



## Northern Alliance [2345]

| Ice Naiads  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|---|----|----|----|----|----|-----|-------|----|-------|
| <b>Inf Horde [275]</b>  | 5  | 4+ | -  | 4+ | 4  | 30  | 20/22 | 2  | [230] |
| Tundra Fighters   |    |    |    |    |    |     |       |    | [10]  |
| Spears  |    |    |    |    |    |     |       |    | [15]  |
| Hammer of Measured Force  |    |    |    |    |    |     |       |    | [20]  |
| <b>Special Rules:</b> Ensnare, Regeneration(5+), Wild Charge(1), Icy-Blood, Tundra Fighters, Phalanx <b>Keywords:</b> Frostbound, Naiad |    |    |    |    |    |     |       |    |       |

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

| Ice Elementals  | Sp | Me | Ra | De | US | Att | Ne   | Ht | Pts   |
|---|----|----|----|----|----|-----|------|----|-------|
| <b>Lrg Inf Regiment [145]</b>   | 6  | 4+ | 4+ | 5+ | 2  | 9   | -/14 | 3  | [145] |
| Ice Shards (12", Piercing(1), Steady Aim)   |    |    |    |    |    |     |      |    |       |
| <b>Special Rules:</b> Crushing Strength(1), Shambling, Chilling Presence, Frostbite <b>Keywords:</b> Frostbound |    |    |    |    |    |     |      |    |       |

| Frostclaw Riders*  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--|----|----|----|----|----|-----|-------|----|-------|
| <b>Lrg Cav Horde [270]</b>   | 10 | 3+ | -  | 4+ | 3  | 18  | 14/16 | 4  | [240] |
| Ice Bombs  |    |    |    |    |    |     |       |    | [15]  |
| Sir Jesse's Boots of Striding  |    |    |    |    |    |     |       |    | [15]  |
| Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim)  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes <b>Keywords:</b> Dwarf, Raven |    |    |    |    |    |     |       |    |       |

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

| Snow Troll Prime   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--|----|----|----|----|----|-----|-------|----|-------|
| <b>Hero (Mon) 1 [135]</b>  | 6  | 3+ | -  | 5+ | 1  | 5   | 13/16 | 3  | [120] |
| Trickster's Wand   |    |    |    |    |    |     |       |    | [15]  |
| Hex (2)  |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) <b>Keywords:</b> Troll |    |    |    |    |    |     |       |    |       |
| <b>Hero (Mon) 1 [140]</b>  | 6  | 3+ | -  | 5+ | 1  | 5   | 13/16 | 3  | [120] |
| Zephyr Crown   |    |    |    |    |    |     |       |    | [20]  |
| Wind Blast (5)   |    |    |    |    |    |     |       |    |       |
| <b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) <b>Keywords:</b> Troll |    |    |    |    |    |     |       |    |       |
| <b>Hero (Mon) 1 [145]</b>  | 6  | 3+ | -  | 5+ | 1  | 5   | 13/16 | 3  | [120] |
| The Boomstick  |    |    |    |    |    |     |       |    | [25]  |
| Lightning Bolt (3)   |    |    |    |    |    |     |       |    |       |
| <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   |
|---|----|----|----|----|----|-----|-------|----|-------|
| <b>Hero (Titan) 1 Spellcaster 0 [305]</b>   | 10 | 3+ | -  | 5+ | 2  | 10  | 17/19 | 6  | [300] |
| Blade of Slashing   |    |    |    |    |    |     |       |    | [5]   |
| Icy Breath (10)   |    |    |    |    |    |     |       |    | [0]   |
| <b>Special Rules:</b> Crushing Strength(3), Elite(Melee), Fly, Nimble, Very Inspiring, Tundra Fighters <b>Keywords:</b> Barbarian, Beast, Draconic, Human         |    |    |    |    |    |     |       |    |       |
| <b>Hero (Titan) 1 Spellcaster 0 [310]</b>   | 10 | 3+ | -  | 5+ | 2  | 10  | 17/19 | 6  | [300] |
| Pipes of Terror   |    |    |    |    |    |     |       |    | [10]  |
| Icy Breath (10)   |    |    |    |    |    |     |       |    | [0]   |
| <b>Special Rules:</b> Crushing Strength(3), Elite(Melee), Fly, Nimble, Very Inspiring, Tundra Fighters, Brutal <b>Keywords:</b> Barbarian, Beast, Draconic, Human |    |    |    |    |    |     |       |    |       |

**Total Units:**  
**Total Primary Core Points:**

13  
2345 (100.0%)

**Total Unit Strength:**

25

| <b>Custom Rule</b> | <b>Description</b>   |
|--------------------|--|
| Frostbite          | If one or more points of damage are scored with this unit's Ice Shards attack, the target 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.                                |

  

| <b>Special Rule</b> | <b>Description</b>   |
|---------------------|--|
| 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.   |
| 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. |
| 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.   |
| 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.  |
| 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.   |
| 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.   |
| 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                                     |
|--|--|---|
| <b>Hex</b><br>Range: 30"<br>Enemy            | Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.   |   |
| <b>Icy Breath</b><br>Range: 10"<br>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.              |
| <b>Lightning Bolt</b><br>Range: 24"<br>Enemy | Roll to damage the enemy as normal.  | Piercing(1), Hits on a 5+ against units in Cover. |
| <b>Wind Blast</b><br>Range: 18"<br>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  |
|-------------------------------|--|
| 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.   |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.  |
| Trickster's Wand              | The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game. |
| Hammer of Measured Force      | In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.  |
| Zephyr Crown                  | The unit gains the Wind Blast (5) spell, or if the unit already has a Wind Blast spell, its value is increased by 3.   |
| The Boomstick                 | The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.   |