
Wind Blast Range: 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.	

Artefact	Description
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Wings of Honeymaze	Individuals only. The unit gains the Fly special rule and increases its Speed stat to 10, but decreases its Defence stat by -1 to a minimum of 2.