



NORTHERN ALLIANCE

GOOD

Half-Elf Berserkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	3	2	1	15	-/13	115
Fire-Oil									
Iron Resolve, Thunderous Charge (1), Wild Charge (D3)									
Keywords: Berserker, Half-elf									
									5
									[120]

Huscarls

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	5	2	3	20	15/17	225
Wine of Elvenkind									
Crushing Strength (2), Fury, Wild Charge (1)									
Keywords: Barbarian, Human									
									40
									[265]

Ice Kin Hunters

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	4	3	2	1	10	10/12	135
Piercing Arrow									
Elite, Ice-Tipped Arrows, Pathfinder, Scout									
Bows (24", Steady Aim)									
Keywords: Elf, Tracker									
									10
									[145]

Ice Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	6	4	4	5	3	3	18	-/17	[240]
Crushing Strength (1), Frostbite, Shambling Ice Shards (10", Piercing (1), Steady Aim)									
Keywords: Frostbound									
Horde(6)	6	4	4	5	3	3	18	-/17	[240]
Crushing Strength (1), Frostbite, Shambling Ice Shards (10", Piercing (1), Steady Aim)									
Keywords: Frostbound									

Tundra Wolves*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	3	-	4	2	3	18	13/15	180
Maccwar's Potion of the Caterpillar									
Nimble, Thunderous Charge (1)									
Keywords: Beast, Tundra Wolf									
									20
									[200]

Frostfang Cavalry

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	7	4	-	5	4	3	30	15/17	265
Brew of Haste									
Crushing Strength (2), Strider, Wild Charge (1)									
Keywords: Frostfang, Human									
									20
									[285]

Cavern Dweller

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	3	-	5	4	1	D6+6	16/18	[210]
Crushing Strength (3), Lifeleech (3), Strider									
Keywords: Blind, Cannibal									

Ice Kin Bolt Thrower										War Engine
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	-	4	4	2	0	2	10/12	[95]	
Ice-Tipped Bolts Bolt Thrower (48", Blast (D3), Elite (Ranged), Piercing (2), Reload) Keywords: Elf										
Ice-Queen										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	10/12	80	
Shroud of the Saint Heal (5) Replace Icy Breath (10) with Surge (8)										25
Ensnare, Individual, Master of Ice, Very Inspiring Spells: Heal (5), Surge (8) Keywords: Elf, Frostbound										35
										0
										[140]
Lord on Chimera										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	17/19	310	
Hann's Sanguinary Scripture										10
Crushing Strength (3), Elite (Melee), Fly, Nimble, Very Inspiring Spells: Icy Breath (10) Keywords: Barbarian, Beast, Draconic, Human										[320]
Skald										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	5	4	4	2	0	2	10/12	55	
Lute of Insatiable Darkness										25
Individual, Inspiring Throwing Axes (12", Piercing (1), Steady Aim) Keywords: Human										[80]
Hrimm, Legendary Ice Giant [1]										Hero (Ttn) Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	4	-	5	6	1	D6+10	-/20	[260]	
Brutal, Crushing Strength (4), Slayer (Melee - D6), Strider, Very Inspiring Spells: Icy Breath (12) Keywords: Frostbound, Giant										

Total Unit Strength: 20
Total Core: 2600 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Brew of Haste	This unit increases its Speed stat by +1.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (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 <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
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.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
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.
Fury	While Wavering, this unit may still declare a Counter Charge.

Hann's Sanguinary Scripture	The unit gains the <i>Lifeleech</i> (+1) special rule.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Ice-Tipped Arrows	If one or more points of damage are scored with this unit's Bow attack, the target enemy unit is given the <i>Frozen</i> special rule.
Ice-Tipped Bolts	If one or more points of damage are scored with this unit's Bolt Thrower attack, the target enemy unit is given the <i>Frozen</i> special rule.
Icy Breath	Spell: 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 <i>Frozen</i> special rule.
Individual Inspiring	See page 34 (page 30 in gamers edition) If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previous suffered.
Lifeleech	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. <i>Lifeleech</i> has a maximum total of 3.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Master of Ice	When targeting Friendly Core Frostbound units or Enemy units which have the <i>Frozen</i> 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.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
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 At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. 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 in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
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.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Strider	This unit's Charge is not Hindered when charging through or ending its Charge on, Difficult Terrain or Obstacles.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> 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.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> Inspiring: If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
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 <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.
Wine of Elvenkind	The unit gains the <i>Nimble</i> special rule.