

## 1st Battalion

<b>Ice Queen [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[185]
Zephyr Crown									[20]
Icy Breath (10)									[30]
Heal (5)									[25]
Wind Blast (9)									[20]
<b>Special Rules:</b> Ensnare, Individual, Inspiring, Yielding, Chilling Accuracy <b>Traits:</b> Spellcaster									
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[145]
Icy Breath (10)									[30]
Heal (5)									[25]
<b>Special Rules:</b> Ensnare, Individual, Inspiring, Yielding, Chilling Accuracy <b>Traits:</b> Spellcaster									

<b>Dwarf Clan Warriors</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	4	4+	-	5+	2	12	16	2	[120]
<b>Special Rules:</b> Headstrong, Wild Charge(1)									

<b>Ice Naiads</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	5	4+	-	4+	4	25	23	2	[210]
Fire-Oil									[5]
<b>Special Rules:</b> Ensnare, Regeneration(5+), Wild Charge(1), Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration)									
Core Inf Horde	5	4+	-	4+	4	25	23	2	[210]
Liliana's Tear									[5]
<b>Special Rules:</b> Ensnare, Regeneration(5+), Wild Charge(1)									

<b>Snow Foxes</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	8	5+	-	2+	1	10	11	1	[80]
<b>Special Rules:</b> Height(1), Nimble, Pathfinder, Stealthy, Vicious(Combat)									

<b>Hearthguard [2]</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Hvy Inf Regiment	5	3+	-	5+	2	20	17	2	[230]
Blessing of the Gods									[25]
<b>Special Rules:</b> Crushing Strength(2), Retaliate!, Wild Charge(1), Elite <b>Traits:</b> Barbarian									

<b>Snow Trolls</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Mon Inf Regiment	6	4+	-	5+	2	16	17	3	[210]
Blade of Slashing									[5]
<b>Special Rules:</b> Crushing Strength(2), Regeneration(5+), Vicious(Combat), Wild Charge(1) <b>Traits:</b> Frostbeast									
Specialist Mon Inf Regiment	6	4+	-	5+	2	16	17	3	[210]
Mace of Crushing									[5]
<b>Special Rules:</b> Crushing Strength(2), Regeneration(5+), Vicious(Combat), Wild Charge(1) <b>Traits:</b> Frostbeast									

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

<b>Frost Giant</b>	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	4+	-	5+	2	D6+8	20	6	[250]
Giant Club									[0]
Icy Breath (8)									[0]
<b>Special Rules:</b> Brutal(1), Crushing Strength(4), Height(6), Strider, Rampage(D6 - Combat) <b>Traits:</b> Frostbeast									

**Total Units:** 12  
**Total Points:** 2300

**Total Unit Strength:** 25

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.
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Special Rule	Description
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Chilling Accuracy	The Ice Queen has the Elite (Ranged) special rule while targeting enemy units with the Frozen status, or friendly units, with any spells.
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.
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.
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).
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.
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.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
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.
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
<b>Heal</b> Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
<b>Icy Breath</b> Range: 12" Magical Missile	Frostbite
<b>Wind Blast</b> Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways (on the side opposite 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 just out of contact with enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on Speed 0 units.
Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
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).
Liliana's Tear	The unit is not affected by the Dread, Shattering, or Brutal special rules.
Mace of Crushing	Whenever the unit rolls to damage in Combat, it can reroll one of the dice that failed to damage.
Blessing of the Gods	The unit gains the Elite special rule.
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.