

Daniel Graves;The Northern King at The Northern Kings with The Northern Kings.

2300 / 2300 VALID



Northern Alliance [2300]

Half-Elf Berserkers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [180]	6	3+	-	3+	3	20	-/17	2	[180]
<i>Special Rules: Iron Resolve, Thunderous Charge(1), Wild Charge(D3) Keywords: Berserker, Half-elf</i>									

Ice Kin Hunters Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [190]	6	3+	4+	3+	3	12	14/16	2	[190]
Bows (24", Steady Aim)									
<i>Special Rules: Elite, Pathfinder, Scout, Ice-Tipped Arrows Keywords: Elf, Tracker</i>									

Huscarls Heavy Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [230]	5	3+	-	5+	3	20	15/17	2	[225]
Healing Brew									
<i>Special Rules: Crushing Strength(2), Fury, Wild Charge(1) Keywords: Barbarian, Human</i>									

Ice Elementals Large Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [240]	6	4+	4+	5+	3	18	-/17	3	[240]
Ice Shards (10", Piercing(1), Steady Aim)									
<i>Special Rules: Crushing Strength(1), Shambling, Frostbite Keywords: Frostbound</i>									

Snow Trolls Monstrous Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [235]	6	4+	-	5+	3	18	15/18	3	[220]
Chalice of Wrath									
<i>Special Rules: Crushing Strength(2), Regeneration(5+), Vicious(Melee), Wild Charge(1), Fury Keywords: Troll</i>									

Tundra Wolves* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [195]	9	3+	-	4+	3	18	13/15	2	[180]
Helm of the Drunken Ram									
<i>Special Rules: Nimble, Thunderous Charge(2) Keywords: Beast, Tundra Wolf</i>									

Snow Foxes* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (3) [80]	8	5+	-	2+	1	10	9/11	1	[80]
<i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>									

Orlaf the Barbarian [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [135]	5	3+	-	4+	0	6	-/16	2	[135]
<i>Special Rules: Crushing Strength(2), Individual, Mighty, Vicious(Melee), Wild Charge(D3), Unstoppable Whirlwind Keywords: Barbarian, Human</i>									

Serakina, the Ice-Queen [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2 [130]	6	5+	-	4+	0	1	11/13	2	[130]
Surge (8)									
Wind Blast (6)									
<i>Special Rules: Ensnare, Individual, Radiance of Life(Frostbound only), Very Inspiring, Master of Ice, Frozen Winds Keywords: Frostbound</i>									

Clarion [1] Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [115]	8	3+	4+	4+	0	5	11/13	3	[115]
Throwing Axes (12", Piercing(1))									
<i>Special Rules: Dread, Individual, Very Inspiring Keywords: Emissary, Human</i>									

Hrimm, Legendary Ice Giant [1] Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [260]	7	4+	-	5+	1	D6+10	-/20	6	[260]
Icy Breath (12)									
<i>Special Rules: Brutal, Crushing Strength(4), Slayer(Melee D6), Strider, Very Inspiring Keywords: Frostbound, Giant</i>									

Lord on Chimera Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 0 [310] Icy Breath (10) <i>Special Rules: Crushing Strength(3),Elite(Melee),Fly, Nimble, Very Inspiring</i> Keywords: Barbarian, Beast, Draconic, Human	10	3+	-	5+	1	10	17/19	6	[310] [0]

Total Units:

12

Total Unit Strength:

21

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
Ice-Tipped Arrows	If one or more points of damage are scored with this unit's Bow attack, the target enemy unit is given the Frozen special rule.
Frostbite	If one or more points of damage are scored with this unit's Ice Shards attack, the target enemy unit is given the Frozen special rule.
Unstoppable Whirlwind	Once per game, declare you are using this ability just before Orlaf attacks in a melee. For the rest of this Melee phase, Orlaf has 12 Attacks instead of 6.
Master of Ice	When targeting Friendly Core Frostbound units or Enemy units which have the Frozen special rule, this unit can reroll one of the dice that failed to hit with Bane Chant, Heal, Icy Breath, Wind Blast, Surge or Blizzard.
Frozen Winds	If one or more hits are scored with Serakina's Wind Blast spell, the target enemy unit is given the Frozen special rule for the duration of its next Turn.

Special Rule	Description
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dread	While within 6" of this unit, Enemy units have -1 to their Wavering and Rout Nerve values, in addition to any other modifiers that may apply. A unit can only be affected by a single source of Dread – multiple sources are not cumulative. If an Enemy unit is subject to both the Brutal and Dread special rules or the Shattering and Dread special rules, the attacking player must choose to use either the Brutal/Shattering or the Dread modifiers. Both cannot be applied against the same unit.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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. 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.
Individual	See the Rules Chapter for Individuals
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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 suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Radiance of Life	In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.
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.

Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).
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, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.

Spell	Description	Special Rules
Icy Breath Range: 10" Enemy	Roll to damage the Enemy unit as normal. If one or more points of damage are dealt, the target Enemy unit is given the Frozen special rule.	Hits on a 5+ against units in Cover.
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.	
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1 inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1 inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Chalice of Wrath	The unit gains the Fury special rule.
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.