

Northern Alliance - Janner - Gem City Massacre 2024

1995 / 1995 VALID

Northern Alliance [1995]

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)</i> Keywords: Barbarian, Human, Tracker	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)</i> Keywords: Barbarian, Human, Tracker	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)</i> Keywords: Barbarian, Human, Tracker	5	4+	4+	3+	2	12	13/15	2	[135]

Ice Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde [255] Sir Jesse's Boots of Striding Ice Shards (12", Piercing(1), Steady Aim) <i>Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite</i> Keywords: Frostbound	6	4+	4+	5+	3	18	-/17	3	[240] [15]

Frostfang Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde [310] Tundra Fighters Brew of Sharpness <i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters</i> Keywords: Frostfang, Human	7	3+	-	5+	3	30	15/17	4	[255] [10] [45]
Lrg Cav Horde [295] Tundra Fighters Blessing of the Gods <i>Special Rules: Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters, Elite</i> Keywords: Frostfang, Human	7	4+	-	5+	3	30	15/17	4	[255] [10] [30]

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

Ice-Queen	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 2 [120] Surge (8) Heal (5) <i>Special Rules: Ensnare, Individual, Inspiring, Master of Ice</i> Keywords: Elf, Frostbound	6	5+	-	4+	0	1	10/12	2	[55] [30] [35]

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

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

Total Units: 11 Total Unit Strength: 20
Total Primary Core Points: 1995 (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.
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.

Herald of the North In the Movement phase, after this unit has completed its order, you may chose a single Enemy unit within 9" of this unit to gain the Frozen special rule.

Special Rule	Description
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 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 6inches 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.
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.
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
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Surge Range: 12" Friendly – Shambling Only	<p>For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This Movement may bring a Surged unit within 1" of enemy units. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.</p>	
Artefact	Description	
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.	
Blessing of the Gods	The unit gains the Elite special rule.	
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.	