

**NORTHERN ALLIANCE WARBAND SPECIAL ABILITY**

**HARDY VETERANS (x)** – use this ability at the start of the Round, before the warband takes its first Turn. Spend X power to clear X fatigue from models in the warband.

<b>Name</b>	Clansman		<b>Pts</b>	5	20mm
<b>Race</b>	Human	<b>Type</b>	Grunt		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>   <b>H</b>
5	5+	5+	5+	5+	1   2
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	2D8				

<b>Name</b>	Snow Troll		<b>Pts</b>	20	40mm
<b>Race</b>	Troll	<b>Type</b>	Large		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>   <b>H</b>
6	-	5+	4+	4+	5   3
<i>Regenerate, Vicious, Crushing Strength (2)</i>					
<b>Ranged</b>	-	<b>Equipment</b>			
<b>Melee</b>	4D8				
<b>NOTES</b> Vicious Swipe – When attempting to Break Away from a Troll, enemy models have a -1 modifier when they make their Armour Save roll.					

<b>Name</b>	Huscarl		<b>Pts</b>	9	25mm
<b>Race</b>	Human	<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>   <b>H</b>
5	5+	5+	4+	4+	2   2
<i>Crushing Strength (1)</i>					
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	3D8				

<b>Name</b>	Ice Kin Hunter		<b>Pts</b>	14	20mm
<b>Race</b>	Elf	<b>Type</b>	Support		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>   <b>H</b>
6	4+	5+	6+	4+	2   2
<i>Scout, Pathfinder, Marksman</i>					
<b>Ranged</b>	2D8	<b>Equipment</b>			
<b>Melee</b>	1D8	Bow (Range 12")			
<b>SPECIAL ABILITY</b> RAPID FIRE (2) - use this ability when this model is about to perform a ranged attack, before dice are rolled. The model may shoot twice at two different targets that are within 3" of each other following the normal targeting rules. This cannot be as part of a Group or Fatigue Action.					

<b>Name</b>	Ice Naiad		<b>Pts</b>	8	20mm
<b>Race</b>	Neritic	<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>   <b>H</b>
6	5+	5+	6+	5+	2   2
<i>Regenerate</i>					
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	2D8				
<b>NOTES</b> Frost-Trident - For each 8 this model scores when making a Melee attack, instead of rolling another dice, only 1 hit is scored but it is resolved with Crushing Strength (2).					

<b>Name</b>	Berserker		<b>Pts</b>	9	20mm
<b>Race</b>	Half-elf	<b>Type</b>	Warrior		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>   <b>H</b>
6	-	3+	6+	4+	2   2
<i>Vicious</i>					
<b>Ranged</b>	-	<b>Equipment</b>			
<b>Melee</b>	3D8				
<b>SPECIAL ABILITY</b> FRENZY (1) - Use this ability to gain 2 bonus dice when this model makes a Melee Attack. Spend the power before rolling any dice.					

<b>Name</b>	Clansman		<b>Pts</b>	6	20mm
<b>Race</b>	Dwarf	<b>Type</b>	Grunt		
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>   <b>H</b>
4	6+	4+	4+	5+	1   2
<i>Headstrong</i>					
<b>Ranged</b>	1D8	<b>Equipment</b>			
<b>Melee</b>	3D8				

<b>Name</b>	Snow Troll Prime		<b>Pts</b>	25	40mm
<b>Race</b>	Troll	<b>Type</b>	Large, Command		
<b>Power Dice 1 x B</b>					
<b>Sp</b>	<b>Ra</b>	<b>Me</b>	<b>Ar</b>	<b>Ne</b>	<b>Wn</b>   <b>H</b>
6	-	4+	4+	4+	5   3
<i>Regenerate, Vicious, Crushing Strength (2)</i>					
<b>Ranged</b>	-	<b>Equipment</b>			
<b>Melee</b>	4D8				
<b>NOTES</b> Vicious Swipe – When attempting to Break Away from a Troll, enemy models have a -1 modifier when they make their Armour Save roll.					