

 Northern Alliance 2023 [2300]

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment (20) [225] Hearthguard <i>Special Rules:</i> Crushing Strength(2), Wild Charge(1), Fury Keywords: Barbarian, Human	5	3+	-	5+	3	20	15/17	2	[150] [75]
Hv Inf Regiment (20) [225] Hearthguard <i>Special Rules:</i> Crushing Strength(2), Wild Charge(1), Fury Keywords: Barbarian, Human	5	3+	-	5+	3	20	15/17	2	[150] [75]
Inf Regiment (20) [150] <i>Special Rules:</i> Crushing Strength(1), Wild Charge(1) Keywords: Barbarian, Human	5	3+	-	5+	3	12	14/16	2	[150]
Inf Regiment (20) [150] <i>Special Rules:</i> Crushing Strength(1), Wild Charge(1) Keywords: Barbarian, Human	5	3+	-	5+	3	12	14/16	2	[150]

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (3) [155] <i>Special Rules:</i> Crushing Strength(2), Strider, Wild Charge(1) Keywords: Frostfang, Human	7	4+	-	5+	2	15	12/14	4	[155]
Lrg Cav Regiment (3) [155] <i>Special Rules:</i> Crushing Strength(2), Strider, Wild Charge(1) Keywords: Frostfang, Human	7	4+	-	5+	2	15	12/14	4	[155]

Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (2+) [145] Ice Bombs Ice Bombs (18", Att: 6, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules:</i> Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven	10	3+	-	4+	2	9	11/13	4	[135] [10]

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

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [115] Heal (5) Barkskin[1](5) <i>Special Rules:</i> Ensnare, Individual, Inspiring, Master of Ice Keywords: Elf, Frostbound	6	5+	-	4+	0	1	10/12	2	[55] [35] [25]
Hero (Inf) 1 Spellcaster 2 [110] Heal (5) Bane Chant (2) <i>Special Rules:</i> Ensnare, Individual, Inspiring, Master of Ice Keywords: Elf, Frostbound	6	5+	-	4+	0	1	10/12	2	[55] [35] [20]

Lord on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [190] Snow Fox <i>Special Rules:</i> Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Tundra Fighters Keywords: Barbarian, Frostfang, Human	7	3+	-	5+	1	8	15/17	4	[180] [10]
Hero (Lrg Cav) 1 [190] Snow Fox <i>Special Rules:</i> Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Tundra Fighters Keywords: Barbarian, Frostfang, Human	7	3+	-	5+	1	8	15/17	4	[180] [10]

[F] Half-Elf Berserkers (Talannar's Vanguard) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [125] <i>Special Rules:</i> Crushing Strength(1), Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf	6	3+	-	3+	1	15	-/13	2	[125]

[F] Half-Elf Berserkers (Talannar's Vanguard) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [125] <i>Special Rules:</i> Crushing Strength(1), Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf	6	3+	-	3+	1	15	-/13	2	[125]

[F] Frostclaw Riders (Talannar's Vanguard)* [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (2+) [160] Ice Bombs Ice Bombs (18", Att: 6, Ra: 4+, Piercing(1), Steady Aim) Special Rules: Fly, Fury, Nimble, Rallying(1 - Half-Elf Only), Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven	10	3+	-	4+	2	9	12/14	4	[150] [10]

Total Units: 15 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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.
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.
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. This includes Difficult Terrain the unit started in. 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.
Ice Runes	If one or more points of damage are scored with this unit's melee attacks, the damaged enemy unit is given the Frozen special rule.
Individual	See the Rules Chapter for Individuals
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
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 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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1), its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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).
Tundra Fighters	Units with this special rules gain Vicious (Melee - vs. units with the Frozen special rule only)
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, 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
Bane Chant Range: 12" Friendly, CC	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.	
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Barkskin [1] Range: 12" Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.	