

THE IX AGE

FANTASY BATTLES



J.A.
2017

ÅSKLANDERS

THE IX AGE

FANTASY BATTLES



Åsklanders

Warriors of the Dark Gods Supplement Army Book
2nd Edition, version 2021 – March 18, 2021

Army Model Rules	2	Characters	4
Hereditary Spell	3	Character Mounts	6
Special Items	3	Core	8
Army Organisation	4	Special	9
Quick Reference Sheet	15	Legendary Beasts	13

The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are supplementary to the Core Rules of The 9th Age. They are produced by our teams and should be viable for use in any game, but you should seek permission from your opponent or tournament organiser to use, as they significantly increase the complexity of the game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries.



Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with L^AT_EX.

Sagas and runestones are the most important forms of literature among the Åsklanders, for they are the source of tradition, the whole of their myth, ethics, and political art. In such poems we can find evidence of the shifting religious tradition and the progressive takeover of temples and tribes by gods coming from the Wasteland. Such “contamination” has not changed the true nature of the Åsklanders, which is still connected at its roots to the ancient culture they share with Sonnstahl. Far from being a nation, the land is a patchwork of tribes, each with its own agenda. Some are friendly to our Empire, such as the Kingdom of Thrymland, others hostile, often changing according to the relationships forged between their kings and jarls and our own nobility. The fragments we hereby present were selected to provide a complete and characterful description of the very essence of Åskland and its people, to paint a picture of the manifold cultures and creatures among our northern “cousins”.

—Grünberg Brothers, introduction to the collection of the Literature of the Thrymland

Army Model Rules

Universal Rules

Åsklander Battle Fever

Infantry models in units with at least 10 models gain either:

- **Fight in Extra Rank** if using a Close Combat Weapon with Two-Handed
- +1 Armour if using a Shield

This cannot be used while the model's unit is engaged in its Flank or Rear Facing.

Armoury

Berserker's Bear Pelt – Personal Protection

Light Armour. The bearer gains **Swiftstride** and **Unstable**.

In addition, at the start of any of your Player Turns, all models with Berserker's Bear Pelt in a unit may choose to lose their Shield and gain **+1 Strength**, **Battle Focus**, **Fearless**, **Frenzy**, and **Lightning Reflexes**. The effects last for the remainder of the game.

Åsklanders are fierce fighters; that reputation has spread far and wide. I've fought against them for decades, and the descriptions of berserkers and wild warriors are well earned. Yet in all those warning tales, there is an aspect which is often overlooked.

They know well how to fight in great numbers, and somehow they manage not to get in each other's way. Each leaps forward to strike terrible blows with huge axes, only to be replaced by another, and another. No elven formation of grace and discipline, but effective nonetheless.

In defence they are even more concerted. Those round, studded shields interlock to form a solid wall against which enemies crash in waves. I've seen many an elite soldier underestimate Åsklanders as mere savages—only to suffer for their folly.

—Shepkin Tikhonovich—Volskayan Voivoda

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Frostbite $\langle 5+ \rangle$ $\{ 8+ \}$	24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Armour. If this spell targets an enemy unit, the target suffers -1 Armour. {This spell may target two units instead of one (declare the additional target before the Casting Attempt).}

Special Items

Weapon Enchantments

Byargfylli Enchantment: Spear. Attacks made with this weapon become Divine Attacks and Magical Attacks , and gain Lethal Strike and Lightning Reflexes .	60 pts
Eyratöki Åsklander Chief only. Enchantment: Hand Weapon. The wielder gains Crush Attack , and can perform two Crush Attacks instead of one (provided it declared the use of its Crush Attack at the end of step 4 of the Round of Combat Sequence as usual).	50 pts
Symbol of Slaughter Enchantment: Hand Weapon and Paired Weapons. Attacks with this weapon become Magical Attacks . While using this weapon, the wielder gains +2 Attack Value and +2 Agility. Close Combat Attacks made against the wielder's model gain +1 to hit.	35 pts

Armour Enchantments

Gunagr's Armour Standard Height models only. Enchantment: Suit of Armour. The bearer gains Fearless and can never be wounded on better than 4+.	45 pts
---	--------

Banner Enchantments

Raven Banner The bearer's unit gains Battle Focus , Fearless , and Frenzy .	60 pts
--	--------

Artefacts

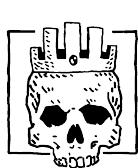
Norn's Bones Wizards only. The Wizard can select its spells from all the Learned Spells of its chosen Path and the Hereditary Spell. This rule overrides the Spell Selection rules connected to being a Wizard Apprentice or Adept.	45 pts
--	--------

Harp of Bragi The range of the bearer's Commanding Presence or Rally Around the Flag is always 18" .	40 pts
---	--------

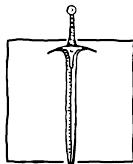
So I am to be married. I feel equal parts dread and joy—and as usual I have been burying these emotions in reading. My husband is to be Prince Olvir Hrogtharson, son of the King of Thrymeland, the famous Hrogthar Alfildr. I am to share my bed with an Åsklander! I have consumed every book on the subject of that wild land—the stories have only worsened the fragile state of my imagination. Åskland is a patchwork of tribes divided up by Kings, Jarls, and Hersirs. Many are barbaric and unruly—often meddling in worship of the Dark Gods. Åsklanders are famous for their raiding and trading vessels that can be found in ports as far as Avras and Aldan. For a long time they were Sonnstahl's enemies, but in our time the comparatively civilised nation of Thrymeland has been supported by the Emperor as part of a bulwark against the northern tribes. I suppose my status as a pawn in these negotiations should bring me pride. I only hope that I can conquer this awful terror and do my duty to father and nation.

—Diary of Lady Annelie, daughter of the Count of Breidmark

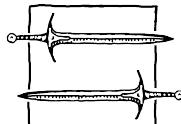
Army Organisation



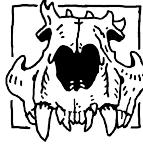
Characters
Max. 40%



Core
Min. 25%



Special
No limit



Legendary Beasts
Max. 30%

Characters (Max. 40%)



Åsklander Chief

110 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

To lead is the destiny of the jarls and hersirs. But leading should be tested: trials must be endured and challenges won, for a chieftain should prove not only the strongest of the tribe, but the wisest also. Proud and dauntless, feared and respected, such are the demands of leadership.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Åsklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	AP	Agi
Åsklander Chief	3	5	5	1	5
Deeds not Words					
<i>— Model Rules —</i>					
Deeds not Words: Attack Attribute.					
The model part gains Battle Focus and Hatred while joined to one or more R&F models with Åsklander Battle Fever.					
<i>— Options —</i>					
Battle Standard Bearer	pts -				
	50				
If General, Jarl	30				
Longship Raid (0-2 Models/Army)	40				
Special Items	up to 100				
If General	up to 150				
Shield	5				
Must choose (one choice only):					
Heavy Armour	free				
Shield and Berserker's Bear Pelt (Infantry only)	40				
Throwing Weapons (4+)	5				
One choice only:					
Light Lance	5				
Paired Weapons	5				
Spear	5				
Great Weapon	10				
<i>— Mount Options —</i>					
War Dais	55				
Shadow Chaser	70				
Black Stallion	85				
Dark Chariot	110				
Chimera (LB)	155				
Wasteland Behemoth (LB)	355				
<i>— Optional Model Rules —</i>					
Jarl: Universal Rule.					
The Åsklander Chief gains +2 Attack Value and may take Special Items for an additional 50 pts.					
Longship Raid: Universal Rule.					
The model gains Ambush . During step 8 of the Pre-Game Sequence, nominate a unit of Åsklanders, Huskarls, or Berserkers that includes no more than 30 models if Åsklanders and no more than 20 models if Huskarls or Berserkers. This unit gains Ambush , with the following exceptions:					
• The model with Longship Raid must either be deployed in this unit or Ambush in this unit.					
• Units using Longship Raid do not roll for Ambush but automatically enter the Battlefield in the owner's second Player Turn.					
• All units using Longship Raid must arrive from the same Board Edge.					



Seidhkennar

135 pts

single model

Height Standard
Type Infantry
Base 25×25 mm

Seidhkennars are the voice of the gods, advisers of the jarls, guides to the berserkers. They are tellers of sagas, masters of magic, and speakers with all the creatures of the North. No force would dare to raid without their blessing, nor a king march to war: for the seers of Åskland know the spirit of the land.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Åsklander Battle Fever, Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	
Offensive	Att	Off	Str	AP	Agi
Seidhkennar	1	3	3	0	3
<i>Magic Options</i>				<i>pts-</i>	
One choice only:				<i>pts-</i>	
Wizard Adept					up to 150
Wizard Master					5
Shamanism					5
Thaumaturgy					5
Witchcraft					50
<i>Options</i>				<i>pts-</i>	
Special Items				up to 150	
Light Armour				5	
Paired Weapons				5	
<i>Mount Options</i>				<i>pts-</i>	
Dark Chariot				50	

Character Mounts



Black Stallion

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Black Stallion	1	3	4	0	3	Harnessed



Shadow Chaser

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Shadow Chaser	1	3	3	0	4	Harnessed



War Dais

Height Standard
Type Infantry
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	C	C	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
War Dais	4	5	4	1	4	Harnessed



Dark Chariot

Height Large
Type Construct
Base 50×100 mm
0-3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	AP	Agi	
Black Steed (2)	1	3	4	0	3	Harnessed
Chassis			5	2		Impact Hits (D6+1), Inanimate



Chimera

Height Large
Type Cavalry
Base 50×100 mm
0-2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

Global	Adv	Mar	Dis	Model Rules		
	8"	20"	C	Fear, Towering Presence		
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
Chimera	5	4	5	2	4	Harnessed
— Options —			pts -	Optional Model Rules		
Wings			40	Wings: Universal Rule. The model's March Rate is set to 16" and it gains Fly (8", 16") and Light Troops.		



Wasteland Behemoth

Height Gigantic
Type Beast
Base 100×150 mm
0-2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	7	3	6	4		
Offensive	Att	Off	Str	AP	Agi	
Wasteland Behemoth	6	3	6	3	3	Harnessed
— Options —			pts -	Optional Model Rules		
Additional Limbs			35	Additional Limbs: Universal Rule. The model's March Rate is set to 20" and its Armour is set to 3.		

Core (Min. 25%)



Åsklanders

135 pts + 7 pts/extra model

15-50 models



*Height Standard
Type Infantry
Base 25×25 mm*

The Åsklander is a fighter to be feared: strengthened by harsh living and long hunts through the forest, each man and maiden of our people is skilled with axe or bow and born to raiding.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Åsklander Battle Fever, Scoring	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour
Offensive	Att	Off	Str	AP	Agi
Åsklander	1	4	4	0	3
<i>Options</i>				<i>Command Group Options</i>	
Shield			1/model	Champion	10
Throwing Weapons (5+) (0-40 Models/Army)			2/model	Musician	10
One choice only:				Standard Bearer	10
Paired Weapons				Banner Enchantment	no limit
Bow (4+) (0-60 Models/Army)					
Great Weapon					
Spear and Shield					



Warhounds

100 pts + 8 pts/extra model

5-15 models

0-4 Units/Army

*Height Standard
Type Beast
Base 25×50 mm*

Hunting is our oldest and most indispensable tradition. The deepest bonds of man and beast are forged from the cradle with our hunting packs. Our hounds are no foppish southern pups, but proud heirs of the great wolves of the northern forest. Long generations of careful stewardship have created one of the smartest and most dangerous breeds of warhounds ever seen.

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Insignificant, Release the Hounds	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	AP	Agi
Warhound	1	3	3	0	4

Model Rules

Release the Hounds: Universal Rule.

One use only. May be activated at the start of a friendly Player Turn (all models in a unit **must** activate this rule at the same time). The model gains +6" March Rate and **Devastating Charge (+1 Att, +1 Str)** during this Player Turn.

Special (No limit)



Huskarls

180 pts + 15 pts/extra model

15-40 models



Height Standard
Type Infantry
Base 25×25 mm

No one can become a jarl without the support of the huskarls, and new jarls are often elected from their number, for they are not only bodyguards but a warrior elite. Seasoned fighters, their wisdom and ruthlessness in matters of war and raiding is rarely matched by younger warriors and chiefs.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Åsklander Battle Fever, Bodyguard (Åsklander Chief), Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	Heavy Armour
Offensive	Att	Off	Str	AP	Agi
Huskarl	1	4	4	1	4

— Options ————— pts- — Command Group Options ————— pts-

Throwing Weapons (4+)	6/model	Champion	10
Must choose (one choice only):		Musician	10
Shield	free	Standard Bearer	10
Great Weapon	2/model	Banner Enchantment	no limit
Spear and Shield	3/model		



Berserkers

160 pts + 15 pts/extra model

8-25 models

0-3 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Gnashing teeth, crazed howling, deranged biting of shields—a ferocious blur of axes, bleeding steel, and bear pelts: these are the berserkers of Vigi. He asked of them to be the nightmare of the elven enemy, and they became as such. They do not fear death, nor defeat, for their only purpose is killing elves.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Åsklander Battle Fever, Light Troops	
Defensive	HP	Def	Res	Arm	
	1	3	4	0	Berserker's Bear Pelt, Shield
Offensive	Att	Off	Str	AP	Agi
Berserker	1	4	4	1	4

— Options ————— pts- — Command Group Options ————— pts-

One choice only:		Champion	10
Spear	2/model	Musician	10
Paired Weapons	3/model		
Great Weapon	4/model		



Wargs

170 pts + **65** pts/extra model

2–6 models

0–2 Units/Army

Height Large

Type Beast

Base 50×50 mm

Wargs are not mere pet wolves, trained to attack on command. They are born of Ullr's fury, impervious to the rigours of a mountain winter, tougher and sometimes larger than a horse. A single warg can down a giant elk if it catches it unaware, and a pack is a serious danger even to well-armed travellers. You are never free of the warg's nose. It will track you for days if it deems you a worthy prize. If you are fierce enough, you can steal the pups and harness this fury yourself: but be sure to serve Ullr well, or you'll be a meal for the beast soon enough.

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	6	Fear, Strider (Forest), Vanguard	
Defensive	HP	Def	Res	Arm	
	4	4	4	1	
Offensive	Att	Off	Str	AP	Agi
Warg	4	4	5	2	4



Warriors

210 pts + **24** pts/extra model

10–12 models

0–2 Units/Army



Height Standard

Type Infantry

Base 25×25 mm

Asklanders who have sworn to the Dark Gods often return to their homes to fulfil their path, for reasons that are unclear even to seidhkennars. Nonetheless, they are always welcomed among the ranks of a raiding party, as their prowess in battle is doubted by none.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Fearless, Path of the Favoured, Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	0	Hell-Forged Armour, Spiked Shield
Offensive	Att	Off	Str	AP	Agi
Warrior	2	5	4	1	4

Options		pts-	Command Group Options		pts-
One choice only:			Champion		25
Paired Weapons	free		Musician		10
Great Weapon	5/model		Standard Bearer		10
Halberd	6/model		Banner Enchantment		no limit

Model Rules

Hell-Forged Armour: Armour Equipment.

Plate Armour. The wearer's model gains **Aegis (5+, against Toxic Attacks)**.

Path of the Favoured: Universal Rule.

Units with more than half of their models with Path of the Favoured **must** reroll failed Break Tests. In addition, model parts with Path of the Favoured upgraded to a Champion additionally gain +1 Health Point to a maximum of 3, and their Discipline is **set** to 9.

Spiked Shield: Armour Equipment.

Models on foot only.

Shield. For each **successful** Armour Save roll of **4+** made by the bearer against a Melee Attack while using a Spiked Shield, the bearer immediately inflicts 1 hit with the bearer's Strength and Armour Penetration against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.



Trolls

170 pts + 65 pts/extra model

3-10 models

0-3 Units/Army

Height Large
Type Infantry
Base 40×40 mm

Trolls are hardy creatures. So much so, that it is rumoured neither man nor nature can kill them. The beasts that inhabit the frozen lands are no exception. As grotesque, greedy, and ill-tempered as their southern cousins, their tough, icy hide emits a palpable aura of cold so fierce it has even been known to extinguish fire.

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	4	Fear, Fearless, Stupid		
Defensive	HP	Def	Res	Arm		
	3	3	4	0	Fortitude (4+)	
Offensive	Att	Off	Str	AP	Agi	
Troll	3	3	5	2	1	Troll Belch

—Options—

Ice Troll

13/model

—Optional Model Rules—

Ice Troll: Universal Rule.

The model's Armour is **set** to 2. Flaming Attacks **must** reroll successful to-wound rolls against the model.

—Model Rules—

Stupid: Universal Rule.

At the start of each friendly Player Turn, each unengaged non-Fleeing unit with one or more models with Stupid **must** take a Discipline Test. If the test is failed, all models in the unit become Shaken until the end of the Player Turn, and in the Movement Phase, directly after Rallying Fleeing units, the unit **must** move D6" directly forwards, stopping 1" before Impassable Terrain or other units.

Troll Belch: Special Attack.

At the model part's Initiative Step, the owner may choose an enemy unit Engaged in Combat that the model part is able to attack with Close Combat Attacks. If so, this unit suffers a hit, which is resolved with Strength 5 and Armour Penetration 10, and the model part with Troll Belch may not perform any Close Combat Attacks.



Åsklander Horsemen

130 pts + 18 pts/extra model

5-15 models



Height Standard
Type Cavalry
Base 25×50 mm



A maximum of 2 units of 8 or more models count towards Core instead of Special.

Mounts are considered a privilege among the most important Åsklander families. They are generally given to the youngest warriors, to prove themselves as scouts and vanguards of raiding forces, as there is limited space for horses on a longboat.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Åsklander Battle Fever, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Åsklander Horseman	1	4	4	0	3	
Black Steed	1	3	4	0	3	Harnessed

—Options—

One choice only:

Great Weapon

free

—Command Group Options—

Champion 10

Paired Weapons

free

Musician 10

Light Lance

2/model

Standard Bearer 10

Banner Enchantment

no limit



Åsklander Flayers

145 pts + 15 pts/extra model

5-10 models

0-4 Units/Army

*Height Standard
Type Cavalry
Base 25×50 mm*

Riding huge wolves, spiders, and all manner of breakneck beasts, the role of the flayer is reserved for the most courageous and aggressive members of our tribes. Often hardened survivors without families, flayers are among the most feared of those we dread to face. Their speed and brutality is like a vicious blizzard, scouring the flesh and obliterating all hope.

Global	Adv	Mar	Dis	Model Rules				
	10"	20"	8	Ambush, Åsklander Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6")				
Defensive	HP	Def	Res	Arm				
	1	4	3	1	Light Armour			
Offensive	Att	Off	Str	AP	Agi			
Åsklander Flayer	1	4	4	0	4			
Shadow Chaser	1	3	3	0	4	Harnessed		
<i>Options</i>				<i>pts -</i>				
Shield				2/model				
Light Lance				2/model				
One choice only:								
Bow (4+)				1/model				
Throwing Weapons (5+)				2/model				
Skinning Lash (0-15 Models/Army)				4/model				
<i>Command Group Options</i>				<i>pts -</i>				
Champion				10				
Musician				10				
<i>Optional Model Rules</i>								
Skinning Lash: Special Attack.								
A unit with at least one model with Skinning Lash can make a Sweeping Attack against a single unengaged enemy unit when passing within 1" (it does not need to and cannot move through or over that unit). The enemy unit suffers 1 hit with Strength 4 and Armour Penetration 0 for each model with Skinning Lash in the unit. A unit that loses one or more Health Points due to the Skinning Lash Sweeping Attack suffers -1 Discipline until the end of its next Player Turn.								

Legendary Beasts (Max. 30%)



Marauding Giant

260 pts

single model

0–3 Units/Army

Height Gigantic
Type Infantry
Base 50×75 mm

Those few giants living near our settlements are accepted and looked after by most tribes. While they are generally solitary and unpredictable beings, they usually learn how to behave on an expedition, and often develop strong bonds with individual Åsklanders.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	AP	Agi	
Marauding Giant	5	3	5	2	3	Rage

—Model Rules—

Giant See, Giant Do: Universal Rule.

The model gains **Åsklander Battle Fever** and **Shield**.

Rage: Attack Attribute – Close Combat.

Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

—Optional Model Rules—

Big Brother: Universal Rule.

The model's Health Points are set to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

Giant Club: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Monstrous Familiar: Universal Rule.

The model gains **Wizard Apprentice**. Instead of selecting spells as normal, it must select one of the following spells (during Spell Selection): *Cleansing Fire* (Thaumaturgy), *Raven's Wing* (Witchcraft), or *Frostbite* (Hereditary Spell).

Tribal Warspear: Close Combat Weapon.

Attacks with a Tribal Warspear gain +1 Strength and **Multiple Wounds (D3, against Towering Presence)**. Charging enemy units in base contact with the wielder suffer -1 Agility. The wielder gains **Not a Leader** and **War Platform** with the following exception: it can only join units that include at least one Åsklanders or Huskarls model.

—Options—

pts—

Big Brother

35

One choice only:

Giant Club

30

Monstrous Familiar

40

Tribal Warspear

45



Kraken

365 pts

single model 0–3 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

The most experienced raiding jarls and seidhkennars develop a deep connection with the seas, and have even proved able to tame and master these legendary creatures, often luring them away from isolated forces of dread elves.

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Coastal Predator		
Defensive	HP	Def	Res	Arm		
	5	5	5	3		
Offensive	Att	Off	Str	AP	Agi	
Kraken	4	5	7	3	3	Harnessed, Hatred (against Large, Gigantic), Multiple Wounds (D3)
Handler (2)	1	4	4	0	3	

—Model Rules—

Coastal Predator: Universal Rule.

While the centre of the model's base is inside a Water Terrain Feature, the model gains **Devastating Charge (+2" Adv)** and **Hard Target (1)**.



Jötunn

470 pts

single model 0–1 Units/Army

Height Gigantic
Type Infantry
Base 75×100 mm

Walk upon a mountainous road, and you may find yourself in the vicinity of one of the mightiest creatures to inhabit the earth—a jötunn.

The first you will know is the drop in temperature; your skin will burn and your bones freeze, until you can barely crawl. A mist of freezing air will rise around you. The next sign is the ground shuddering; the very mountain appears to split, until blue-grey flesh resolves from blue-grey rock.

Last, eyes open. Vast eyes, with a red hue, taking moments to focus upon the tiny creatures before it.

If you are fortunate, you will be accompanied by a seidhkennar, who can fathom the landslide rumbling that passes for language between them. If you are truly blessed, your guide can settle that mountain back to sleep, before the mighty being decides to crush those who disturb its slumber.

Returning to cold stone's embrace, it might be years before the jötunn rises again, but time seems to matter little to their kind. I simply pray I am never the cause of their ire, or have reason to defend against them—castle walls can only do so much!

—My Time in the North—Lionel Bethune,
Baron of Equitaine

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Freezing Mist, Stubborn		
Defensive	HP	Def	Res	Arm		
	7	3	7	3		
Offensive	Att	Off	Str	AP	Agi	
Jötunn	3	3	7	3	1	

—Model Rules—

Freezing Mist: Universal Rule.

Flaming Attacks **must** reroll successful to-wound rolls against the model.

All enemy units in base contact with one or more Jötunns suffer:

- -3 Agility
- -1 Armour
- -1 Armour Penetration

Quick Reference Sheet

Characters

Åsklander Chief	Adv	4"	Mar	8"	Dis	9		Åsklander Battle Fever
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0
Åsklander Chief	Att	3	Off	5	Str	5	AP	1
							Agi	5
								Deeds not Words
Seidhkennar	Adv	4"	Mar	8"	Dis	8		Åsklander Battle Fever, Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	4	Arm	0
Seidhkennar	Att	1	Off	3	Str	3	AP	0
							Agi	3

Character Mounts

Black Stallion	Adv	8"	Mar	16"	Dis	C		
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2
Black Stallion	Att	1	Off	3	Str	4	AP	0
							Agi	3
								Harnessed
Shadow Chaser	Adv	10"	Mar	20"	Dis	C		Light Troops, Strider, Vanguard (6")
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1
Shadow Chaser	Att	1	Off	3	Str	3	AP	0
							Agi	4
								Harnessed
War Dais	Adv	C	Mar	C	Dis	C		Tall
Standard, Infantry	HP	4	Def	C	Res	C	Arm	C+2
War Dais	Att	4	Off	5	Str	4	AP	1
							Agi	4
								Harnessed
Dark Chariot	Adv	8"	Mar	8"	Dis	C		Swiftstride
Large, Construct	HP	4	Def	C	Res	5	Arm	C+2
Black Steed (2)	Att	1	Off	3	Str	4	AP	0
Chassis					Str	5	AP	2
							Agi	Impact Hits (D6+1), Inanimate
Chimera	Adv	8"	Mar	20"	Dis	C		Fear, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C
Chimera	Att	5	Off	4	Str	5	AP	2
							Agi	4
								Harnessed
Wasteland Behemoth	Adv	7"	Mar	14"	Dis	C		
Gigantic, Beast	HP	7	Def	3	Res	6	Arm	4
Wasteland Behemoth	Att	6	Off	3	Str	6	AP	3
							Agi	3
								Harnessed

Core

Åsklanders	Adv	4"	Mar	8"	Dis	7		Åsklander Battle Fever, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0
Åsklander	Att	1	Off	4	Str	4	AP	0
							Agi	3
								Light Armour
Warhounds	Adv	8"	Mar	16"	Dis	5		Insignificant, Release the Hounds
Standard, Beast	HP	1	Def	3	Res	3	Arm	0
Warhound	Att	1	Off	3	Str	3	AP	0
							Agi	4

Special

Huskarl	Adv	4"	Mar	8"	Dis	8		Åsklander Battle Fever, Bodyguard (Åsklander Chief), Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0
Huskarl	Att	1	Off	4	Str	4	AP	1
							Agi	4
								Heavy Armour
Berserkers	Adv	4"	Mar	8"	Dis	8		Åsklander Battle Fever, Light Troops
Standard, Infantry	HP	1	Def	3	Res	4	Arm	0
Berserker	Att	1	Off	4	Str	4	AP	1
							Agi	4
								Berserker's Bear Pelt, Shield
Wargs	Adv	9"	Mar	18"	Dis	6		Fear, Strider (Forest), Vanguard
Large, Beast	HP	4	Def	4	Res	4	Arm	1
Warg	Att	4	Off	4	Str	5	AP	2
							Agi	4
Warriors	Adv	4"	Mar	8"	Dis	8		Fearless, Path of the Favoured, Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0
Warrior	Att	2	Off	5	Str	4	AP	1
							Agi	4
								Hell-Forged Armour, Spiked Shield
Trolls	Adv	6"	Mar	12"	Dis	4		Fear, Fearless, Stupid
Large, Infantry	HP	3	Def	3	Res	4	Arm	0
Troll	Att	3	Off	3	Str	5	AP	2
							Agi	1
								Troll Belch

Åsklander Horsemen	Adv	8"	Mar	16"	Dis	8		Def	Åsklander Battle Fever, Scoring
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1	Heavy Armour, Shield
Åsklander Horseman	Att	1	Off	4	Str	4	AP	0	Agi 3
Black Steed	Att	1	Off	3	Str	4	AP	0	Agi 3
Åsklander Flayers	Adv	10"	Mar	20"	Dis	8			Ambush, Åsklander Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6")
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1	Light Armour
Åsklander Flayer	Att	1	Off	4	Str	4	AP	0	Agi 4
Shadow Chaser	Att	1	Off	3	Str	3	AP	0	Agi 4
Harnessed									

Legendary Beasts

Marauding Giant	Adv	7"	Mar	14"	Dis	8			Giant See, Giant Do
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	1	
Marauding Giant	Att	5	Off	3	Str	5	AP	2	Agi 3
Kraken	Adv	6"	Mar	12"	Dis	8			Coastal Predator
Gigantic, Beast	HP	5	Def	5	Res	5	Arm	3	Distracting, Hard Target (1)
Kraken	Att	4	Off	5	Str	7	AP	3	Agi 3
Harness, Hatred (against Large, Gigantic), Multiple Wounds (D3)									
Handler (2)	Att	1	Off	4	Str	4	AP	0	Agi 3
Jötunn	Adv	5"	Mar	10"	Dis	9			Freezing Mist, Stubborn
Gigantic, Infantry	HP	7	Def	3	Res	7	Arm	3	
Jötunn	Att	3	Off	3	Str	7	AP	3	Agi 1

Aim Table

Name	Aim	Shooting Model
Bow	4+	Åsklander, Åsklander Flayer
Throwing Weapons	4+	Åsklander Chief, Huskarl
	5+	Åsklander, Åsklander Flayer