Northern Alliance

2000 / 2000 VALID

1st Battalion

Hrimm, Legendary Ice Giant [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	7	4+	-	5+	2	D6+10	20	6	[320]
Icy Breath (12)									[0]

Special Rules: *Brutal(1),Crushing Strength(4),Fearless, Height(6),Slayer(D6 - Combat),Strider, Inspiring*

Ice Queen [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[110]
Bane Chant (2)									[20]

Special Rules: *Ensnare, Individual, Inspiring, Yielding, Chilling Accuracy* ***Traits:*** *Spellcaster*

Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[115]
Heal (5)									[25]

Special Rules: *Ensnare, Individual, Inspiring, Yielding, Chilling Accuracy* ***Traits:*** *Spellcaster*

Human Tribesmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	3+	-	5+	4	25	24	2	[270]
Brew of Strength									[40]

Special Rules: *Crushing Strength(2),Wild Charge(1)* ***Traits:*** *Barbarian*

Core Inf Horde	5	3+	-	5+	4	25	24	2	[255]
Blessing of the Gods									[25]

Special Rules: *Crushing Strength(1),Wild Charge(1),Elite* ***Traits:*** *Barbarian*

Ice Naiads	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	25	23	2	[205]

Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1)*

Pack Hunters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	**4+**	3+	2	12	15	2	[140]
Exchange Bows for Javelins									[0]
Fire-Oil									[5]

Javelins (12", Piercing (1))

Special Rules: *Pathfinder, Stealthy, Thunderous Charge(1),Wild Charge(1),Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration)* ***Traits:*** *Barbarian*

Snow Foxes	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	8	5+	-	2+	1	10	11	1	[80]

Special Rules: *Height(1),Nimble, Pathfinder, Stealthy, Vicious(Combat)*

Core (Aux) Lrg Inf Troop	8	5+	-	2+	1	10	11	1	[80]

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Hearthguard [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Regiment	5	3+	-	5+	2	20	17	2	[205]

Special Rules: *Crushing Strength(2),Retaliate!, Wild Charge(1)* ***Traits:*** *Barbarian*

Tundra Wolves	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]

Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)* ***Traits:*** *Frostbeast*

Specialist Cav Troop	9	3+	-	4+	1	7	12	3	[110]

Special Rules: *Nimble, Pathfinder, Thunderous Charge(1)* ***Traits:*** *Frostbeast*

Total Units: 12 **Total Unit Strength:** 24
Total Points: 2000

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
For Talanaar!	5	Infantry and Heavy Infantry units only. The unit gains the Vicious (Combat) special rule.

Chilling Presence	4	Units with the Frostbeast Trait only. This order requires two dice to be successful to be issued. This unit gains Cloak of Death until the end of the Turn. Any enemy units that take damage from this Cloak of Death are given the Frozen status.

Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Chilling Accuracy	The Ice Queen has the Elite (Ranged) special rule while targeting enemy units with the Frozen status, or friendly units, with any spells.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Ensnare	In Combat, attacks against this unit's front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6" of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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-point while executing a Charge! order.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Regeneration (n)	Once per Turn, immediately before resolving the unit's Movement order, 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.
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
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 (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through

Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	Description
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, 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.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Icy Breath Range: 12" Magical Missile	Frostbite

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).
Blessing of the Gods	The unit gains the Elite special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.