

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.

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|--|-----------|-------------------|-----------|-----------|-----------|----------|
| Name Human Clansman | | Pts 9 | | 20mm | | |
| Race Human | | Type Grunt | | | | |
| Sp | Ra | Me | Ar | Ne | Wn | H |
| 5 | 5+ | 5+ | 5+ | 5+ | 1 | 2 |
| Ranged 1D8 Equipment Melee 2D8 | | | | | | |

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

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| Name Huscarl | | Pts 18 | | 25mm | | |
| Race Human | | Type Warrior | | | | |
| Sp | Ra | Me | Ar | Ne | Wn | H |
| 5 | 5+ | 5+ | 4+ | 4+ | 2 | 2 |
| <i>Crushing Strength (1)</i> Ranged 1D8 Equipment Melee 3D8 | | | | | | |

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|--|-----------|---------------------|-----------|-----------|-----------|----------|
| Name Ice Kin Hunter | | Pts 28 | | 20mm | | |
| Race Elf | | Type Support | | | | |
| Sp | Ra | Me | Ar | Ne | Wn | H |
| 6 | 4+ | 5+ | 6+ | 4+ | 2 | 2 |
| <i>Scout, Pathfinder, Marksman</i> Ranged 2D8 Equipment Melee 1D8 Bow (Range 12") SPECIAL ABILITY 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. | | | | | | |

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| Name Ice Naiad | | Pts 16 | | 20mm | | |
| Race Neritican | | Type Warrior | | | | |
| Sp | Ra | Me | Ar | Ne | Wn | H |
| 6 | 5+ | 5+ | 6+ | 5+ | 2 | 2 |
| <i>Regenerate</i> Ranged 1D8 Equipment Melee 2D8 NOTES 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). | | | | | | |

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| Name Berserker | | Pts 18 | | 20mm | | |
| Race Half-elf | | Type Warrior | | | | |
| Sp | Ra | Me | Ar | Ne | Wn | H |
| 6 | - | 3+ | 6+ | 4+ | 2 | 2 |
| <i>Vicious</i> Ranged - Equipment Melee 3D8 SPECIAL ABILITY FRENZY (1) - Use this ability to gain 2 bonus dice when this model makes a Melee Attack. Spend the power before rolling any dice. | | | | | | |

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| Name Dwarfen Clansman | | Pts 11 | | 20mm | | |
| Race Dwarf | | Type Grunt | | | | |
| Sp | Ra | Me | Ar | Ne | Wn | H |
| 4 | 6+ | 4+ | 4+ | 5+ | 1 | 2 |
| <i>Headstrang</i> Ranged 1D8 Equipment Melee 3D8 | | | | | | |

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|---|-----------|----------------------------|-----------|-----------|-----------|----------|
| Name Snow Troll Prime | | Pts 50 | | 40mm | | |
| Race Troll | | Type Large, Command | | | | |
| Power Dice 1 x B | | | | | | |
| Sp | Ra | Me | Ar | Ne | Wn | H |
| 6 | - | 4+ | 4+ | 4+ | 5 | 3 |
| <i>Regenerate, Vicious, Crushing Strength (2)</i> Ranged - Equipment Melee 4D8 NOTES Vicious Swipe – When attempting to Break Away from a Troll, enemy models have a -1 modifier when they make their Armour Save roll. | | | | | | |