

Gottfrid Lindman (Swe) - There and back again

2300 / 2300 VALID

1st Battalion

Aeron Cadwallader [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	5	3+	-	5+	2	5	16	2	[200]
Special Rules: <i>Crushing Strength(1),Individual, Rallying, Spellward, Very Inspiring, Master Tactician</i>									

Gunnery Sergeant on Troll [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	6	3+	4+	5+	1	5	15	3	[185]
Pintle Gun (18", Piercing (1))									
Special Rules: <i>Crushing Strength(1),Inspiring, Pathfinder, Regeneration(5+)</i>									

Spearspikes	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	5+	-	4+	2	15	14	2	[100]
Special Rules: <i>Phalanx, Spellward Traits:</i> Muster									
Core Inf Regiment	5	5+	-	4+	2	15	14	2	[100]
Special Rules: <i>Phalanx, Spellward Traits:</i> Muster									
Core Inf Regiment	5	5+	-	4+	2	15	14	2	[100]
Special Rules: <i>Phalanx, Spellward Traits:</i> Muster									

Wild Lancers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	4+	-	4+	2	16	14	3	[145]
Special Rules: <i>Iron Resolve(1),Nimble, Spellward, Thunderous Charge(1) Traits:</i> Muster									

Forest Troll Gunners	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	5+	4+	2	16	17	3	[220]
Fire-Oil									[5]
Pintle Gun (18", Piercing (1))									
Special Rules: <i>Crushing Strength(1 / +1 vs. units with Regeneration),Pathfinder, Regeneration(5+),Piercing(+1 vs. units with Regeneration)</i>									

Forest Trolls	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	6	4+	-	5+	2	16	17	3	[190]
Special Rules: <i>Crushing Strength(2),Pathfinder, Regeneration(5+)</i>									
Core Lrg Inf Regiment	6	4+	-	5+	2	16	17	3	[190]
Special Rules: <i>Crushing Strength(2),Pathfinder, Regeneration(5+)</i>									

Juggers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	8	3+	-	5+	2	16	15	3	[190]
Special Rules: <i>Iron Resolve(1),Spellward, Thunderous Charge(2) Traits:</i> Pride of the Shires									

Iron Beast	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	5	4+	5+	6+	2	D6+10	18	5	[265]
Steamcannon (12", Piercing (1))									
Special Rules: <i>Crushing Strength(3),Headstrong, Inspiring, Strider, Wild Charge(D3),Cutting Ej Traits:</i> TinkerTech									
Support Ti	5	4+	5+	6+	2	D6+10	18	5	[265]
Steamcannon (12", Piercing (1))									
Special Rules: <i>Crushing Strength(3),Headstrong, Inspiring, Strider, Wild Charge(D3),Cutting Ej Traits:</i> TinkerTech									

Volley Gun [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support War Eng	5	-	6+	4+	1	12	11	2	[75]
Volley Gun (24", Piercing (2),Reload)									
Traits: TinkerTech									
Support War Eng	5	-	6+	4+	1	12	11	2	[75]
Volley Gun (24", Piercing (2),Reload)									
Traits: TinkerTech									

Total Units:14Total Unit Strength:25

Total Points:2300

Special Rules, Spells and Artefact descriptions are available with a Kings of War Bronze, Silver or Gold subscription.