



Northern Alliance 2023 [2300]

Dwarf Clan Warriors	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [75] <i>Special Rules: Fury, Wild Charge(1), Ordered March</i> Keywords: Dwarf	4	4+	-	5+	1	10	10/12	2	[75]

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

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

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [290] Brew of Strength <i>Special Rules: Crushing Strength(2), Wild Charge(1)</i> Keywords: Barbarian, Human	5	3+	-	5+	4	25	21/23	2	[250] [40]

Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (4+) [255] Ice Bombs Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes</i> Keywords: Dwarf, Raven	10	3+	-	4+	3	18	14/16	4	[240] [15]
Lrg Cav Horde (4+) [255] Ice Bombs Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes</i> Keywords: Dwarf, Raven	10	3+	-	4+	3	18	14/16	4	[240] [15]

Ice Kin Bolt Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [80] Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload) <i>Special Rules: Ice-Tipped Bolts</i> Keywords: Elf	6	0+	4+	4+	0	2	10/12	2	[80]
WE 1 [80] Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload) <i>Special Rules: Ice-Tipped Bolts</i> Keywords: Elf	6	0+	4+	4+	0	2	10/12	2	[80]

Ice Kin Master Hunter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115] Bows (24", Piercing(1)) <i>Special Rules: Elite, Individual, Pathfinder, Scout, Stealthy, Ice-Tipped Arrows</i> Keywords: Elf, Tracker	7	3+	3+	4+	0	3	11/13	2	[115]

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [105] Blizzard (2) Bane Chant (2) <i>Special Rules: Ensnare, Individual, Inspiring, Master of Ice</i> Keywords: Elf, Frostbound	6	5+	-	4+	0	1	10/12	2	[55] [30] [20]

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

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

Total Units: 14 **Total Unit Strength:** 24
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.
Ice-Tipped Bolts	If one or more points of damage are scored with this unit's Bolt Thrower attack, the target enemy unit is given the Frozen special rule.
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.
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.
Herald of the North	In the Movement phase, after this unit has completed its order, you may choose a single Enemy unit within 9" of this unit to gain the Frozen special rule.

Special Rule	Description
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
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. 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.
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.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
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.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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.
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).
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.	
Blizzard [1] Range: 30" Enemy	For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage.	Indirect, Piercing(1)

Artefact	Description
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.