

Northern Alliance 2023

2260 / 2300 (40 Remaining) VALID



Northern Alliance 2023 [2260]

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

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [160]	5	3+	-	4+	3	12	14/16	2	[150]
Two-handed Weapons Tundra Fighters									
Special Rules: Crushing Strength(2), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Human									
Inf Horde (40) [265]	5	3+	-	5+	4	25	21/23	2	[250]
Tundra Fighters									
Special Rules: Crushing Strength(1), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Human									

Ice Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment (3) [180]	6	3+	4+	5+	2	9	-/14	3	[145]
Brew of Sharpness Ice Shards (12", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite Keywords: Frostbound									
Lrg Inf Horde (6) [250]	6	4+	4+	5+	3	18	-/17	3	[240]
Pipes of Terror Ice Shards (12", Piercing(1), Steady Aim)									
Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite, Brutal Keywords: Frostbound									

Tundra Wolves*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [115]	9	3+	-	4+	1	9	10/12	2	[115]
Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									
Cav Troop (5) [115]	9	3+	-	4+	1	9	10/12	2	[115]
Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									

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

Cavern Dweller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [210]	6	3+	-	5+	1	D6+6	16/18	4	[210]
Special Rules: Crushing Strength(3), Lifeleech(3), Strider, Chilling Presence Keywords: Blind, Cannibal									
Mon 1 [210]	6	3+	-	5+	1	D6+6	16/18	4	[210]
Special Rules: Crushing Strength(3), Lifeleech(3), Strider, Chilling Presence Keywords: Blind, Cannibal									
Mon 1 [210]	6	3+	-	5+	1	D6+6	16/18	4	[210]
Special Rules: Crushing Strength(3), Lifeleech(3), Strider, Chilling Presence Keywords: Blind, Cannibal									

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [75]	6	5+	-	4+	0	1	10/12	2	[55]
Bane Chant (2)									
Special Rules: Ensnare, Individual, Inspiring, Master of Ice Keywords: Elf, Frostbound									

Total Units: 13 Total Unit Strength: 24
 Total Primary Core Points: 2260 (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.

Special Rule	Description
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 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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Lifefeech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifefeech has a maximum total of 3.
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.
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.
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)
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.	
Artefact	Description	
Pipes of Terror	This unit gains the Brutal special rule.	

Brew of Sharpness

The unit has a +1 to hit modifier with Melee attacks.