

 Northern Alliance [2300]

Pack Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [135] Bows (24") <i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1)</i> Keywords: Barbarian, Human, Tracker	5	4+	4+	3+	2	12	13/15	2	[135]
Inf Regiment [135] Bows (24") <i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1)</i> Keywords: Barbarian, Human, Tracker	5	4+	4+	3+	2	12	13/15	2	[135]
Inf Regiment [135] Bows (24") <i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1)</i> Keywords: Barbarian, Human, Tracker	5	4+	4+	3+	2	12	13/15	2	[135]

Tundra Wolves*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [190] Pipes of Terror <i>Special Rules: Nimble, Pathfinder, Thunderous Charge(1), Brutal</i> Keywords: Beast, Tundra Wolf	9	3+	-	4+	3	18	13/15	2	[180] [10]

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [280] Tundra Fighters Dwarven Ale <i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters, Headstrong</i> Keywords: Frostfang, Human	7	4+	-	5+	3	30	15/17	4	[255] [10] [15]
Lrg Cav Horde [280] Tundra Fighters Chalice of Wrath <i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters, Fury</i> Keywords: Frostfang, Human	7	4+	-	5+	3	30	15/17	4	[255] [10] [15]

Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
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: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes</i> Keywords: Dwarf, Raven	10	3+	-	4+	3	18	14/16	4	[240] [15] [15]

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

Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Cav) 1 [150] Horse Mount Blade of Slashing <i>Special Rules: Crushing Strength(2), Individual, Mighty, Very Inspiring, Tundra Fighters</i> Keywords: Barbarian, Human	8	3+	-	5+	0	6	13/15	3	[110] [35] [5]

Lord on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [225] Snow Fox Brew of Sharpness <i>Special Rules: Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Tundra Fighters</i> Keywords: Barbarian, Frostfang, Human	7	2+	-	5+	1	8	15/17	4	[180] [10] [35]

Hrimm, Legendary Ice Giant [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [260] Icy Breath (12) <i>Special Rules: Brutal, Crushing Strength(4), Slayer(Melee D6), Strider, Very Inspiring, Chilling Presence</i> Keywords: Frostbound, Giant	7	4+	-	5+	2	D6+10	-/20	6	[260] [0]

Total Units:

13

Total Unit Strength:

24

Total Primary Core Points:

2300 (100.0%)

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
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.
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.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
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
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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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).
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
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.

Artefact	Description
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Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Pipes of Terror	This unit gains the Brutal special rule.
Chalice of Wrath	The unit gains the Fury special rule.
Dwarven Ale	The unit gains the Headstrong 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.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
