



1020 pts (31.33 %) 881 pts (27.06 %) 625 pts (19.20 %) 730 pts (22.42 %)

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

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

Characters

**LIM-DUL**

Seidhkennar - Standard - Infantry - 20x20mm

185 POINTS

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

**CROVAX**

Asklander Chief - Standard - Infantry - 20x20mm

300 POINTS

Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Asklander Chief	3	5	5	1	5
Mount: War Dais					
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
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

305 POINTS

Global	Adv	Mar	Dis	Model Rules	
	"	"			
Defensive	HP	Def	Res	Arm	
Offensive	Att	Off	Str	Ap	Agi
Asklander Chief	5	5	5	1	5
Mount: War Dais					
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
Options				General • Shield • War Dais • Heavy Armour	
Magic items				Touch of Greatness • Dusk Forged	

**CHAINER**


Asklander Chief - Standard - Infantry - 20x20mm


230 POINTS


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

Options	Longship Raid • Shield, Berserker's Bear Pelt • Paired Weapons
Magic items	Symbol of Slaughter


Core

<div></div> <div>WOLVES 1 Warhounds x5 - Standard - Beast - 20x20mm</div>					100 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>
Warhound	1	3	3	0	4

<div></div> <div>WOLVES 2 Warhounds x5 - Standard - Beast - 20x20mm</div>					100 POINTS
Global	Adv "	Mar "	Dis	Model Rules	
Defensive	HP	Def	Res	Arm	
Offensive Warhound	Att 1	Off 3	Str 3	Ap 0	Agi 4


	CROVAX' REIVERS Åsklanders x30 - Standard - Infantry - 20x20mm					390 POINTS
Global	Adv "	Mar "	Dis	Model Rules		
Defensive	HP	Def	Res	Arm		
Offensive Åsklander	Att 1	Off 4	Str 4	Ap 0	Agi 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+)
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Special

<div> GREVENS RAIDER Huskarls x16 - Standard - Infantry - 20x20mm</div>					205 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>
Huskarl	1	4	4	1	4

Options	Musician • Shield
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<div> CHAINERS MARAUDERS Berserkers x20 - Standard - Infantry - 20x20mm</div>					420 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>
Berserker	1	4	4	1	4

Options	Paired Weapons • Champion • Musician
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Legendary Beasts



HAFGUFU

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

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

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

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.

Symbol of Slaughter: 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.

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.

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.

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 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.

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 Åsklander 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 Åsklander 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.