

KINGS OF WAR®



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NORTHERN ALLIANCE



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WHAT IS THE

NORTHERN ALLIANCE?

It is strange to think that a dispute among the elves led to the creation of one of the most mysterious and potentially powerful nations of Pannithor. Once an unremarkable elven prince, Talannar Valellion was exiled from all of Elvenholme for bringing great shame upon his kin. What that crime was, is not recorded and has long passed into the memories of the elves.

Talannar roamed the wilds of Pannithor for centuries, until finally settling in the great northern Winterlands; a seemingly inhospitable landscape, blasted by frigid winds and fierce storms. By some unknown sorcery - which remains a closely guarded secret of the northern people - Talannar rebuilt a majestic, spired city from the very ice and rock.

He named this glistening capital 'Chill', a simple word known to many folk in many tongues, and, in an act that would appall his forebears, threw open his court to all who would come before him. Now Chill is a beacon of community in the savage Winterlands. Tribes of human northfolk

have pledged themselves before Talannar's throne, as have noble beasts of the frosted wilds, and even dispossessed dwarfs seeking a life far from the squabbling politics of their empire. And, of course, word of his realm has attracted elves who have cut ties to the old order and sought new glories as part of this vibrant young kingdom. Half-elves, outcasts from their own lands, seem to hold a particular attraction, and a welcome home, within the walls of Chill. Once they join Talannar's alliance, they become 'Ice Kin' and are typically found as expert hunters and scouts that protect Chill's fragile borders.

It is not only the noble races that have found a home among the Alliance. Much of Pannithor is open wilderness where people have yet to spread, or have since abandoned, with once sprawling empires left to crumble and rot. Vast tracts of land are uninhabitable or unsuitable for settlement or agriculture, and across the immense plains and mountain ranges of the north, biodiversity is strong and great beasts thrive in the untamed wilds.



Among the most powerful of these are the mighty Frostfangs: an ancient, primeval ancestor of the Gur Panthers favoured by the Basileans. Able to tear through the thickest armour, only the bravest attempt to tame these creatures and ride them into war... and only a fool would dare face one on the battlefield.

Another unlikely ally of the Alliance are the many Snow Trolls that roam the peaks. Compared to their slow-witted kin that march with the greenskins, those that fight under Talannar's banner are remarkably intelligent. It is said that the Snow Trolls were the first to swear themselves to Talannar when he arrived in the north, a tale that has surely become embellished and shrouded in folk myth.

It is not only monstrous beasts that Talannar can count on when the war horns are sounded. To those attuned to the winds of celestial power, in the skies above the Howling Peaks and the Arctic Wastes, the magical currents feel more natural and raw. The mages of the Ice Kin practice a distinctly different form of magic than the students of Elvenholme. Ice magic is notoriously temperamental and difficult to maintain, but in the fortress city of Chill and the northern holds, the Ice Kin have bent it to their will. Mastery over the cold was essential when the exiled elves first

settled in the North and it was only with the assistance of the first mages and Ice Queens, with knowledge gleaned from the mystics of the northern tribes, that the city was created in the first place.

The birth of this new nation and its growing influence has not gone unnoticed. Talannar's Northern Alliance must keep a constant vigil against those that would threaten it and seek to uncover its mysteries. Talannar is believed to have discovered a great and powerful secret in the frozen wastes, and jealousy, curiosity and fear in equal measure have led to a succession of skirmishes and outright conflict with the clans of the Varangur, the covetous Abyssal Dwarf Ironcasters, and even the cruel and capricious Twilight Kin.

Of the noble races that stand against the forces of evil, few are readily trusting of the Alliance and its secretive prince. The hegemon of Basilea are wary yet welcoming of this new and powerful ally against the ever-present threat of the Abyss, and though the proud elves do not approve of Tallanar, they remain pragmatic enough to band together when facing a common foe. Many more remain skeptical of the fledgling nation, but it is far better to have an ally - even one of convenience - in such dire times...

If you'd like to know more about the Northern Alliance, hear the history of the Winter War and the devastation caused in its wake, or learn about the many other peoples and creatures that inhabit the world of Pannithor, you can read all the lore for free online! Just scan the QR code opposite, or visit the Mantic website at

www.manticgames.com



WHY YOU SHOULD COLLECT THE NORTHERN ALLIANCE

Do you like snow-themed armies? What about armies that are allied with all manner of fierce beasts and icy magic users who can freeze their opponents? Well, the Northern Alliance is the army for you!

This cool army is a true coalition of different species that have allied together to protect Talannar's mysterious secret. Thanks to the huge variety of options available, you can really tailor a Northern Alliance army to your preferred playstyle – ideal for players who like tactical flexibility, and hobbyists who want to explore beyond the limit of collecting just one fantasy race.

The core of the army is made up of the hardy humans of the North: Tribesmen, wrapped in thick furs to protect them from the arctic cold, form hunting packs armed with bows or makeshift spears to assail the enemy at range. Or, when massed into a formidable shield line or armed with great two-handed axes, the whooping war cries of the Tribesmen are enough to scare even the hardest orge. Befitting their position as the prime infantry of the Alliance, the Tribesmen are available in hard plastic and supported with multiple upgrade packs for all their optional weapons, making it easy to model them to suit your chosen tactics.

Accompanying these human fighters are many other races from across Pannithor. Whether outcasts from their own society, or inspired by Talannar's tale, the Northern Alliance attracts dwarfs, half-elves, and even naiads from the aquatic Trident Realms. They fight arm-in-arm against any who would threaten the borders of Chill.



The Half-Elf Berserkers are certainly among those to be feared. The elves are normally an implacable race, but the freezing wind brings out a kind of fury in them, driving them to greater feats of incredible violence. In battle they become a freezing whirlwind of destruction and their shrill cries echo across the battlefield.

Fighting at their side are the Ice Kin Hunters. Although not as crazed as their berserker step-siblings, they are no less dangerous: hunting in the Winterlands requires a skilful mix of stealth and accuracy, which the keen-sensed Ice Kin excel at. Both of these fierce troop choices have been brought to life in stunning detail, thanks to a new hard plastic kit.

Perhaps disgruntled by the ongoing oppression of Golloch's Imperial Dwarfs, many Free Dwarfs have flocked to fight under Talannar's banner. Some fly into combat astride majestic Frostclaw ravens that normally soar above the frozen peaks of the Winterlands. The Frostclaw Riders are the latest new unit to be added to the Northern Alliance and are some of the most dynamic hard plastic miniatures we've ever created for Kings of War.



Of course, this is just the start of your Northern Alliance army and there are plenty of mighty monsters to add to your ranks. Lumbering Ice Elementals are summoned to war by the sorcerous Ice Queens; towering Frost Giants shake the ground with each step and smite their foes with the force of an avalanche. The Alliance's mightiest warriors can even take to battle atop a ferocious Chimera.

With so much variety in both the miniatures range and their gameplay, the Northern Alliance is a vibrant and versatile faction that has something on offer for everyone.

Above Left: Ice Blade.

Above: Snow Troll.



THE NORTH REMEMBERS

The Northern Alliance made their way into *KINGS OF WAR* as part of the launch of Third Edition, facing the insidious Nightstalkers as part of the two-player set: *SHADOWS IN THE NORTH*. However, they were initially created as part of *KINGS OF WAR: VANGUARD ALLIANCE* in 2018.

They were one of four factions available at launch – alongside the Forces of the Abyss, Basileans, and Nightstalkers – and the varied miniatures of the Northern Alliance warband immediately caught the attention of *Kings of War* fans.

Thankfully they didn't have to wait long for Talannar's finest to make their presence felt in mass battle. Now one of the most popular armies in the game and often dominating tournaments around the globe, the Northern Alliance return to *Kings of War* (replete with new hard plastic reinforcements) in a new starter set called *ICE AND SHADOW*.

NORTHERN ALLIANCE GALLERY



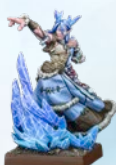
Lord



Skald



Lord on Chimera



Ice Queen



Cavern Dweller



Frostclaw Riders



Snow Foxes



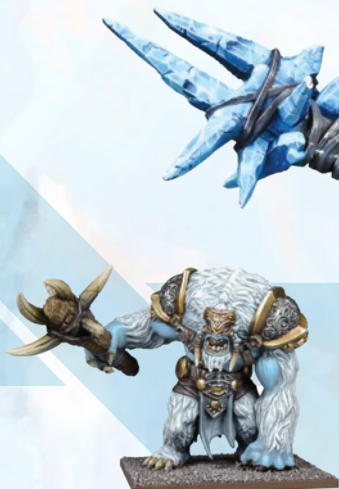
Ice Elementals



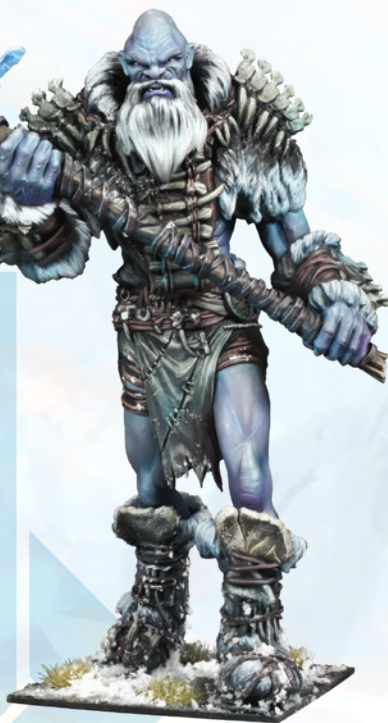
Frostfang Cavalry



Tundra Wolves



Snow Troll Prime



Frost Giant



Clarion



Thegn



Ice Kin Bolt Thrower



Tribesmen



Half-Elf Berserkers



Ice Naiads

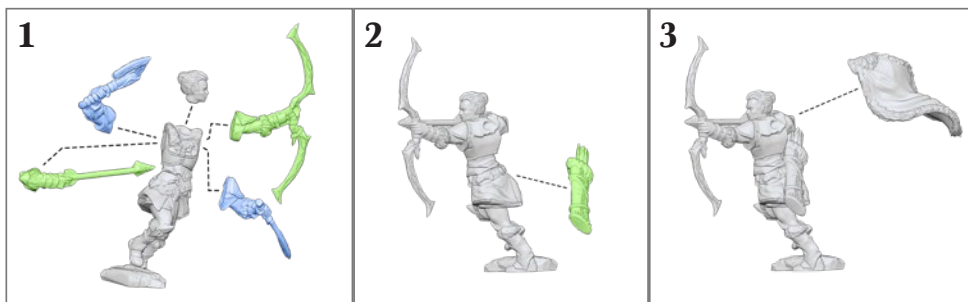


Pack Hunters

ASSEMBLING THE NEW

NORTHERN ALLIANCE

The Northern Alliance's brave forces have grown with the arrival of two brrr-illiant new hard plastic kits: the wild Half-Elf Berserkers or battle-hardened Ice Kin Hunters, and the fierce Frostclaw Riders. The guides on these pages will help you build these chilly fighters.



BASING

Since Kings of War doesn't remove individual models as casualties, it's possible to mount your units on a single large base that matches that unit's 'footprint' - a technique called Multibasing. This allows you to build your miniatures in dynamic poses that would normally prevent them from arranging into neat ranks if they were based individually. You can even turn the multibase into an eye-catching diorama!

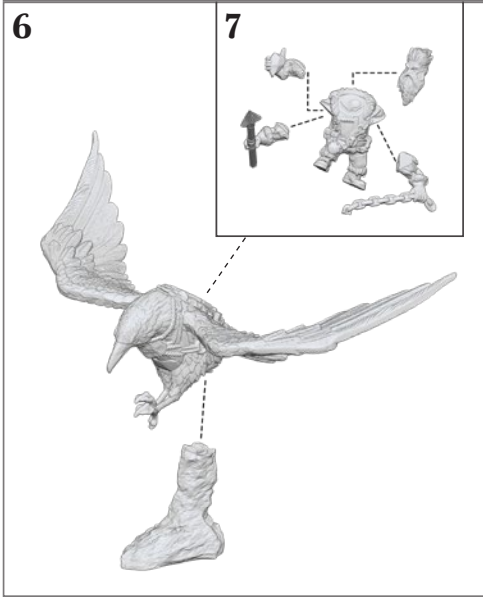
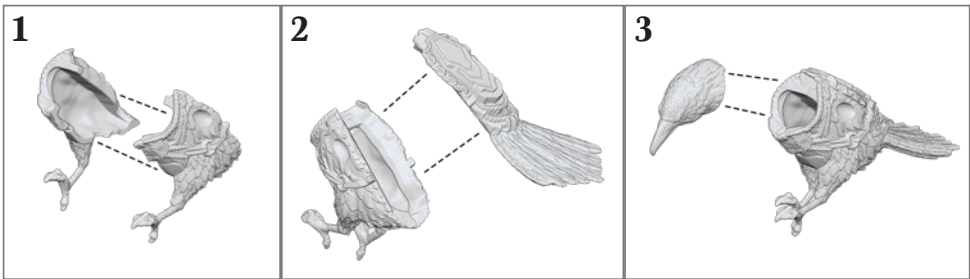
Above: A troop of Ice Kin Hunters on a scenic multibase.

ICE KIN HUNTER



HALF-ELF BERSERKER





FROSTCLAW RIDER



NORTHERN ALLIANCE

BATTLE TACTICS

Playing a new army can sometimes be a daunting prospect, but don't worry because we've got some tips and tricks for your first few battles with the heroic Northern Alliance.

FREEZY DOES IT

As you might expect from an army that hails from the chilly North, the Northern Alliance like to take advantage of the cold to best their enemies.

Several of the units in the list cause the *Frozen* special rule, which reduces an enemy's speed value by 1 – perfect for holding them off objectives in the dying moments of the game, or preventing a key charge. There are number of units that can freeze your opponents, including the new Frostclaw Riders. The Free Dwarfs clinging to these gigantic ravens are armed with Ice Runes that cause *Frozen* in melee. With a Speed of 10, you can quickly engage the enemy and start chilling their bones.

Other units, like the Frost Giant and Ice Elementals, don't even need to cause damage in order to apply the *Frozen* special rule. Thanks to the *Chilling Presence* rule, all enemy units within 6" of these units are given the *Frozen* special rule during the movement Phase. Consider lulling your opponent into preparing for a charge, then freeze them so they come up short due to their reduced speed.

As well as slowing down your foe, there's a brand-new rule that takes advantage of the *Frozen* special ability: *Tundra Fighters*. A unit with this rule gains the *Vicious* rule in melee when attacking a *Frozen* unit. This



can be crucial in those vital combats and could make all the difference if you can get a couple of extra wounds.

Finally on the subject of *Frozen*, it's worth noting the Ice Naiads now benefit from improved *Regeneration* when engaged with a unit that is suffering from being *Frozen*. Thanks to already having *Ensnare*, this means something like the Ice Naiad horde can be a really tough tar pit for your opponent to grind their way through.

You can find these new rules by heading over to the Mantic Companion, which is updated regularly with any changes to the Kings of War rules. Just check the Mantic website.

Above: An Ice Queen spellcasting.

Right: A Thegn on Frostfang commands a battleline of the myriad men and monsters of the Alliance.

ORDER! ORDER!

A new rule for the Northern Alliance is *Ordered March*, which allows a unit to make a single pivot after being given an At the Double order. Normally, unless a unit has the *Nimble* special rule, they can only move in a straight line when issued with an At the Double order.

The Dwarf Clan Warriors have the *Ordered March* rule as standard, while others must rely on the Skald's *Ordered March* Aura. Making the most of this ability is a really effective way to get into position, ready for those flank charges. Team up the Skald with something like the Half-Elf Berserkers and you can quickly make mincemeat of the opposition.

REALLY WILD SHOW

Several of the units in the Northern Alliance list benefit from the *Wild Charge* special rule. This increases a unit's normal Speed stat by up to 3" when charging.

The advantage of this is that it can help to beat the stalemate of two opposing units that have the same speed simply standing opposite each other slightly out of charge range.

With *Wild Charge* you can line up against an opponent with the same Speed stat and know that you'll be safe. Then, once the time is right, you can trigger the *Wild Charge* ability and smash them in the face!



COLLECTING NORTHERN ALLIANCE NEXT STEPS



TUNDRA WOLVES

With Speed 9 and *Pathfinder*, the Tundra Wolves are perfect for closing down the enemy early in the game, or waiting to grab some objectives in the final turn of the game. They're no slouches in combat either, thanks to their 3+ Melee stat.



FROSTFANG CAVALRY

A horde of Frostfangs dishes out an impressive 30(!) attacks with Crushing Strength (2). Plus, you don't have to worry about terrain either because they've got the *Strider* ability, which stops them being Hindered on a charge.



FROST GIANT

You can run this model (we can't really call it a 'miniature') as a standard Frost Giant or as Hrimm, the Legendary Ice Giant. Both are great at taking out your opponent's Monsters or Titans. Plus, they look amazing as a centrepiece for your army.



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