Alamo NA Hrimm Naiads

2750 / 2750 VALID

1st Battalion

Hrimm, Legendary Ice Giant [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Ti)	7	4+	-	5+	2	D6+10	20	6	[320]
Icy Breath (12)									[0]
Special Rules: *Brutal(1),Crushing Strength(4),Fearless, Height(6),Slayer(D6 - Combat),Strider, Inspiring*									

Ice Queen [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[135]
Banner of Command									[20]
Heal (5)									[25]
Special Rules: *Ensnare, Individual, Inspiring, Yielding, Chilling Accuracy* ***Traits:*** *Spellcaster*									
Champion Hero (Inf)	6	5+	-	4+	1	1	12	2	[130]
Ej Periscope									[5]
Celestial Restoration(3)									[35]
Special Rules: *Ensnare, Individual, Inspiring, Yielding, Chilling Accuracy, Leaper* ***Traits:*** *Spellcaster*									

Ice Naiads	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[130]
Blade of Slashing									[5]
Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1)*									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[125]
Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1)*									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[125]
Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1)*									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[125]
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Core Inf Regiment	5	4+	-	4+	2	12	15	2	[125]
Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1)*									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[125]
Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1)*									

Frost Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	4+	-	5+	2	D6+8	20	6	[250]
Giant Cleaver									[0]
Icy Breath (8)									[0]
Special Rules: *Brutal(1), Crushing Strength(4), Height(6), Strider, Slayer(D6 - Combat)* ***Traits:*** *Frostbeast*									
Support Ti	7	4+	-	5+	2	D6+8	20	6	[250]
Giant Club									[0]
Icy Breath (8)									[0]
Special Rules: *Brutal(1), Crushing Strength(4), Height(6), Strider, Rampage(D6 - Combat)* ***Traits:*** *Frostbeast*									
Support Ti	7	4+	-	5+	2	D6+8	20	6	[250]
Giant Club									[0]
Icy Breath (8)									[0]
Special Rules: *Brutal(1), Crushing Strength(4), Height(6), Strider, Rampage(D6 - Combat)* ***Traits:*** *Frostbeast*									

2nd Battalion

Clarion [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	8	4+	-	4+	2	4	13	3	[160]
Special Rules: *Aura(Iron Resolve (+1)),Fearless, Individual, Rallying, Very Inspiring*									

Ice Naiads	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[125]
Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1)*									
Core Inf Regiment	5	4+	-	4+	2	12	15	2	[125]
Special Rules: *Ensnare, Regeneration(5+),Wild Charge(1)*									

Frost Giant	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	7	4+	-	5+	2	D6+8	20	6	[250]
Giant Club									[0]
Icy Breath (8)									[0]
Special Rules: *Brutal(1),Crushing Strength(4),Height(6),Strider, Rampage(D6 - Combat)* ***Traits:*** *Frostbeast*									

Total Units:	16	**Total Unit Strength:**	30
Total Points:	2750		

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
For Talanaar!	5	Infantry and Heavy Infantry units only. The unit gains the Vicious (Combat) special rule.
Chilling Presence	4	Units with the Frostbeast Trait only. This order requires two dice to be successful to be issued. This unit gains Cloak of Death until the end of the Turn. Any enemy units that take damage from this Cloak of Death are given the Frozen status.

Special Rule	Description
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. An Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Brutal (n)	When testing the Nerve of an enemy unit in Combat with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use. Both cannot be applied against the same unit at the same time.
Chilling Accuracy	The Ice Queen has the Elite (Ranged) special rule while targeting enemy units with the Frozen status, or friendly units, with any spells.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Ensnare	In Combat, attacks against this unit’s front suffer an additional -1 to hit.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Rallying	Friendly units within 6” of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Rampage (n)	When attacking an enemy unit with the Infantry, Heavy Infantry, Cavalry or War Engine unit type, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.
Regeneration (n)	Once per Turn, immediately before resolving the unit’s Movement order, 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.
Slayer (n)	When attacking an enemy unit with the Large Infantry, Large Cavalry, or Monster unit types, a unit with this special rule gains (n) additional attacks. If Engaged with several qualifying units, choose which one unit the bonus attacks are allocated to.

Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, 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, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Celestial Restoration Range: 36" Friendly, CC, Indirect	Blast (D3). Instead of causing damage, the total number of hits is the number of points of damage that are immediately removed from the target unit. Dice rolled to hit with this spell cannot be re-rolled for any reason.
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Icy Breath Range: 12" Magical Missile	Frostbite

Artefact	Description
Blade of Slashing	Whenever the unit rolls to hit in Combat, it can re-roll one of the dice that failed to hit.
Ej Periscope	Infantry only. The hero gains the Leaper special rule.
Banner of Command	When rolling to issue a Command Order with this unit, add an additional die to the attempt.