



## Northern Alliance [2300]

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [245]	5	4+	-	4+	4	30	20/22	2	[230] [15]
Spears <b>Special Rules:</b> Ensnare, Regeneration(5+), Wild Charge(1), Icy-Blood, Phalanx <b>Keywords:</b> Frostbound, Naiad									

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) <b>Special Rules:</b> Elite, Pathfinder, Scout, Ice-Tipped Arrows <b>Keywords:</b> Elf, Tracker									
Inf Regiment [190]	6	3+	4+	3+	2	12	14/16	2	[190]
Bows (24", Steady Aim) <b>Special Rules:</b> Elite, Pathfinder, Scout, Ice-Tipped Arrows <b>Keywords:</b> Elf, Tracker									
Inf Regiment [195]	6	3+	4+	3+	2	12	14/16	2	[190] [5]
Fire-Oil Bows (24", Steady Aim) <b>Special Rules:</b> Elite, Pathfinder, Scout, Ice-Tipped Arrows, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration) <b>Keywords:</b> Elf, Tracker									

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [285]	7	4+	-	5+	3	30	15/17	4	[255] [30]
Blessing of the Gods <b>Special Rules:</b> Crushing Strength(2), Strider, Wild Charge(1), Elite <b>Keywords:</b> Frostfang, Human									
Lrg Cav Horde [255]	7	4+	-	5+	3	30	15/17	4	[255]
<b>Special Rules:</b> Crushing Strength(2), Strider, Wild Charge(1) <b>Keywords:</b> Frostfang, Human									

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

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [120]	6	5+	-	4+	0	1	10/12	2	[55] [10] [35] [20]
Conjurer's Staff Heal (5) Bane Chant (2) <b>Special Rules:</b> Ensnare, Individual, Inspiring, Master of Ice <b>Keywords:</b> Elf, Frostbound									

Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [160]	10	3+	-	4+	0	6	13/15	2	[110] [10] [40]
Horn of Winter Wings of Honeymaze <b>Special Rules:</b> Crushing Strength(2), Individual, Mighty, Very Inspiring, Wild Charge(1), Tundra Fighters, Aura(Wild Charge (+1) - Infantry & Heavy Infantry only), Fly <b>Keywords:</b> Barbarian, Human									

Snow Troll Prime	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [120]	6	3+	-	5+	1	5	13/16	3	[120]
<b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) <b>Keywords:</b> Troll									

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

Total Units:

13

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.
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.
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) special rule.

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.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6inches 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.
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.
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.
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.
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.

Spell	Description	Special Rules
<b>Bane Chant</b> 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.	
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Icy Breath</b> 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.

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).
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.
Blessing of the Gods	The unit gains the Elite special rule.
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.