Jans Undercroft

2300 / 2300 VALID

Northern Alliance [2300]

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [295]	5	4+	-	4+	4	**30**	20/22	2	[230]
Tundra Fighters									[10]
Spears									[15]
Brew of Strength									[40]

Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1),Icy-Blood, Tundra Fighters, Phalanx, Crushing Strength(1)* ***Keywords:*** *Frostbound, Naiad*

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [265]	5	3+	-	5+	4	25	21/23	2	[250]
Tundra Fighters									[15]

Special Rules: *Crushing Strength(1),Wild Charge(1),Tundra Fighters* ***Keywords:*** *Barbarian, Human*

Ice Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [240]	6	4+	4+	5+	3	18	-/17	3	[240]
Ice Shards (12", Piercing(1),Steady Aim)									

Special Rules: *Crushing Strength(1),Frostbite, Shambling, Chilling Presence* ***Keywords:*** *Frostbound*

Snow Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde [220]	6	4+	-	5+	3	18	15/18	3	[220]

Special Rules: *Crushing Strength(2),Regeneration(5+),Vicious(Melee),Wild Charge(1)* ***Keywords:*** *Troll*

Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [255]	10	3+	-	4+	3	18	14/16	4	[240]
Ice Bombs									[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*

Snow Foxes*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80]	8	5+	-	2+	1	10	9/11	1	[80]

Special Rules: *Nimble, Pathfinder, Stealthy, Vicious(Melee)* ***Keywords:*** *Beast*

Swm Regiment [80]	8	5+	-	2+	1	10	9/11	1	[80]

Special Rules: *Nimble, Pathfinder, Stealthy, Vicious(Melee)* ***Keywords:*** *Beast*

Cavern Dweller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [210]	6	3+	-	5+	1	D6+6	16/18	4	[210]

Special Rules: *Crushing Strength(3),Lifeleech(3),Strider, Vicious, Wild Charge(2),Chilling Presence* ***Keywords:*** *Blind, Cannibal*

Mon 1 [210]	6	3+	-	5+	1	D6+6	16/18	4	[210]

Special Rules: *Crushing Strength(3),Lifeleech(3),Strider, Vicious, Wild Charge(2),Chilling Presence* ***Keywords:*** *Blind, Cannibal*

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 **[115]**	6	5+	-	4+	0	1	10/12	**3**	[55]
Ej Periscope									[5]
Surge (8)									[30]
Wind Blast (6)									[25]

Special Rules: *Command, Ensnare, Individual, Inspiring, Master of Ice* ***Keywords:*** *Elf, Frostbound*

Thegn	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [75]	5	3+	-	5+	0	**4**	11/13	2	[50]
Snow Fox									[10]
Talanaar's Standard									[15]

Special Rules: *Crushing Strength(1),Individual, Wild Charge(1),Tundra Fighters, Rallying(1)* ***Keywords:*** *Barbarian, Human*

Thegn on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [135]	7	3+	-	5+	1	**6**	13/15	4	[125]
Snow Fox									[10]

Special Rules: *Command, Crushing Strength(2),Inspiring, Nimble, Strider, Wild Charge(1),Tundra Fighters* ***Keywords:*** *Barbarian, Frostfang, 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]

Special Rules: *Command, Crushing Strength(2),Inspiring, Nimble, Regeneration(5+),Vicious(Melee),Wild Charge(1)* ***Keywords:*** *Troll*

Total Units: 13 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
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.
Frostbite	If one or more points of damage are scored with this unit’s attack, the damaged enemy unit is given the Frozen Special Rule.
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.
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) special rule.
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.
Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.
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.
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.
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).
Tundra Fighters	Units with this special rules gain Vicious (Melee - vs. units with the Frozen special rule only)
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**
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. This Movement may bring a Surged unit within 1” of enemy units. 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
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.