

Target
2300
 Points

Current
2300
 Points



NORTHERN ALLIANCE

GOOD

Pack Hunters

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	4	4	3	2	2	12	13/15	145
Exchange Shortbows for Javelins: 12", Steady Aim, Piercing (1)									10
Pathfinder, Stealthy, Thunderous Charge (1), Wild Charge (1)									[155]
Javelins (12", Piercing (1), Steady Aim)									
Keywords: Barbarian, Human, Tracker									

Ice Kin Hunters*

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	4	4	3	2	1	8	10/12	[135]
Elite, Ice-Tipped Arrows, Pathfinder, Scout									
Bows (24", Steady Aim)									
Keywords: Elf, Tracker									
Troop(10)	6	4	4	3	2	1	8	10/12	135
Fire-Oil									5
									[140]
Elite, Ice-Tipped Arrows, Pathfinder, Scout									
Bows (24", Steady Aim)									
Keywords: Elf, Tracker									

Snow Foxes*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	8	5	-	2	1	1	10	9/11	[80]
Nimble, Pathfinder, Stealthy, Vicious (Melee)									
Keywords: Beast									

Ice Elementals									Large Infantry
									Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	-	5	3	3	18	-/17	[240]
Crushing Strength (1), Frostbite, Shambling Spells: Icy Breath (Att) Keywords: Frostbound									
Horde(6)	6	4	-	5	3	3	18	-/17	[240]
Crushing Strength (1), Frostbite, Shambling Spells: Icy Breath (Att) Keywords: Frostbound									
Tundra Wolves*									Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	9	3	-	4	2	1	9	10/12	[115]
Nimble, Thunderous Charge (1) Keywords: Beast, Tundra Wolf									
Frostfang Cavalry									Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	4	-	5	4	3	30	15/17	265
Brew of Haste									20
Crushing Strength (2), Strider, Wild Charge (1) Keywords: Frostfang, Human									[285]
Ice Kin Bolt Thrower									War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	-	4	4	2	0	2	10/12	[95]
Ice-Tipped Bolts Bolt Thrower (48", Blast (D3), Elite (Ranged), Piercing (2), Reload) Keywords: Elf									
1	6	-	4	4	2	0	2	10/12	[95]
Ice-Tipped Bolts Bolt Thrower (48", Blast (D3), Elite (Ranged), Piercing (2), Reload) Keywords: Elf									

Lord on Frostfang									Hero (LrgCav)	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	-	5	4	1	9	15/17	190	
	Blade of Slashing								5	
	Snow Fox								10	
									[205]	
	Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)									
	Keywords: Barbarian, Frostfang, Human									
1	7	3	-	5	4	1	9	15/17	190	
	Mace of Crushing								5	
	Snow Fox								10	
									[205]	
	Crushing Strength (3), Nimble, Strider, Very Inspiring, Wild Charge (1)									
	Keywords: Barbarian, Frostfang, Human									
Ice-Queen									Hero (Inf) Spellcaster: 2	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	10/12	80	
	Conjurer's Staff								10	
	Heal (5)								35	
	Wind Blast (6)								25	
	Blizzard (2) [1]								30	
	Replace Icy Breath (10) with Surge (8)								0	
									[180]	
	Ensnare, Individual, Master of Ice, Very Inspiring (Frostbound only)									
	Spells: Heal (5), Wind Blast (6), Blizzard (2), Surge (8)									
	Keywords: Elf, Frostbound									
Serakina, the Ice Queen [1]									Hero (Inf) Spellcaster: 2	
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	11/13	[130]	
	Ensnare, Frozen Winds, Individual, Radiance of Life (Frostbound only),									
	Very Inspiring (Frostbound only)									
	Spells: Surge (8), Wind Blast (6)									
	Keywords: Frostbound									

Total Unit Strength: 17
Total Core: 2300 (100%)

Total Units: 14



Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Blizzard	Unique Spell: 30", Enemy - For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage. Modifiers: <i>Indirect, Piercing (1)</i>
Brew of Haste	This unit increases its Speed stat by +1.
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.
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.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
Frostbite	This unit's Icy Breath spell has the Piercing (1) modifier.
Frozen Winds	If one or more hits are scored with Serakina's Wind Blast spell, the target enemy unit is given the Frozen special rule for the duration of its next Turn.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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 <i>Frozen</i> special rule.
Ice-Tipped Bolts	If one or more points of damage are scored with this unit's Bolt Thrower attack, the target enemy unit is given the <i>Frozen</i> special rule.
Icy Breath	Spell: 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 <i>Frozen</i> special rule.
Individual	See page 34 (page 30 in gamers edition)
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
Master of Ice	When targeting Friendly Core Frostbound units or Enemy units which have the <i>Frozen</i> 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrian.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.

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 <i>Scout</i> 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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Snow Fox	The unit has +1 Attack. (Already included in stats)
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.
Surge	<p>Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. 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.</p> <p>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.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>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.</p> <p>This spell has no effect on units with Speed 0.</p>
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	<p>This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i></p> <p>Inspiring: If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.</p>
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	<p>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 <i>Wild Charge</i> (2) can Charge units up to 10" away.</p> <p>In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.</p>

Wind Blast

Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" 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 1" away from enemy units or just out of contact with blocking terrains and friends.

This spell has no effect on Speed 0 units.
