

 Northern Alliance 2023 [2300]

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

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [265] Tundra Fighters <b>Special Rules:</b> Crushing Strength(1), Wild Charge(1), Tundra Fighters <b>Keywords:</b> Barbarian, Human	5	3+	-	5+	4	25	21/23	2	[250] [15]
Inf Horde (40) [265] Tundra Fighters <b>Special Rules:</b> Crushing Strength(1), Wild Charge(1), Tundra Fighters <b>Keywords:</b> Barbarian, Human	5	3+	-	5+	4	25	21/23	2	[250] [15]

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

Skald	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [55] Throwing Axes (12", Piercing(1)) <b>Special Rules:</b> Aura(Ordered March - Infantry only), Individual, Very Inspiring <b>Keywords:</b> Human	5	5+	4+	4+	0	2	10/12	2	[55]

Thegn on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [135] Snow Fox <b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Strider, Wild Charge(1), Tundra Fighters <b>Keywords:</b> Barbarian, Frostfang, Human	7	3+	-	5+	1	6	13/15	4	[125] [10]

Snow Troll Prime	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [120] <b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) <b>Keywords:</b> Troll	6	3+	-	5+	1	5	13/16	3	[120]
Hero (Mon) 1 [120] <b>Special Rules:</b> Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1) <b>Keywords:</b> Troll	6	3+	-	5+	1	5	13/16	3	[120]

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

Lord on Chimera	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [300] Icy Breath (10) <b>Special Rules:</b> Crushing Strength(3), Elite(Melee), Fly, Nimble, Very Inspiring, Tundra Fighters <b>Keywords:</b> Barbarian, Beast, Draconic, Human	10	3+	-	5+	1	10	17/19	6	[300] [0]

Total Units:

15

Total Unit Strength:

24

Total Primary Core Points:

2300 (100.0%)

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.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
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.
Individual	See the Rules Chapter for Individuals
Inspiring	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.
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.
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.
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.
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
<b>Icy Breath</b> 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.