



## Northern Alliance 2023 [2300]

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [240] Tundra Fighters <b>Special Rules:</b> Ensnare, Regeneration(5+), Wild Charge(1), Icy-Blood, Tundra Fighters <b>Keywords:</b> Frostbound, Naiad	5	4+	-	4+	4	25	20/22	2	[230] [10]

Pack Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [145] Javelins Javelins (12", Steady Aim, Piercing(1)) <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] [10]
Inf Regiment (20) [145] Javelins Javelins (12", Steady Aim, Piercing(1)) <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] [10]

Ice Kin Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop (10) [145] Bows (24", Steady Aim) <b>Special Rules:</b> Elite, Pathfinder, Scout, Ice-Tipped Arrows <b>Keywords:</b> Elf, Tracker	6	3+	4+	3+	1	10	10/12	2	[145]
Inf Troop (10) [145] Bows (24", Steady Aim) <b>Special Rules:</b> Elite, Pathfinder, Scout, Ice-Tipped Arrows <b>Keywords:</b> Elf, Tracker	6	3+	4+	3+	1	10	10/12	2	[145]
Inf Troop (10) [145] Bows (24", Steady Aim) <b>Special Rules:</b> Elite, Pathfinder, Scout, Ice-Tipped Arrows <b>Keywords:</b> Elf, Tracker	6	3+	4+	3+	1	10	10/12	2	[145]

Snow Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde (6) [225] Staying Stone <b>Special Rules:</b> Crushing Strength(2), Regeneration(5+), Vicious(Melee), Wild Charge(1) <b>Keywords:</b> Troll	6	4+	-	5+	3	18	16/18	3	[220] [5]

Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment (2+) [135] <b>Special Rules:</b> Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes <b>Keywords:</b> Dwarf, Raven	10	3+	-	4+	2	9	11/13	4	[135]

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]

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) <b>Special Rules:</b> Ice-Tipped Bolts <b>Keywords:</b> Elf	6	0+	4+	4+	0	2	10/12	2	[80]

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

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [90] Heal (5) <b>Special Rules:</b> Ensnare, Individual, Inspiring, Master of Ice <b>Keywords:</b> Elf, Frostbound	6	5+	-	4+	0	1	10/12	2	[55] [35]

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

Lord on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Lrg Cav) 1 [200]</b>	7	3+	-	5+	1	8	15/17	4	[180]
Snow Fox									[10]
Pipes of Terror									[10]
<b>Special Rules:</b> <i>Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Tundra Fighters, Brutal</i> <b>Keywords:</b> <i>Barbarian, Frostfang, Human</i>									

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

**Total Units:** 16      **Total Unit Strength:** 21  
**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.
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.
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) special rule.
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.
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.
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.
Lifeseech	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. Lifeleech has a maximum total of 3.

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.
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.
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).
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>Heal</b> Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Artefact</b>	Description	
Staying Stone	The unit gains +1 to its Wavering stat value.	
Pipes of Terror	This unit gains the Brutal special rule.	