

# Ice and Burrow

3000 / 3000 VALID

## Northern Alliance [3000]

Ice Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Inf Horde [240]</b> Ice Shards (12", Piercing(1),Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(1),Shambling, Chilling Presence, Frostbite</i> <b>Keywords:</b> <i>Frostbound</i>	6	4+	4+	5+	3	18	-/17	3	[240]
<b>Lrg Inf Horde [240]</b> Ice Shards (12", Piercing(1),Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(1),Shambling, Chilling Presence, Frostbite</i> <b>Keywords:</b> <i>Frostbound</i>	6	4+	4+	5+	3	18	-/17	3	[240]
<b>Lrg Inf Horde [240]</b> Ice Shards (12", Piercing(1),Steady Aim) <b>Special Rules:</b> <i>Crushing Strength(1),Shambling, Chilling Presence, Frostbite</i> <b>Keywords:</b> <i>Frostbound</i>	6	4+	4+	5+	3	18	-/17	3	[240]

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

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

Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Cav Regiment [145]</b> Ice Bombs Ice Bombs (18", Att: 6, Ra: 4+, Piercing(1),Steady Aim) <b>Special Rules:</b> <i>Fly, Fury, Nimble, Thunderous Charge(2),Ice Runes</i> <b>Keywords:</b> <i>Dwarf, Raven</i>	10	3+	-	4+	2	9	11/13	4	[135] [10]
<b>Lrg Cav Regiment [145]</b> Ice Bombs Ice Bombs (18", Att: 6, Ra: 4+, Piercing(1),Steady Aim) <b>Special Rules:</b> <i>Fly, Fury, Nimble, Thunderous Charge(2),Ice Runes</i> <b>Keywords:</b> <i>Dwarf, Raven</i>	10	3+	-	4+	2	9	11/13	4	[135] [10]

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

Cavern Dweller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon 1 [210]</b> <b>Special Rules:</b> <i>Crushing Strength(3),Lifeleech(3),Strider, Chilling Presence</i> <b>Keywords:</b> <i>Blind, Cannibal</i>	6	3+	-	5+	1	D6+6	16/18	4	[210]
<b>Mon 1 [210]</b> <b>Special Rules:</b> <i>Crushing Strength(3),Lifeleech(3),Strider, Chilling Presence</i> <b>Keywords:</b> <i>Blind, Cannibal</i>	6	3+	-	5+	1	D6+6	16/18	4	[210]

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [120]</b> Surge (8) Heal (5) <b>Special Rules:</b> <i>Ensnare, Individual, Inspiring, Master of Ice</i> <b>Keywords:</b> <i>Elf, Frostbound</i>	6	5+	-	4+	0	1	10/12	2	[55] [30] [35]
<b>Hero (Inf) 1 Spellcaster 2 [120]</b> Surge (8) Heal (5) <b>Special Rules:</b> <i>Ensnare, Individual, Inspiring, Master of Ice</i> <b>Keywords:</b> <i>Elf, Frostbound</i>	6	5+	-	4+	0	1	10/12	2	[55] [30] [35]

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

**Total Units:** 17 **Total Unit Strength:** 30  
**Total Primary Core Points:** 3000 (100.0%)

Custom Rule	Description
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.
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.

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.
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.
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
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.
Lifeflech	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. Lifeflech has a maximum total of 3.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Icy Breath</b> 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.
<b>Surge</b> 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. 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.	
<b>Artefact</b>	<b>Description</b>	
Mead of Madness	The unit gains the Wild Charge (+1) special rule.	
Chalice of Wrath	The unit gains the Fury special rule.	
Dwarven Ale	The unit gains the Headstrong special rule.	