

890 pts (30.80 %) 881 pts (30.48 %) 389 pts (13.46 %) 730 pts (25.26 %)

Characters **Core** **Special** **Legendary Beasts**

(40 Max) (25 Least) (30 Max)

Characters

**LIM-DUL**

Seidhkennar - Standard - Infantry - 20x20mm

185 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	"	"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Seidhkennar	1	3	3	0	3
Options				Thaumaturgy	
Magic items				Magical Heirloom	

**CROVAX**

Asklander Chief - Standard - Infantry - 20x20mm

300 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	"	"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Asklander Chief	3	5	5	1	5
Mount: War Dais					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	C"	C"	C	Tall	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	C	C	C+2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
War Dais	4	5	4	1	4
				Harnessed	
Options				Longship Raid • Great Weapon • Battle Standard Bearer • War Dais • Heavy Armour	
Magic items				Ghostly Guard	

**GREVEN IL-VEC**

Asklander Chief - General Jarl - Standard - Infantry - 20x20mm

250 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	"	"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Asklander Chief	5	5	5	1	5
Mount: War Dais					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	C"	C"	C	Tall	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	C	C	C+2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
War Dais	4	5	4	1	4
				Harnessed	
Options				General • Shield • War Dais • Heavy Armour	
Magic items				Touch of Greatness	

**CHAINER**

Asklander Chief - Standard - Infantry - 20x20mm


155 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	"	"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Asklander Chief	3	5	5	1	5

Options

Longship Raid • Paired Weapons • Heavy Armour


Core



WOLVES 1
Warhounds **x5** - Standard - Beast - 20x20mm

100 POINTS


Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Warhound	1	3	3	0	4



WOLVES 2
Warhounds **x5** - Standard - Beast - 20x20mm

100 POINTS

Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Warhound	1	3	3	0	4



CROVAX' REIVERS
Åsklanders **x30** - Standard - Infantry - 20x20mm

390 POINTS


Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Åsklander	1	4	4	0	3

Options

Great Weapon • Champion • Musician • Standard Bearer

Magic banners

Raven Banner



BOWMEN
Åsklanders **x29** - Standard - Infantry - 20x20mm


291 POINTS

Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Åsklander	1	4	4	0	3

Options

Bow (4+)

Special




GREVENS RAIDER
Huskarls **x16** - Standard - Infantry - 20x20mm

205 POINTS

Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Huskarl	1	4	4	1	4

Options

Musician • Shield



CHAINERS MARAUDERS
Berserkers **x8** - Standard - Infantry - 20x20mm

184 POINTS

Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Berserker	1	4	4	1	4

Options

Paired Weapons

Legendary Beasts



HAFGUFA COPY

Kraken - Standard - Beast - 20x20mm

365 POINTS

Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Kraken	4	5	7	3	3



JORMUNGANDR COPY

Kraken - Standard - Beast - 20x20mm

365 POINTS

Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Kraken	4	5	7	3	3

Magics

Racial Trait Spell

Frostbite

Effect

Casting: 5+ [8+]

Range: 24"

Type: Universal

Duration: Last 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 making the Casting Attempt).}



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting Range	Type	Duration	Effect
1	Hand of Heaven	5+ [8+] 24"	Hex, Missile, Damage	Last one Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
2	Smite the Unbeliever	6+ [9+] 24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
3	Speaking in Tongues	7+ [7+] 18"	Hex	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].
4	Cleansing Fire	5+ [8+] Caster [18"]	[Augment], Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
5	Wrath of God	12+ 96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
6	Trial of Faith	7+ [10+] 12" [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

Magic items

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Touch of Greatness: Attacks made with this enchanted weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks. Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

Magic banners

Raven Banner: The bearer's unit gains **Battle Focus**, **Fearless**, and **Frenzy**.

Special rules

As One: Defensive Trait.

If the unit has at least 2 Full ranks and a majority of its models have Shields and As One, all models of Standard Size in the unit gains +1 Armour against Ranged Attacks and in the first Round of Combat.

Ásklander 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.

Freezing Mist: Universal Rule.

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

All enemy units in base contact with the Jötunn suffers:

- -3 Agility to a minimum of 1.
- -1 Armour to a minimum of 0.
- -1 Armour Penetration to a minimum of 0.

Ice Troll: Flaming Attacks must reroll successful to-wound rolls against the model.

Jarl: Universal Rule

The Ásklander 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 Ásklanders, Huskarls, or Berserkers that includes no more than 30 models if Ásklanders 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.

Marauding Giant: A Marauding Giant wielding a Tribal Warspear and following the rules for War Platform may additionally join Infantry units that include at least one Ásklander or Huskarl model.

If the model is upgraded with Monstrous Familiar, it must select one of the following spells: Raven's Wing (Witchcraft), Cleansing Fire (Thaumaturgy), or Frostbite (Hereditary Spell).

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.

Deeds not Words: Attack Attribute.

The model part gains Battle Focus and Hatred while joined to one or more R&F models with Ásklander Battle Fever.

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.