Ice Kindred Copy

2500 / 2500 VALID

1st Battalion

Dragon Kindred Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	10	3+	4+	5+	2	10	19	5	[315]
Healing Brew									[5]
Dragon's Breath (12")									
Special Rules: *Crushing Strength(3),Elite(Combat),Fly, Inspiring*									

Mage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	13	2	[120]
Blizzard(4)									[40]
Special Rules: *Elite(Spells),Individual, Yielding* ***Traits:*** *Spellcaster*									

Kindred Archers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	5+	5+	4+	2	10	16	2	[130]
Bows (24")									
Special Rules: *Elite(Ranged)* ***Traits:*** *Kindred*									
Core Inf Regiment	6	5+	5+	4+	2	10	16	2	[130]
Bows (24")									
Special Rules: *Elite(Ranged)* ***Traits:*** *Kindred*									

Kindred Tallspears	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Celt proxy] Core Inf Regiment	6	4+	-	4+	2	15	16	2	[120]
Special Rules: *Elite(Combat),Phalanx* ***Traits:*** *Kindred*									
[Celt proxy] Core Inf Regiment	6	4+	-	4+	2	15	16	2	[120]
Special Rules: *Elite(Combat),Phalanx* ***Traits:*** *Kindred*									

Critters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]
Special Rules: *Fly, Height(1),Pathfinder, Vicious(Combat)* ***Traits:*** *Sylvan*									

Stormwind Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Cav Troop	9	3+	-	5+	1	9	13	3	[145]
Special Rules: *Elite(Combat),Thunderous Charge(3)*									

Therennian Sea Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	6	4+	5+	4+	2	12	16	2	[155]
Bows (24")									
Special Rules: *Elite(Combat),Phalanx* ***Traits:*** *Kindred*									

Forest Shamblers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	6	4+	-	5+	2	16	17	3	[195]
Diadem of Dragonkind									[30]
Fireball (4)									
Special Rules: *Crushing Strength(1),Fearless, Scout, Shambling* ***Traits:*** *Sylvan*									

Bolt Thrower [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	6	-	5+	4+	1	2	12	2	[80]
Bolt Thrower (48", Blast (D3),Elite(Ranged),Piercing (2),Reload)									

Dragon Breath [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	6	-	4+	4+	1	15	12	2	[115]
Dragon Breath (12", Elite(Ranged), Shattering (1))									

2nd Battalion

Archwraith	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	6	3+	-	4+	2	7	15	2	[155]
Special Rules: *Crushing Strength(1),Elite(Combat),Fearless, Individual, Inspiring, Pathfinder, Wild Charge(D3)*									

Kindred Tallspears	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	6	4+	-	4+	2	15	16	2	[120]
Special Rules: *Elite(Combat),Phalanx* ***Traits:*** *Kindred*									

Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Elf Berserkers] Core Inf Regiment	6	3+	-	**4**+	2	12	17	2	[160]
Boskwraiths - Requires Archwraith									[0]
Special Rules: *Crushing Strength(1),Elite(Combat),Wild Charge(D3),Pathfinder* ***Traits: Sylvan***									

Hunters of the Wild [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
[Snowmen] Core (Aux) Hvy Inf Regiment	5	3+	-	4+	2	15	14	2	[110]
Special Rules: *Pathfinder, Scout* ***Traits:*** *Sylvan*									
[Snowmen] Core (Aux) Hvy Inf Regiment	5	3+	-	4+	2	15	14	2	[110]
Special Rules: *Pathfinder, Scout* ***Traits:*** *Sylvan*									

Therennian Sea Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Regiment	6	4+	5+	4+	2	12	16	2	[155]
Bows (24")									
Special Rules: *Elite(Combat),Phalanx* ***Traits:*** *Kindred*									

Total Units: 18 **Total Unit Strength:** 31
Total Points: 2500

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.
Hunting Cat	4	Units with the Kindred Trait only. The unit may make a ranged attack with the following profile (12", Att: 6) and this hits on a 3+ regardless of modifiers.
Rodinar's Presence	4	The unit gains the Headstrong and Inspiring (Self) special rules until the start of its next Turn.

Special Rule	Description
Blast (n)	For each of the unit's attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
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.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit's entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
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.
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
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.
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 Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. 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 as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an Advance! movement order instead of two.
Shattering (n)	If a unit is damaged by the ranged attacks of one or more units with this rule, add (n) to the subsequent Nerve test at the end of the Ranged Phase. If an enemy unit is subject to both the Shattering and Dread special rules, the attacking player must choose to use either the Shattering or the Dread modifiers. Both cannot be applied against the same unit.
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**
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Diadem of Dragonkind	The unit gains the Fireball (4) spell, or if the unit already has a Fireball spell, its value is increased by 2.