



ASKLANDERS

ASKLANDERS - 4 427 POINTS



1325 pts (30.00 %) 1110 pts (25.00 %) 907 pts (20.00 %) 1085 pts (25.00 %)

Characters **Core** **Special** **Legendary Beasts**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters



ASKLANDER? ?CHIEF - GENERAL JARL #1

Asklander Chief - General Jarl - Standard - Infantry - 25x25

300 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Ambush, Jarl, Asklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Asklander Chief	5	5	5	1	5

Deeds not Words, Hand Weapon

Options | General • Shield • Longship Raid • Spear • Heavy Armour • Talisman of Shielding • Byargfylli



ASKLANDER? ?CHIEF #1

Asklander Chief - Standard - Infantry - 25x25

290 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Asklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Asklander Chief	3	5	5	1	5

Deeds not Words, Hand Weapon

Options | Longship Raid • Shield and Berserker's Bear Pelt • Eyratöki • Essence of Mithril



ASKLANDER? ?CHIEF #2

Asklander Chief - Standard - Infantry - 50x50

325 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9	Asklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Asklander Chief	3	5	5	1	5

Deeds not Words, Hand Weapon



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

Options | Spear • Shield • Battle Standard Bearer • War Dais • Heavy Armour • Obsidian Rock



SEIDHKENNAR #1
Seidhkennar - Standard - Infantry - 20x20

410 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Wizard Apprentice, Asklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	
Offensive	Att	Off	Str	Ap	Agi
Seidhkennar	1	3	3	0	3

Options	Wizard Master • Shamanism • Magical Heirloom
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Core



ASKLANDERS #1
Asklanders x15 - Standard - Infantry - 25x25

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Asklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Asklander	1	4	4	0	3

Options	Shield • Throwing Weapons (5+)
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ASKLANDERS #3
Asklanders x15 - Standard - Infantry - 25x25

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Asklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Asklander	1	4	4	0	3

Options	Shield • Throwing Weapons (5+)
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ASKLANDERS #4
Asklanders x49 - Standard - Infantry - 25x25

550 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Asklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Asklander	1	4	4	0	3

Options	Shield and Spear • Champion • Musician • Standard Bearer
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WARHOUNDS #1
Warhounds x5 - Standard - Beast - 25x50

100 POINTS



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



WARHOUNDS #2
Warhounds x5 - Standard - Beast - 25x50

100 POINTS



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

Special



BERSERKERS #1
Berserkers x18 - Standard - Infantry - 25x25

382 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Light Troops, Asklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	3	4	0	
Offensive	Att	Off	Str	Ap	Agi
Berserker	1	4	4	1	4

Options	Great Weapon
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HUSKARLS #1
Huskarls x20 - Standard - Infantry - 25x25

525 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Asklander Battle Fever, Bodyguard	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	
Offensive	Att	Off	Str	Ap	Agi
Huskarl	1	4	4	1	4

Options	Throwing Weapons (4+) • Shield and Spear • Champion • Musician • Standard Bearer • Raven Banner
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Legendary Beasts



JÖTUNN
Jötunn - Gigantic - Infantry - 75x100

475 POINTS




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

	MARAUDING GIANT #1 Marauding Giant - Gigantic - Infantry - 50x75	305 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Marauding Giant	5	3	5	2	3 Rage

Options	Tribal Warspear
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	MARAUDING GIANT #2 Marauding Giant - Gigantic - Infantry - 50x75	305 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Giant See, Giant do	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	3	5	1	Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Marauding Giant	5	3	5	2	3 Rage

Options	Tribal Warspear
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Frostbite				
<i>Mf</i>	5+ [8+]	24"	Translation missing: en.magic_spell.type_target.Universal	One Turn
<p><i>If this spell targets a friendly unit, the target gains +1 Armour.</i></p> <p><i>If this spell targets an enemy unit, the target suffers 1 Armour.</i></p> <p><i>{This spell may target two units instead of one (declare the additional target before making the Casting Attempt).}</i></p>				



	Casting	Range	Type	Duration	Effect
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		Casting	Range	Type	Duration	Effect
5	Totemic Summon	10+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

Magic items

Byargfylli: Attacks made with this weapon become **Divine Attacks** and **Magical Attacks**, and gain **Lethal Strike** and **Lightning Reflexes**.

Talisman of Shielding: The bearer gains Aegis (5+).

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Eyratöki: 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).

Obsidian Rock: The bearer gains Magic Resistance (2).

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.

Magic banners

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

Model Rules

Ambush:

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.

Berserker's Bear Pelt: Light Armour

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 its Shield and gain Frenzy, Fearless, Battle Focus, Lightning Reflexes, and +1 Strength. Effects lasts for the remainder of the game.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

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.

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.

Giant See, Giant do: Universal Rule.

The model gains Ásklander Battle Fever and Shield.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Heavy Armour: +2 Armor

Insignificant:

Jarl: Universal Rule

The Asklander Chief gains +2 Attack Value and may take Special Items for an additional 50 pts.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

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.

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.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Asklander Chief - General Jarl #1	Asklander Chief #1	Asklander Chief #2	Seidhken #1	Asaranda #1	Asklander #3	Asklander #4	Warhound #1	Warhound #2	Busserke #1	Haskarls #1	Jotunn	Marauding Giant #1	Marauding Giant #2