Northern Alliance Chris Cowburn

2300 / 2300 VALID

Northern Alliance 2023 [2300]

Dwarf Clan Warriors	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
nf Troop (10) [75]	4	4+	-	5+	1	10	10/12	2	[75]
Special Rules: Fury, Wild Charge(1	1),Ordered Ma	arch Keywor	r ds: Dwarf						
	<u>S</u> m	Me	Ba	De	116	A44	No	114	Dto
Half-Elf Berserkers	Sp	<u>Me</u> 3+	Ra	De 3+	<u>US</u> 3	Att 20	Ne -/17	<u>Ht</u> 2	Pts
nf Regiment (20) [180] Special Rules: Iron Resolve, Thunc	•	-	- arao(D3) Ti		-			2	[180]
nf Regiment (20) [180]	6	3+	-	3+	3	20	-/17	2	[180]
Special Rules: Iron Resolve, Thund	derous Charg	•	arge(D3), Tu	Q .	•			-	[100]
Ice Kin Hunters	Sn	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [190]	Sp 6	3+	ка 4+	3+	3	12	14/16	<u>п</u>	[190]
Bows (24", Steady Aim)	-				5	12	14/10	2	[130]
Special Rules: Elite, Pathfinder, Sc nf Regiment (20) [190]	out, ice-rippe 6	ea Arrows Ke 3+	eyworas: E 4+	3+	3	12	14/16	2	[190]
Bows (24", Steady Aim)	-				5	12	14/10	2	[190]
Special Rules: Elite, Pathfinder, Sc	out, Ice-Tippe	ed Arrows Ke	eywords: E	lf, Tracker					
Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
nf Horde (40) [290]	5	3+	-	5+	4	25	21/23	2	[250]
Brew of Strength									[40]
Special Rules: Crushing Strength(2	2),Wild Charg	e(1) Keywor	ds: Barbari	ian, Human					
Frostclaw Riders*	Sp	Ме	Ra	De	US	Att	Ne	Ht	Pts
rg Cav Horde (4+) [255]	10	3+	-	4+	3	18	14/16	4	[240]
		5.						•	[15]
Ice Bombs									
Ice Bombs Ice Bombs (18", Att: 12, Ra: 4+, Piercii	ng(1),Steadv	Aim)							
			Runes Key	words: Dwa	nf, Raven				
Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T Lrg Cav Horde (4+) [255]			Runes Key -	words: Dwa 4+	nf, Raven 3	18	14/16	4	[240]
Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T Lrg Cav Horde (4+) [255] Ice Bombs	hunderous C 10	harge(2),Ice 3+	Runes Key -			18	14/16	4	
Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T Lrg Cav Horde (4+) [255] Ice Bombs Ice Bombs (18", Att: 12, Ra: 4+, Piercii	hunderous C 10 ng(1),Steady	harge(2),Ice 3+ Aim)	-	4+	3	18	14/16	4	[240]
Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T -rg Cav Horde (4+) [255] Ice Bombs	hunderous C 10 ng(1),Steady	harge(2),Ice 3+ Aim)	-	4+	3	18	14/16	4	[240]
Ice Bombs (18", Att: 12, Ra: 4+, Piercin Special Rules: Fly, Fury, Nimble, T -rg Cav Horde (4+) [255] Ice Bombs Ice Bombs (18", Att: 12, Ra: 4+, Piercin Special Rules: Fly, Fury, Nimble, T	hunderous C 10 ng(1),Steady hunderous C	harge(2),Ice 3+ Aim)	-	4+	3	18 Att	14/16 Ne	4 	[240]
Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T -rg Cav Horde (4+) [255] Ice Bombs Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T Ice Kin Bolt Thrower	hunderous C 10 ng(1),Steady	harge(2),Ice 3+ Aim) harge(2),Ice	- Runes Key	4+ words: Dwa	3 orf, Raven				[240] [15]
Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T rg Cav Horde (4+) [255] Ice Bombs Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T Ice Kin Bolt Thrower	Thunderous C 10 ng(1),Steady Thunderous C Sp 6	harge(2),Ice 3+ Aim) harge(2),Ice Me 0+	- Runes Key Ra	4+ words: Dwa De	3 nrf, Raven US	Att	Ne	Ht	[240] [15] Pts
Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T Irg Cav Horde (4+) [255] Ice Bombs Ice Bombs (18", Att: 12, Ra: 4+, Piercii Special Rules: Fly, Fury, Nimble, T Ice Kin Bolt Thrower WE 1 [80]	hunderous C 10 ng(1),Steady hunderous C Sp 6 ged),Piercing	harge(2),Ice 3+ Aim) harge(2),Ice Me 0+	- Runes Key Ra	4+ words: Dwa De	3 nrf, Raven US	Att	Ne	Ht	[240] [15] Pts
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14 00 (100.0% damage a damage	Are scored w are scored w are scored w are scored w stbound uni th Bane Ch sunit has co e. the target su lamage as r from this uni / units have an only be a ubject to bott	rotal Unit St vith this unit's vith this unit's vith this unit's ts or Enemy ant, Heal, Icy mpleted its c uffers a numl hormal for all t have a +(n) -1 to their Waffected by a	rength: Bow attack Bolt Throw Bow attack Units which Breath, Wi Drder, you m Deer of hits ed of this hits of modifier wh avering and single source	c, the target of er attack, the rer attack, the c, the target of have the Frond Blast, Su ay chose a s qual to the n caused. hen rolling to I Rout Nerve	enemy unit is e target enem enemy unit is ozen special rge or Blizza single Enemy umber in brac o damage.	24 s given the F ny unit is ge given the F rule, this ur rd. / unit within ckets, rathe	Frozen even the Frozen nit can rero 9" of this or than a
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y. A unit ca y unit is su	an only be a Ibject to botl	affected by a	single source				
ne unit.	hoose to use			pecial rules	or the Shatte Dread modifie		
to hit, it m	ust re-roll a	Il dice that so	ore a natura	al, unmodifie	ed 1.		
he target u	unit's front s	uffer an addi	tional -1 to h	nit.			
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.						uffer g them.	
it may still	l declare a C	Counter Chai	ge.				
If one or more points of damage are scored with this units melee attacks, the damaged enemy unit is given the Frozen special rule.							
See the Rules Chapter for Individuals							
If this unit, or any Friendly Core unit within 6inches 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.							
If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.							
Individuals with the Mighty special rule are no longer Yielding.							
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.							
		nit can make	a single piv	ot around its	s centre of up	to 90 degre	ees from it
	e through D			it woro Opo	n Terrain. Pa	thfinder uni	ts are not
	dly Core u result sta If and the a result of hty specia agle extra annot mak asnare spo e Double c int during	Ily Core unit within 6ir result stands. Note the lf and the unit(s) spect a result of a Nerve tes hty special rule are not regle extra pivot of up to annot make this extra insnare special rule, the e Double order, this ur int during the order.	Ily Core unit within 6inches of this result stands. Note that a unit may lf and the unit(s) specified. a result of a Nerve test, it regains of hty special rule are no longer Yield regle extra pivot of up to 90 degrees annot make this extra pivot when of his unit loses a Double order, this unit can make int during the order.	Ily Core unit within 6inches of this unit, suffers result stands. Note that a unit may also have If and the unit(s) specified. a result of a Nerve test, it regains one point of hty special rule are no longer Yielding. Ingle extra pivot of up to 90 degrees around its annot make this extra pivot when ordered to H insnare special rule, this unit loses the Nimble se the Double order, this unit can make a single piv int during the order.	Ally Core unit within 6inches of this unit, suffers a Rout result result stands. Note that a unit may also have a qualifier for lf and the unit(s) specified. a result of a Nerve test, it regains one point of damage pre- hty special rule are no longer Yielding. angle extra pivot of up to 90 degrees around its centre while annot make this extra pivot when ordered to Halt. When D ansare special rule, this unit loses the Nimble special rule e Double order, this unit can make a single pivot around its int during the order.	Ily Core unit within 6inches of this unit, suffers a Rout result, the opport result stands. Note that a unit may also have a qualifier for its Inspiring If and the unit(s) specified. a result of a Nerve test, it regains one point of damage previously suffe hty special rule are no longer Yielding. Ingle extra pivot of up to 90 degrees around its centre while executing and annot make this extra pivot when ordered to Halt. When Disordered by insnare special rule, this unit loses the Nimble special rule until the end be Double order, this unit can make a single pivot around its centre of up int during the order.	Ily Core unit within 6inches of this unit, suffers a Rout result, the opponent must re result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this If and the unit(s) specified. a result of a Nerve test, it regains one point of damage previously suffered. hty special rule are no longer Yielding. agle extra pivot of up to 90 degrees around its centre while executing any Moveme annot make this extra pivot when ordered to Halt. When Disordered by a unit in Me asnare special rule, this unit loses the Nimble special rule until the end of its following bound of the Double order, this unit can make a single pivot around its centre of up to 90 degrees

All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling	to damage.		
The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.			
Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficu Terrain during the Scout movement. If both armies have units with this rule, both players roll a s highest scorer decides who begins to move one of their Scout units first, then the players altern	ult Terrain as Open ingle die each. The ate until all Scout		
The unit does not suffer from the -1 Moving modifier when making Ranged attacks.			
Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.			
This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Ter	rain or Obstacles.		
Units with this special rules gain Vicious (Melee - vs. units with the Frozen special rule only)			
with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, the	he (n) value may be a		
Description	Special Rules		
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.			
For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for	Indirect,		
	 The unit can make a single At the Double or Advance order after set-up is finished but before th Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Diffict Terrain during the Scout movement. If both armies have units with this rule, both players roll a shighest scorer decides who begins to move one of their Scout units first, then the players altern units have been moved. Players then roll to determine who takes the first Turn in Round one as The unit does not suffer from the -1 Moving modifier when making Ranged attacks. Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier. This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Ter All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces the Hindered (to a minimum of zero). Units with this special rules gain Vicious (Melee - vs. units with the Frozen special rule only) This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affect affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects Inspiring (Self). Models with this special rule may add (n) to their charge range. This is added after Sp is double with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away In some instances, the variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's tu for each unit that has a variable wild charge before issuing any movement orders. Description 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. 		

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