



680 pts (27.20 %) 881 pts (35.24 %) 205 pts (8.20 %) 730 pts (29.20 %)

**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>	
	4"	8"	8	Wizard Apprentice Åsklander Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Seidhkennar	1	3	3	0	3
<b>Options</b>		Thaumaturgy			
<b>Magic items</b>		Magical Heirloom			

**CROVAX**

Åsklander Chief - Standard - Infantry - 25x25mm

**245** POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	9	Åsklander Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Åsklander Chief	3	5	5	1	5
Deeds not Words					
<b>Options</b>		Longship Raid • Great Weapon • Battle Standard Bearer • Heavy Armour			
<b>Magic items</b>		Ghostly Guard			

**GREVEN IL-VEC**

Åsklander Chief - General Jarl - Standard - Infantry - 25x25mm

**250** POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	9	Ambush Jarl Åsklander Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Åsklander Chief	5	5	5	1	5
Deeds not Words					
<b>Mount: War Dais</b>					
<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					
<b>Options</b>		General • Shield • War Dais • Heavy Armour			
<b>Magic items</b>		Touch of Greatness			

## Core


**CROVAX' REIVERS**


Åsklanders x30 - Standard - Infantry - 25x25mm


**390** POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Scoring Åsklander Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Åsklander	1	4	4	0	3


Options	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Raven Banner

<div><b>WOLVES 1</b> Warhounds <b>x5</b> - Standard - Beast - 25x50mm</div> <div>100 POINTS</div>					
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


<div><b>WOLVES 2</b> Warhounds <b>x5</b> - Standard - Beast - 25x50mm</div> <div>100 POINTS</div>					
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


<div><b>BOWMEN</b> Åsklanders <b>x29</b> - Standard - Infantry - 25x25mm</div> <div>291 POINTS</div>					
Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring Åsklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Åsklander	1	4	4	0	3

Options	Bow (4+)
Special	

<div><b>GREVENS RAIDER</b> Huskarls <b>x16</b> - Standard - Infantry - 25x25mm</div> <div>205 POINTS</div>					
Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring Åsklander Battle Fever Bodyguard (Åsklander Chief)	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	Heavy Armour Shield
Offensive	Att	Off	Str	Ap	Agi
Huskarl	1	4	4	1	4

Options	Musician • Shield
Legendary Beasts	

<div><b>HAFGUF</b> Kraken - Gigantic - Beast - 50x100mm</div> <div>365 POINTS</div>					
Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Strider (Water Terrain)	
Defensive	HP	Def	Res	Arm	
	5	5	5	3	Distracting Hard Target (1)
Offensive	Att	Off	Str	Ap	Agi
Kraken	4	5	7	3	3 Multiple Wounds (D3) Poison Attacks

<div><b>JORMUNGANDR</b> Kraken - Gigantic - Beast - 50x100mm</div> <div>365 POINTS</div>					
Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Strider (Water Terrain)	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	5	5	3		<b>Distracting Hard Target (1)</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Kraken</b>	4	5	7	3	3	<b>Multiple Wounds (D3) Poison Attacks</b>

## 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.

		<i>Casting Range</i>		<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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+] 12"	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.

**Asklander 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.