



Northern Alliance [2300]

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

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

Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [135]	10	3+	-	4+	2	9	11/13	4	[135]
Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven									
Lrg Cav Horde [270]	10	3+	-	4+	3	18	14/16	4	[240]
Ice Bombs [15]									
Sir Jesse's Boots of Striding [15]									
Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim)									
Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven									
Lrg Cav Horde [285]	10	3+	-	4+	3	18	14/16	4	[240]
Ice Bombs [15]									
Blessing of the Gods [30]									
Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim)									
Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes, Elite Keywords: Dwarf, Raven									
Lrg Cav Horde [275]	11	3+	-	4+	3	18	14/16	4	[240]
Ice Bombs [15]									
Brew of Haste [20]									
Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim)									
Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven									
Lrg Cav Horde [295]	10	3+	-	4+	3	18	14/16	4	[240]
Ice Bombs [15]									
Brew of Strength [40]									
Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim)									
Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes, Crushing Strength(1) Keywords: Dwarf, Raven									

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [85]	6	5+	-	4+	0	1	10/12	2	[55]
Bane Chant (2) [20]									
Mindfog(2) [10]									
Special Rules: Ensnare, Individual, Inspiring, Master of Ice Keywords: Elf, Frostbound									

Thegn	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [65]	5	3+	-	5+	0	3	11/13	2	[50]
Talanaar's Standard [15]									
Special Rules: Crushing Strength(1), Individual, Wild Charge(1), Tundra Fighters, Rallying(1) Keywords: Barbarian, Human									

Skald	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [55]	5	5+	4+	4+	0	2	10/12	2	[55]
Throwing Axes (12", Piercing(1))									
Special Rules: Aura(Ordered March - Infantry only), Individual, Very Inspiring Keywords: Human									

Frostclaw Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [155]	10	3+	3+	4+	1	5	11/13	4	[135]
Blade of the Beast Slayer [20]									
Ice Bombs (18", Att: 3, Piercing(1), Steady Aim)									
Special Rules: Fly, Fury, Inspiring, Nimble, Thunderous Charge(2), Ice Runes, Crushing Strength(+2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) Keywords: Dwarf, Raven									

Total Units:
Total Primary Core Points:

13
2300 (100.0%)

Total Unit Strength:

25

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.
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
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
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.
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.
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
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.	
Mind Fog Range: 36" Enemy	Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.	Shattering

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.