

NORTHERN ALLIANCE: TEST I

1995 / 1995 (Valid)

Ice Naiads									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Troop	5	4+	-	4+	1	12	9/11	2	[95]
Spears									5
★ Special Rules: Ensnare, Regeneration(5+), Wild Charge(1), Phalanx, Icy-Blood Keywords: Frostbound,									
Naiad									
Inf Troop	5	4+	-	4+	1	12	9/11	2	[95]
Spears									5
★ Special Rules: Ensnare, Regeneration(5+), Wild Charge(1), Phalanx, Icy-Blood Keywords: Frostbound,									
Human Tribesmen									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde	5	3+	-	5+	4	25	21/23	2	[265]
Tundra Fighters									15
★ Special Rules: Crushing Strength(1), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Human									
Inf Horde	5	3+	-	5+	4	25	21/23	2	[265]
Tundra Fighters									15
★ Special Rules: Crushing Strength(1), Wild Charge(1), Tundra Fighters Keywords: Barbarian, Human									
Ice Elementals									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Horde	6	4+	4+	5+	3	18	-/17	3	[240]
© Ice Shards (12", Piercing(1), Steady Aim)									
★ Special Rules: Crushing Strength(1), Shambling, Chilling Presence, Frostbite Keywords: Frostbound									
Snow Trolls									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon Inf Horde	6	4+	-	5+	3	18	15/18	3	[220]
★ Special Rules: Crushing Strength(2), Regeneration(5+), Vicious(Melee), Wild Charge(1) Keywords:									
Troll									
Tundra Wolves*									
	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop	9	3+	-	4+	1	9	10/12	2	[115]
★ Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									
Cav Troop	9	3+	-	4+	1	9	10/12	2	[115]
★ Special Rules: Nimble, Pathfinder, Thunderous Charge(1) Keywords: Beast, Tundra Wolf									

Frostfang Cavalry

	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde	7	4+	-	5+	3	30	15/17	4	[265]
Tundra Fighters									10

★ **Special Rules:** Crushing Strength(2), Strider, Wild Charge(1), Tundra Fighters **Keywords:** Frostfang,

Human

Cavern Dweller

	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Mon	6	3+	-	5+	1	D6+6	16/18	4	[210]

★ **Special Rules:** Crushing Strength(3), Lifeleech(3), Strider, Chilling Presence **Keywords:** Blind,

Cannibal

Ice-Queen

	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) Spellcaster 2	6	5+	-	4+	0	1	10/12	2	[110]
⚡ Heal (5)									35
⚡ Bane Chant (2)									20

★ **Special Rules:** Ensnare, Individual, Inspiring, Master of Ice **Keywords:** Elf, Frostbound

Total Units:	11	Total Unit Strength:	22
Total Primary Core Points:	[1995] (100.0%)		
Artefacts Points:	[0]	Inspiring Units:	1
Troops & Irregulars:	4		
Infantry Hordes & Legions:	2		
Large Infantry Hordes:	3		
Monsters:	1		
Heros:	1		
Slots: Any(0), Hero Only(2), War Engine Only(2), Monster/Titan Only(2), Large+ Horde Unlocks(6), Large+ Legion Unlocks(0)			
Average Defense:	4.71	Ranged Shots	18

Special & Custom Rules

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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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.
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) 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.
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.
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.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
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.
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)
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.

Spells

Spell	Range	Targets	Description	★ Special Rules
Bane Chant	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.	
Heal	12"	Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	