



Northern Alliance [1995]

Unit	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Half-Elf Berserkers									
Inf Regiment [180]	6	3+	-	3+	3	20	-/17	2	[180]
	<i>Special Rules: Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf</i>								
Inf Regiment [180]	6	3+	-	3+	3	20	-/17	2	[180]
	<i>Special Rules: Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters Keywords: Berserker, Half-elf</i>								
Pack Hunters	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [155]	5	4+	4+	3+	2	12	14/15	2	[145]
Javelins									[0]
Tundra Fighters									[5]
Staying Stone									[5]
Javelins (12", Steady Aim, Piercing(1))									
	<i>Special Rules: Pathfinder, Stealthy, Thunderous Charge(1), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Human, Tracker</i>								
Human Tribesmen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [285]	6	3+	-	5+	4	25	21/23	2	[250]
Tundra Fighters									[15]
Brew of Haste									[20]
	<i>Special Rules: Crushing Strength(1), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Human</i>								
Frostclaw Riders*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [255]	10	3+	-	4+	3	18	14/16	4	[240]
Ice Bombs									[15]
Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim)									
	<i>Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven</i>								
Lrg Cav Horde [255]	10	3+	-	4+	3	18	14/16	4	[240]
Ice Bombs									[15]
Ice Bombs (18", Att: 12, Ra: 4+, Piercing(1), Steady Aim)									
	<i>Special Rules: Fly, Fury, Nimble, Thunderous Charge(2), Ice Runes Keywords: Dwarf, Raven</i>								
Snow Foxes*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment [80]	8	5+	-	2+	1	10	9/11	1	[80]
	<i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>								
Swm Regiment [80]	8	5+	-	2+	1	10	9/11	1	[80]
	<i>Special Rules: Nimble, Pathfinder, Stealthy, Vicious(Melee) Keywords: Beast</i>								
Cavern Dweller	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon 1 [210]	6	3+	-	5+	1	D6+6	16/18	4	[210]
	<i>Special Rules: Crushing Strength(3), Lifelatch(3), Strider, Vicious, Wild Charge(2), Chilling Presence Keywords: Blind, Cannibal</i>								
Skald	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Hv Inf) 1 [55]	5	5+	4+	4+	0	2	10/12	2	[55]
Throwing Axes (12", Piercing(1))									
	<i>Special Rules: Aura(Ordered March - Infantry only), Command, Individual, Very Inspiring Keywords: Human</i>								
Hrimm, Legendary Ice Giant [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 Spellcaster 0 [260]	7	4+	-	5+	2	D6+10	-/20	6	[260]
Icy Breath (12)									[0]
	<i>Special Rules: Brutal, Command, Crushing Strength(4), Slayer(Melee D6), Strider, Very Inspiring, Chilling Presence Keywords: Frostbound, Giant</i>								

Total Units:

11

Total Unit Strength:

23

Total Primary Core Points:

1995 (100.0%)

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 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.
Command	Units with this Special Rule add a number of dice when creating a Command Pool. For example, a unit with the Command (Red (1)) rule would add one Red Command Dice when rolling to create a Command Pool as long as they have not been routed.
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 unit's melee attacks, the damaged enemy unit is given the Frozen special rule.
Individual	See the Rules Chapter for Individuals
Iron Resolve	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).
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.
Ordered March	When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.
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 rule 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
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Icy Breath
Range: 10"
Enemy

Roll to damage the Enemy unit as normal. Hits with this spell are resolved with the Frostbite Special Rule.

Hits on a 5+
against units in
Cover.

Artefact	Description
Staying Stone	The unit gains +1 to its Wavering stat value.
Brew of Haste	This unit increases its Speed stat by +1.