

Northern Alliance - Janner - Tournament List

2300 / 2300 VALID



Northern Alliance [2300]

Pack Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [135] Bows (24") <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]
Inf Regiment [135] Bows (24") <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]
Inf Regiment [135] Bows (24") <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]

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [300] Brew of Sharpness <i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1) Keywords: Frostfang, Human</i>	7	3+	-	5+	3	30	15/17	4	[255] [45]
Lrg Cav Horde [285] Chant of Hate <i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Vicious Keywords: Frostfang, Human</i>	7	4+	-	5+	3	30	15/17	4	[255] [30]
Lrg Cav Horde [285] Blessing of the Gods <i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Elite Keywords: Frostfang, Human</i>	7	4+	-	5+	3	30	15/17	4	[255] [30]

Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [145] Ice Bombs Ice Bombs (18", Att: 6, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven</i>	10	3+	-	4+	2	9	11/13	4	[135] [10]
Lrg Cav Regiment [145] Ice Bombs Ice Bombs (18", Att: 6, Ra: 4+, Piercing(1), Steady Aim) <i>Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven</i>	10	3+	-	4+	2	9	11/13	4	[135] [10]

Snow Foxes*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80] <i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>	8	5+	-	2+	1	10	9/11	1	[80]
Swm Regiment [80] <i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>	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) <i>Special Rules: Ice-Tipped Bolts Keywords: Elf</i>	6	0+	4+	4+	0	2	10/12	2	[80]

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [125] Ej Periscope Heal (5) Blizzard (2) <i>Special Rules: Ensnare, Individual, Inspiring, Master of Ice Keywords: Elf, Frostbound</i>	6	5+	-	4+	0	1	10/12	3	[55] [5] [35] [30]
Hero (Inf) 1 Spellcaster 2 [115] The Boomstick Lightning Bolt (3) Heal (5) <i>Special Rules: Ensnare, Individual, Inspiring, Master of Ice Keywords: Elf, Frostbound</i>	6	5+	-	4+	0	1	10/12	2	[55] [25] [35]

Snow Troll Prime	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 1 [135]	6	3+	-	5+	1	5	13/16	3	[120]
Trickster's Wand									
Hex (2)									
Special Rules: <i>Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1)</i> Keywords: <i>Troll</i>									
Hero (Mon) 1 [120]	6	3+	-	5+	1	5	13/16	3	[120]
Special Rules: <i>Crushing Strength(2), Inspiring, Nimble, Regeneration(5+), Vicious(Melee), Wild Charge(1)</i> Keywords: <i>Troll</i>									

Total Units: 15 **Total Unit Strength:** 23
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
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.

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.
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.
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 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.
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.
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).
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
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Hex Range: 30" 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.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Blizzard [1] Range: 30" Enemy	For each hit scored, roll a single D3. The combined total is the amount of attacks to roll for damage. If one or more points of damage are dealt, the damaged Enemy unit is given the Frozen special rule.	Indirect, Piercing(1)

Artefact	Description
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
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.
Blessing of the Gods	The unit gains the Elite special rule.
Chant of Hate	The unit gains the Vicious special rule.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.