



Dwarf Clan Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [115]	4	4+	-	5+	3	12	14/16	2	[115]
<i>Special Rules:</i> Fury, Wild Charge(1),Ordered March <i>Keywords:</i> Dwarf									
Inf Regiment [115]	4	4+	-	5+	3	12	14/16	2	[115]
<i>Special Rules:</i> Fury, Wild Charge(1),Ordered March <i>Keywords:</i> Dwarf									

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [240]	5	4+	-	4+	4	25	20/22	2	[230]
Hann's Sanguinary Scripture [10]									
<i>Special Rules:</i> Ensnare, Regeneration(5+),Wild Charge(1),Icy-Blood, Lifeleech(1) <i>Keywords:</i> Frostbound, Naiad									

Pack Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [135]	5	4+	4+	3+	2	12	13/15	2	[135]
Bows (24")									
<i>Special Rules:</i> Pathfinder, Stealthy, Thunderous Charge(1),Wild Charge(1) <i>Keywords:</i> Barbarian, Human, Tracker									
Inf Regiment [135]	5	4+	4+	3+	2	12	13/15	2	[135]
Bows (24")									
<i>Special Rules:</i> Pathfinder, Stealthy, Thunderous Charge(1),Wild Charge(1) <i>Keywords:</i> Barbarian, Human, Tracker									

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]
<i>Special Rules:</i> Crushing Strength(2),Inspiring, Nimble, Strider, Wild Charge(1),Tundra Fighters <i>Keywords:</i> Barbarian, Frostfang, Human									

Snow Troll Prime	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [135]	6	3+	-	5+	1	5	13/16	3	[120]
Trickster's Wand [15]									
Hex (2)									
<i>Special Rules:</i> Crushing Strength(2),Inspiring, Nimble, Regeneration(5+),Vicious(Melee),Wild Charge(1) <i>Keywords:</i> Troll									

Total Units:7

Total Unit Strength:16

Total Primary Core Points:1000 (100.0%)

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
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fury	While Wavering, this unit may still declare a Counter Charge.
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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.
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. Lifeleech 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.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
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.
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.

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.

Spell	Description	Special Rules
Hex Range: 30" Enemy	Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase.	

Artefact	Description
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Trickster's Wand	The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game.