

# Blood Orange

2300 / 2300 VALID

## Northern Alliance [2300]

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

| Tundra Wolves*  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts           |
|---|----|----|----|----|----|-----|-------|----|---------------|
| <b>Cav Regiment [190]</b><br>Pipes of Terror<br><i>Special Rules: Nimble, Pathfinder, Thunderous Charge(1), Brutal Keywords: Beast, Tundra Wolf</i> | 9  | 3+ | -  | 4+ | 3  | 18  | 13/15 | 2  | [180]<br>[10] |

| Frostfang Cavalry  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts           |
|--|----|----|----|----|----|-----|-------|----|---------------|
| <b>Lrg Cav Horde [265]</b><br>Tundra Fighters<br><i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters Keywords: Frostfang, Human</i> | 7  | 4+ | -  | 5+ | 3  | 30  | 15/17 | 4  | [255]<br>[10] |
| <b>Lrg Cav Horde [265]</b><br>Tundra Fighters<br><i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters Keywords: Frostfang, Human</i> | 7  | 4+ | -  | 5+ | 3  | 30  | 15/17 | 4  | [255]<br>[10] |

| Frostclaw Riders*  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                   |
|--|----|----|----|----|----|-----|-------|----|-----------------------|
| <b>Lrg Cav Horde [255]</b><br>Ice Bombs<br>Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim)<br><i>Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven</i>                                  | 10 | 3+ | -  | 4+ | 3  | 18  | 14/16 | 4  | [240]<br>[15]         |
| <b>Lrg Cav Horde [270]</b><br>Ice Bombs<br>Sir Jesse's Boots of Striding<br>Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim)<br><i>Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven</i> | 10 | 3+ | -  | 4+ | 3  | 18  | 14/16 | 4  | [240]<br>[15]<br>[15] |

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

| Lord  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                          |
|---|----|----|----|----|----|-----|-------|----|------------------------------|
| <b>Hero (Cav) 1 [160]</b><br>Snow Fox<br>Horse Mount<br>Blade of Slashing<br><i>Special Rules: Crushing Strength(2), Individual, Mighty, Very Inspiring, Tundra Fighters Keywords: Barbarian, Human</i> | 8  | 3+ | -  | 5+ | 0  | 7   | 13/15 | 3  | [110]<br>[10]<br>[35]<br>[5] |

| Skald   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts          |
|---|----|----|----|----|----|-----|-------|----|--------------|
| <b>Hero (Hv Inf) 1 [70]</b><br>Trickster's Wand<br>Throwing Axes (12", Piercing(1))<br>Hex (2)<br><i>Special Rules: Aura(Ordered March - Infantry only), Individual, Very Inspiring Keywords: Human</i> | 5  | 5+ | 4+ | 4+ | 0  | 2   | 10/12 | 2  | [55]<br>[15] |

| Hrimm, Legendary Ice Giant [1]   | Sp | Me | Ra | De | US | Att   | Ne   | Ht | Pts          |
|--|----|----|----|----|----|-------|------|----|--------------|
| <b>Hero (Titan) 1 Spellcaster 0 [260]</b><br>Icy Breath (12)<br><i>Special Rules: Brutal, Crushing Strength(4), Slayer(Melee D6), Strider, Very Inspiring, Chilling Presence Keywords: Frostbound, Giant</i> | 7  | 4+ | -  | 5+ | 2  | D6+10 | -/20 | 6  | [260]<br>[0] |

**Total Units:**  
**Total Primary Core Points:**

13  
2300 (100.0%)

**Total Unit Strength:**

25

| 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.   |
| 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  |
| 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.   |
| 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.   |
| 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>Hex</b><br>Range: 30"<br>Enemy        | Instead of causing damage, if one or more hits are scored, the target enemy unit is Hexed and receives two points of damage each time it scores a hit with a spell until the end of its next Turn. A Nerve test is not required for damage caused by this spell. While a unit is Hexed, it may not cast spells unless it received a Halt or Change Facing order in the Movement Phase. |                                      |
| <b>Icy Breath</b><br>Range: 10"<br>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  |
|-------------------------------|--|
| Blade of Slashing             | Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.  |
| Pipes of Terror               | This unit gains the Brutal special rule.   |
| Sir Jesse's Boots of Striding | Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.  |
| Trickster's Wand              | The unit gains the Hex (2) spell. If this unit scores a hit with its Hex against an enemy Hero also carrying a Trickster's Wand, the enemy's Hex spell, granted by its Trickster's Wand, cannot be used for the remainder of the game. |