

 Northern Alliance 2023 [2300]

Pack Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Regiment (20) [145]</b>	5	4+	4+	3+	2	12	13/15	2	[135]
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									
<b>Inf Regiment (20) [145]</b>	5	4+	4+	3+	2	12	13/15	2	[135]
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									

Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Troop (10) [100]</b>	5	3+	-	5+	1	10	10/12	2	[100]
<b>Special Rules:</b> Crushing Strength(1), Wild Charge(1) <b>Keywords:</b> Barbarian, Human									
<b>Inf Troop (10) [100]</b>	5	3+	-	5+	1	10	10/12	2	[100]
<b>Special Rules:</b> Crushing Strength(1), Wild Charge(1) <b>Keywords:</b> Barbarian, Human									
<b>Inf Horde (40) [265]</b>	5	3+	-	5+	4	25	21/23	2	[250]
Aegis of the Elohi <b>Special Rules:</b> Crushing Strength(1), Wild Charge(1), Iron Resolve <b>Keywords:</b> Barbarian, Human									

Ice Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Inf Horde (6) [270]</b>	6	4+	4+	5+	3	18	-/17	3	[240]
Blessing of the Gods Ice Shards (12", Piercing(1), Steady Aim) <b>Special Rules:</b> Crushing Strength(1), Shambling, Chilling Presence, Frostbite, Elite <b>Keywords:</b> Frostbound									

Snow Trolls	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Mon Inf Horde (6) [235]</b>	6	4+	-	5+	3	18	15/18	3	[220]
Chalice of Wrath <b>Special Rules:</b> Crushing Strength(2), Regeneration(5+), Vicious(Melee), Wild Charge(1), Fury <b>Keywords:</b> Troll									

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

Ice Kin Master Hunter	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 [115]</b>	7	3+	3+	4+	0	3	11/13	2	[115]
Bows (24", Piercing(1)) <b>Special Rules:</b> Elite, Individual, Pathfinder, Scout, Stealthy, Ice-Tipped Arrows <b>Keywords:</b> Elf, Tracker									
<b>Hero (Inf) 1 [115]</b>	7	3+	3+	4+	0	3	11/13	2	[115]
Bows (24", Piercing(1)) <b>Special Rules:</b> Elite, Individual, Pathfinder, Scout, Stealthy, Ice-Tipped Arrows <b>Keywords:</b> Elf, Tracker									

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Inf) 1 Spellcaster 2 [150]</b>	6	5+	-	4+	0	1	10/12	2	[55]
Amulet of the Fireheart Icy Breath (10) Heal (5) Bane Chant (2) <b>Special Rules:</b> Ensnare, Individual, Inspiring, Master of Ice <b>Keywords:</b> Elf, Frostbound									

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

Lord on Frostfang	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [185]	7	3+	-	5+	1	7	15/17	4	[180]
Healing Brew									[5]
<b>Special Rules:</b> <i>Crushing Strength(2), Nimble, Strider, Thunderous Charge(1), Very Inspiring, Wild Charge(1), Tundra Fighters</i> <b>Keywords:</b> <i>Barbarian, Frostfang, Human</i>									

**Total Units:** 14      **Total Unit Strength:** 19  
**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.
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.
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
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.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
Fury	While Wavering, this unit may still declare a Counter Charge.
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.
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains one point of damage previously suffered.
Lifeleech	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.
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.
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.

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
<b>Bane Chant</b> 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.	
<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>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.

Artefact	Description
Healing Brew	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single turn.
Aegis of the Elohi	The unit gains the Iron Resolve special rule. If it already has Iron Resolve, it increases the amount of damage regained each time Iron Resolve is used to two.
Chalice of Wrath	The unit gains the Fury special rule.
Blessing of the Gods	The unit gains the Elite special rule.