

Clash 2023: Clash Hard with a Vengeance

2300 / 2300 VALID

Northern Alliance 2023 [2300]

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [260]	5	4+	-	4+	4	30	21/22	2	[230]
Tundra Fighters									[10]
Spears									[15]
Staying Stone									[5]
Special Rules: Ensnare, Regeneration(5+), Wild Charge(1), Icy-Blood, Tundra Fighters, Phalanx Keywords: Frostbound, Naiad									

Pack Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [140]	5	4+	4+	3+	2	12	13/15	2	[135]
Tundra Fighters									[5]
Bows (24")									
Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Human, Tracker									
Inf Regiment (20) [140]	5	4+	4+	3+	2	12	13/15	2	[135]
Tundra Fighters									[5]
Bows (24")									
Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Human, Tracker									

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hv Inf Regiment (20) [245]	5	3+	-	5+	3	20	15/17	2	[150]
Hearthguard									[75]
Tundra Fighters									[10]
Pipes of Terror									[10]
Special Rules: Crushing Strength(2), Wild Charge(1), Fury, Tundra Fighters, Brutal Keywords: Barbarian, Human									

Ice Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde (6) [240]	6	4+	4+	5+	3	18	-/17	3	[240]
Ice Shards (12", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite Keywords: Frostbound									
Lrg Inf Horde (6) [240]	6	4+	4+	5+	3	18	-/17	3	[240]
Ice Shards (12", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite Keywords: Frostbound									

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [280]	7	4+	-	5+	3	30	15/17	4	[255]
Tundra Fighters									[10]
Chalice of Wrath									[15]
Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters, Fury Keywords: Frostfang, Human									

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

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

Serakina, the Ice-Queen [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [120]	6	5+	-	4+	0	1	11/13	2	[120]
Surge (8)									[0]
Wind Blast (6)									[0]
Special Rules: Ensnare, Individual, Radiance of Life(Frostbound only), Very Inspiring, Master of Ice, Frozen Winds Keywords: Frostbound									

Thegn	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [65]	5	3+	-	5+	0	3	11/13	2	[50]
Talanaar's Standard									[15]
Special Rules: Crushing Strength(1), Individual, Wild Charge(1), Tundra Fighters, Rallying(1) Keywords: Barbarian, Human									

Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [130] Horn of Winter Snow Fox Special Rules: <i>Crushing Strength(2), Individual, Mighty, Very Inspiring, Wild Charge(1), Tundra Fighters, Aura(Wild Charge (+1) - Infantry & Heavy Infantry only)</i> Keywords: <i>Barbarian, Human</i>	5	3+	-	5+	0	7	13/15	2	[110] [10] [10]

Frostclaw Champion	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [135] Ice Bombs (18", Att: 3, Piercing(1), Steady Aim) Special Rules: <i>Fly, Fury, Inspiring, Nimble, Thunderous Charge(2), Ice Runes</i> Keywords: <i>Dwarf, Raven</i>	10	3+	3+	4+	1	5	11/13	4	[135]

Total Units: 14 **Total Unit Strength:** 25
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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.
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. In addition, after rolling to hit with Windblast, roll to damage for each hit scored.
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) special rule.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note 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 keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. 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	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.
Chilling Presence	In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit are given the Frozen special rule.
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 units 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.
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 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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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
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 1inch 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 1inch 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
Staying Stone	The unit gains +1 to its Wavering stat value.
Pipes of Terror	This unit gains the Brutal special rule.

