

## Gottfrid Lindman (Swe) Frozen winds

2300 / 2300 VALID

 Northern Alliance 2023 [2300]

| Dwarf Clan Warriors   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts  |
|---|----|----|----|----|----|-----|-------|----|------|
| Inf Troop (10) [75]<br><i>Special Rules:</i> Fury, Wild Charge(1), Ordered March <i>Keywords:</i> Dwarf | 4  | 4+ | -  | 5+ | 1  | 10  | 10/12 | 2  | [75] |
| Inf Troop (10) [75]<br><i>Special Rules:</i> Fury, Wild Charge(1), Ordered March <i>Keywords:</i> Dwarf | 4  | 4+ | -  | 5+ | 1  | 10  | 10/12 | 2  | [75] |
| Inf Troop (10) [75]<br><i>Special Rules:</i> Fury, Wild Charge(1), Ordered March <i>Keywords:</i> Dwarf | 4  | 4+ | -  | 5+ | 1  | 10  | 10/12 | 2  | [75] |

| Ice Kin Hunters  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts   |
|--|----|----|----|----|----|-----|-------|----|-------|
| Inf Regiment (20) [190]<br>Bows (24", Steady Aim)<br><i>Special Rules:</i> Elite, Pathfinder, Scout, Ice-Tipped Arrows <i>Keywords:</i> Elf, Tracker | 6  | 3+ | 4+ | 3+ | 3  | 12  | 14/16 | 2  | [190] |

| Human Tribesmen   | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts           |
|---|----|----|----|----|----|-----|-------|----|---------------|
| Hv Inf Regiment (20) [225]<br>Hearthguard<br><i>Special Rules:</i> Crushing Strength(2), Wild Charge(1), Fury <i>Keywords:</i> Barbarian, Human | 5  | 3+ | -  | 5+ | 3  | 20  | 15/17 | 2  | [150]<br>[75] |
| Hv Inf Regiment (20) [225]<br>Hearthguard<br><i>Special Rules:</i> Crushing Strength(2), Wild Charge(1), Fury <i>Keywords:</i> Barbarian, Human | 5  | 3+ | -  | 5+ | 3  | 20  | 15/17 | 2  | [150]<br>[75] |

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

| Tundra Wolves*  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts           |
|---|----|----|----|----|----|-----|-------|----|---------------|
| Cav Regiment (10) [210]<br>Brew of Strength<br><i>Special Rules:</i> Nimble, Pathfinder, Thunderous Charge(1), Crushing Strength(1) <i>Keywords:</i> Beast, Tundra Wolf | 9  | 3+ | -  | 4+ | 3  | 18  | 13/15 | 2  | [180]<br>[30] |

| Snow Foxes*  | Sp | Me | Ra | De | US | Att | Ne   | Ht | Pts  |
|--|----|----|----|----|----|-----|------|----|------|
| Swm Regiment (3) [80]<br><i>Special Rules:</i> Nimble, Pathfinder, Stealthy, Vicious(Melee) <i>Keywords:</i> Beast | 8  | 5+ | -  | 2+ | 1  | 10  | 9/11 | 1  | [80] |

| Ice Kin Bolt Thrower  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts  |
|---|----|----|----|----|----|-----|-------|----|------|
| WE 1 [80]<br>Bolt Thrower (48", Blast(D3), Elite(Ranged), Piercing(2), Reload)<br><i>Special Rules:</i> Ice-Tipped Bolts <i>Keywords:</i> Elf | 6  | 0+ | 4+ | 4+ | 0  | 2   | 10/12 | 2  | [80] |

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

| Serakina, the Ice-Queen [1]  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                 |
|--|----|----|----|----|----|-----|-------|----|---------------------|
| Hero (Inf) 1 Spellcaster 2 [120]<br>Surge (8)<br>Wind Blast (6)<br><i>Special Rules:</i> Ensnare, Individual, Radiance of Life(Frostbound only), Very Inspiring, Master of Ice, Frozen Winds <i>Keywords:</i> Frostbound | 6  | 5+ | -  | 4+ | 0  | 1   | 11/13 | 2  | [120]<br>[0]<br>[0] |

| Thegn  | Sp | Me | Ra | De | US | Att | Ne    | Ht | Pts                  |
|--|----|----|----|----|----|-----|-------|----|----------------------|
| Hero (Hv Inf) 1 [85]<br>Talanaar's Standard<br>Inspiring Talisman<br><i>Special Rules:</i> Crushing Strength(1), Individual, Wild Charge(1), Tundra Fighters, Rallying(1), Inspiring <i>Keywords:</i> Barbarian, Human | 5  | 3+ | -  | 5+ | 0  | 3   | 11/13 | 2  | [50]<br>[15]<br>[20] |

| Hrimm, Legendary Ice Giant [1]   | Sp | Me | Ra | De | US | Att   | Ne   | Ht | Pts          |
|--|----|----|----|----|----|-------|------|----|--------------|
| Hero (Titan) 1 Spellcaster 0 [260]<br>Icy Breath (12)<br><b>Special Rules:</b> Brutal, Crushing Strength(4), Slayer(Melee D6), Strider, Very Inspiring, Chilling Presence <b>Keywords:</b> Frostbound, Giant | 7  | 4+ | -  | 5+ | 1  | D6+10 | -/20 | 6  | [260]<br>[0] |

**Total Units:**

15

**Total Unit Strength:**

23

**Total Primary Core Points:**

2300 (100.0%)

| Custom Rule       | Description  |
|-------------------|--|
| Ice-Tipped Arrows | If one or more points of damage are scored with this unit's Bow attack, the target enemy unit is given the Frozen special rule.  |
| 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.   |
| Ice-Tipped Bolts  | If one or more points of damage are scored with this unit's Bolt Thrower 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. |
| 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. |
| Frozen Winds      | If one or more hits are scored with Serakina's Wind Blast spell, the target enemy unit is given the Frozen special rule. In addition, after rolling to hit with Windblast, roll to damage for each hit scored.             |

| Special Rule      | Description   |
|-------------------|---|
| Blast             | If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.  |
| Brutal            | When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.   |
| 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.   |
| Fury              | While Wavering, this unit may still declare a Counter Charge.   |
| 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.  |
| 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.               |
| Ordered March     | When Issuing an At The Double order, this unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.   |
| 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.  |
| Radiance of Life  | In the Movement phase, after this unit has completed its order, this unit and all Friendly Core units within 6" of this unit immediately remove one point of damage previously suffered. Units can only be affected by a single source of Radiance of Life per Turn.  |
| 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.

|                   |  |
|-------------------|--|
| Reload            | The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.  |
| Scout             | The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the Scout movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal. |
| Shambling         | The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.   |
| Slayer            | When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.   |
| 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                        |
|---|---|--------------------------------------|
| <b>Heal</b><br>Range: 12"<br>Friendly, Self, CC         | For each hit, the target unit regains a point of damage that it has previously suffered.  |                                      |
| <b>Icy Breath</b><br>Range: 10"<br>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. |
| <b>Surge</b><br>Range: 12"<br>Friendly – Shambling Only | 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. 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. |                                      |
| <b>Wind Blast</b><br>Range: 18"<br>Enemy                | For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.  |                                      |

| Artefact           | Description   |
|--------------------|---|
| Inspiring Talisman | The unit gains the Inspiring special rule.              |
| Brew of Strength   | The unit gains the Crushing Strength (+1) special rule. |