

1st Battalion

Lord on Frostfang	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	7	3+	-	5+	2	7	17	4	[180]
Special Rules: <i>Crushing Strength(2), Inspiring, Strider, Wild Charge(1)</i>									

Thegn [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Cav)	7	3+	-	5+	1	5	15	4	[160]
Frostfang									[35]
Special Rules: <i>Crushing Strength(2), Rallying(Barbarian Trait only), Inspiring, Wild Charge(1), Strider</i>									

Human Tribesmen	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	3+	-	5+	2	12	16	2	[140]
Special Rules: <i>Crushing Strength(1), Wild Charge(1) Traits: Barbarian</i>									
Core Inf Regiment	5	3+	-	5+	2	12	16	2	[140]
Special Rules: <i>Crushing Strength(1), Wild Charge(1) Traits: Barbarian</i>									
Core Inf Horde	5	3+	-	4+	4	25	24	2	[235]
Two-handed Weapons									[0]
Fire-Oil									[5]
Special Rules: <i>Crushing Strength(1 / +1 vs. units with Regeneration), Wild Charge(1), Crushing Strength(2), Piercing(+1 vs. units with Regeneration) Traits: Barbarian</i>									

Ice Naiads	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	25	23	2	[205]
Special Rules: <i>Ensnare, Regeneration(5+), Wild Charge(1)</i>									

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: <i>Height(1), Nimble, Pathfinder, Stealthy, Vicious(Combat)</i>									

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: <i>Crushing Strength(2), Retaliate!, Wild Charge(1) Traits: Barbarian</i>									
Specialist Hvy Inf Regiment	5	3+	-	5+	2	20	17	2	[205]
Special Rules: <i>Crushing Strength(2), Retaliate!, Wild Charge(1) Traits: Barbarian</i>									

Frostclaw Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Regiment	10	3+	-	4+	2	16	16	4	[215]
Sir Jesse's Boots of Striding									[15]
Special Rules: <i>Feint, Fly, Frostbite, Headstrong, Thunderous Charge(2) Traits: Frostbeast</i>									

Frostfang Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Regiment	7	3+	-	5+	2	30	17	4	[310]
Brew of Sharpness									[45]
Special Rules: <i>Crushing Strength(2), Strider, Wild Charge(1) Traits: Barbarian, Frostbeast</i>									

Cavern Dweller	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	3+	-	5+	2	D6+7	18	5	[225]
Special Rules: <i>Crushing Strength(3), Fearless, Lifeleech(3), Strider Traits: Frostbeast</i>									

Total Units: 12
Total Points: 2300

Total Unit Strength: 26

Command Order	Target	Description
For Talanaar!	5	Infantry and Heavy Infantry units only. The unit gains the Vicious (Combat) special rule.
Chilling Presence	5	Units with the Frostbeast Trait only. At the end of the Movement Phase, all enemy units within 6" of this unit are given the Frozen status.

Special Rule	Description
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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.
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.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
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.
Frostbite	If one or more points of damage are scored with this unit's attack, the target enemy unit is given the Frozen status (see page 47).
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 4+ it shrugs off the effects of Wavering – remove the Wavering status from the unit.
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).
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.
Lifefeech (n)	When this unit completes its to-hit and to-damage rolls in 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).
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.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
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!
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!
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).
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.

Brew of Sharpness

The unit has a +1 to hit modifier with Combat attacks.