

# Double dragon

2300 / 2300 VALID

## Northern Alliance [2300]

Ice Naiads	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Horde [275]</b>	5	4+	-	4+	4	30	20/22	2	[230]
Tundra Fighters [10]									
Spears [15]									
Hammer of Measured Force [20]									
<b>Special Rules:</b> Ensnare, Regeneration(5+), Wild Charge(1), Icy-Blood, Tundra Fighters, Phalanx <b>Keywords:</b> Frostbound, Naiad									

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

Ice Elementals	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Lrg Inf Regiment [145]</b>	6	4+	4+	5+	2	9	-/14	3	[145]
Ice Shards (12", Piercing(1), Steady Aim)									
<b>Special Rules:</b> Crushing Strength(1), Shambling, Chilling Presence, Frostbite <b>Keywords:</b> Frostbound									

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

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

Lord on Chimera	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Hero (Titan) 1 Spellcaster 0 [300]</b>	10	3+	-	5+	2	10	17/19	6	[300]
Icy Breath (10) [0]									
<b>Special Rules:</b> Crushing Strength(3), Elite(Melee), Fly, Nimble, Very Inspiring, Tundra Fighters <b>Keywords:</b> Barbarian, Beast, Draconic, Human									

[F] Half-Elf Berserkers (Talannar's Vanguard) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Troop [125]</b>	6	3+	-	3+	1	15	-/13	2	[125]
<b>Special Rules:</b> Crushing Strength(1), Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters <b>Keywords:</b> Berserker, Half-elf									

[F] Half-Elf Berserkers (Talannar's Vanguard) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
<b>Inf Troop [125]</b>	6	3+	-	3+	1	15	-/13	2	[125]
<b>Special Rules:</b> Crushing Strength(1), Iron Resolve, Thunderous Charge(1), Wild Charge(D3), Tundra Fighters <b>Keywords:</b> Berserker, Half-elf									

[F] Frostclaw Riders (Talannar's Vanguard)* [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [160] Ice Bombs Ice Bombs (18", Att: 6, Ra: 4+, Piercing(1),Steady Aim) <b>Special Rules:</b> Fly, Fury, Nimble, Rallying(1 - Half-Elf Only),Thunderous Charge(2),Ice Runes <b>Keywords:</b> Dwarf, Raven	10	3+	-	4+	2	9	12/14	4	[150] [10]

**Total Units:** 14 **Total Unit Strength:** 26  
**Total Primary Core Points:** 2300 (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.
Icy-Blood	While engaged with a unit with the Frozen special rule this unit gains the Life Leech (2) 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.
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.
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.
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).
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.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout nerve value to a maximum of +2. This is cumulative if multiple units with Rallying are in range. For example, if a unit with a Ne stat of 13/15 is within 6" of a unit with Rallying (1),its Nerve stat is 14/16. If it moves out of the 6" range, its Nerve stat is 13/15 again. Only the Rout value of a Fearless unit is affected by Rallying.
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.

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>Icy Breath</b> Range: 10" 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
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.