



Northern Alliance [1995]

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [295]	5	4+	-	4+	4	30	20/22	2	[230]
Tundra Fighters									[10]
Spears									[15]
Brew of Strength									[40]
Special Rules: Ensnare, Regeneration(5+), Wild Charge(1), Icy-Blood, Tundra Fighters, Phalanx, Crushing Strength(1) Keywords: Frostbound, Naiad									

Pack Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [145]	5	4+	4+	3+	2	12	13/15	2	[145]
Bows (24")									
Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1) Keywords: Barbarian, Human, Tracker									
Inf Regiment [145]	5	4+	4+	3+	2	12	13/15	2	[145]
Bows (24")									
Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1) Keywords: Barbarian, Human, Tracker									

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

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

Cavern Dweller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [210]	6	3+	-	5+	1	D6+6	16/18	4	[210]
Special Rules: Crushing Strength(3), Lifeleech(3), Strider, Vicious, Wild Charge(2), Chilling Presence Keywords: Blind, Cannibal									

Ice Blade	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [105]	6	3+	-	4+	0	6	-/14	2	[105]
Special Rules: Command, Crushing Strength(1), Duelist, Individual, Inspiring, Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf									

Thegn on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [125]	7	3+	-	5+	1	5	13/15	4	[125]
Special Rules: Command, Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters Keywords: Barbarian, Frostfang, Human									

Snow Troll Prime	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [120]	6	3+	-	5+	1	5	13/16	3	[120]
Special Rules: Command, Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords: Troll									

[F] Half-Elf Berserkers (Talannar's Vanguard) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [125]	6	3+	-	3+	1	15	-/13	2	[125]
Special Rules: Crushing Strength(1), Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf									

[F] Half-Elf Berserkers (Talannar's Vanguard) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop [125]	6	3+	-	3+	1	15	-/13	2	[125]
Special Rules: Crushing Strength(1), Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf									

[F] Frostclaw Riders (Talannar's Vanguard)* [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [160]	10	3+	-	4+	2	9	12/14	4	[150]
Ice Bombs									[10]
Ice Bombs (18", Att: 6, Ra: 4+, Piercing(1), Steady Aim)									
Special Rules: Fly, Fury, Nimble, Rallying(1 - Half-Elf Only), Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven									

Total Units:
Total Primary Core Points:

13
1995 (100.0%)

Total Unit Strength:

22

Custom Rule	Description
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) special rule.

Special Rule	Description
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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit triples its number of Attacks.
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.
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.
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) 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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
Lifefeech	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. Lifefeech 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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, 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.
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)
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.

Artefact	Description
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.