



# ASKLANDERS

## PANTERO ASK CR9X - 4 435 POINTS



1535 pts (34.00 %) **1070 pts (24.00 %)** 1830 pts (41.00 %) 355 pts (8.00 %)  
**Characters** **Core** **Special** **Legendary Beasts**  
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

### Characters



#### ASKLANDER? ?CHIEF - GENERAL JARL

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

190 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 • Paired Weapons • Heavy Armour • Symbol of Slaughter • Potion of Strength



#### ASKLANDER? ?CHIEF BSB ON BEHEMOTH

Asklander Chief - Gigantic - Beast - 150x100

600 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 WASTELAND BEHEMOTH

| 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   |  |

**Options**

Battle Standard Bearer • Wasteland Behemoth • Aether Icon x1 • Obsidian Rock • Eyratöki



#### SEIDHKENAR, MASTER OF SHAMANISM

Seidhkennar - Standard - Infantry - 20x20

415 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   | Hand Weapon |

**Options**

Wizard Master • Shamanism • Binding Scroll x1



#### ASKLANDER? ?CHIEF, AMBUSH


Asklander Chief - Standard - Infantry - 25x25

165 POINTS




|                              |            |            |            |                        |            |
|------------------------------|------------|------------|------------|------------------------|------------|
| <i>Global</i>                | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>     |            |
|                              | 4"         | 8"         | 9          | Asklander 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> |
| Asklander Chief              | 3          | 5          | 5          | 1                      | 5          |
| Deeds not Words, Hand Weapon |            |            |            |                        |            |

|                |  |
|----------------|--|
| <b>Options</b> | Longship Raid • Great Weapon • Throwing Weapons (4+) |
|----------------|--|



**ASKLANDER? ?CHIEF, AMBUSH**  
Asklander Chief - Standard - Infantry - 25x25

**165 POINTS**



|                              |            |            |            |                        |            |
|------------------------------|------------|------------|------------|------------------------|------------|
| <i>Global</i>                | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>     |            |
|                              | 4"         | 8"         | 9          | Asklander 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> |
| Asklander Chief              | 3          | 5          | 5          | 1                      | 5          |
| Deeds not Words, Hand Weapon |            |            |            |                        |            |

|                |  |
|----------------|--|
| <b>Options</b> | Longship Raid • Great Weapon • Throwing Weapons (4+) |
|----------------|--|

**Core**




**ASKLANDERS #1**  
Asklanders x29 - Standard - Infantry - 25x25

**390 POINTS**




|                  |            |            |            |                                 |              |
|------------------|------------|------------|------------|---------------------------------|--------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>              |              |
|                  | 4"         | 8"         | 7          | Scoring, Asklander 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>   |
| Asklander        | 1          | 4          | 4          | 0                               | 3            |

|                |   |
|----------------|---|
| <b>Options</b> | Shield and Spear • Champion • Musician • Standard Bearer • Banner of the Relentless Company |
|----------------|---|




**ASKLANDERS BOWS**  
Asklanders x19 - Standard - Infantry - 25x25

**240 POINTS**




|                  |            |            |            |                                 |              |
|------------------|------------|------------|------------|---------------------------------|--------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>              |              |
|                  | 4"         | 8"         | 7          | Scoring, Asklander 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>   |
| Asklander        | 1          | 4          | 4          | 0                               | 3            |

|                |   |
|----------------|---|
| <b>Options</b> | Champion • Musician • Bow (4+) • Shield |
|----------------|---|



**ASKLANDERS BOWS**  
Asklanders x19 - Standard - Infantry - 25x25

**240 POINTS**



|                  |            |            |            |                                 |              |
|------------------|------------|------------|------------|---------------------------------|--------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>              |              |
|                  | 4"         | 8"         | 7          | Scoring, Asklander 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>   |
| Asklander        | 1          | 4          | 4          | 0                               | 3            |

## Options

Champion • Musician • Bow (4+) • Shield

**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 |
| <b>Warhound</b> | 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 |
| <b>Warhound</b> | 1   | 3   | 3   | 0                                 | 4   |

## Special

**WARGS #1**  
Wargs x6 - Large - Beast - 50x50

430 POINTS



| Global      | Adv | Mar | Dis | Model Rules             |     |
|-------------|-----|-----|-----|-------------------------|-----|
|             | 9"  | 18" | 6   | Strider, Fear, Vanguard |     |
| Defensive   | HP  | Def | Res | Arm                     |     |
|             | 4   | 4   | 4   | 1                       |     |
| Offensive   | Att | Off | Str | Ap                      | Agi |
| <b>Warg</b> | 4   | 4   | 5   | 2                       | 4   |

**WARGS #2**  
Wargs x6 - Large - Beast - 50x50

430 POINTS



| Global      | Adv | Mar | Dis | Model Rules             |     |
|-------------|-----|-----|-----|-------------------------|-----|
|             | 9"  | 18" | 6   | Strider, Fear, Vanguard |     |
| Defensive   | HP  | Def | Res | Arm                     |     |
|             | 4   | 4   | 4   | 1                       |     |
| Offensive   | Att | Off | Str | Ap                      | Agi |
| <b>Warg</b> | 4   | 4   | 5   | 2                       | 4   |

**HUSKARLS #1**  
Huskarls x15 - Standard - Infantry - 25x25

310 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 |
| <b>Huskarl</b> | 1   | 4   | 4   | 1  | 4   |

|                |   |
|----------------|---|
| <b>Options</b> | Throwing Weapons (4+) • Great Weapon • Musician |
|----------------|---|

|  |  |                   |  |
|--|--|-------------------|--|
|  | <b>HUSKARLS #2</b><br>Huskarls x15 - Standard - Infantry - 25x25 | <b>310 POINTS</b> |  |
|--|--|-------------------|--|

|                  |            |            |            |  |                      |
|------------------|------------|------------|------------|--|----------------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                         |                      |
|                  | 4"         | 8"         | 8          | Scoring, Asklander Battle Fever, Bodyguard |                      |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                                 |                      |
|                  | 1          | 5          | 3          | 0  | Heavy Armour, Shield |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                                  | <i>Agi</i>           |
| <b>Huskarl</b>   | 1          | 4          | 4          | 1  | 4                    |

|                |   |
|----------------|---|
| <b>Options</b> | Throwing Weapons (4+) • Great Weapon • Musician |
|----------------|---|

|  |  |                   |  |
|--|--|-------------------|--|
|  | <b>FLAYERS #1</b><br>Åsklander Flayers x5 - Standard - Cavalry - 25x50 | <b>175 POINTS</b> |  |
|--|--|-------------------|--|

|                         |            |            |            |   |              |
|-------------------------|------------|------------|------------|---|--------------|
| <i>Global</i>           | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>  |              |
|                         | 10"        | 20"        | 8          | Strider, Feigned Flight, Vanguard (6", 6"), Light Troops, Ambush , Åsklander Battle Fever |              |
| <i>Defensive</i>        | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>  |              |
|                         | 1          | 4          | 3          | 1   | Light Armour |
| <i>Offensive</i>        | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>   | <i>Agi</i>   |
| <b>Åsklander Flayer</b> | 1          | 4          | 4          | 0   | 4            |
| <b>Shadow Chaser</b>    | 1          | 3          | 3          | 0   | 4            |
|                         |            |            |            |   | Harnessed    |

|                |                        |
|----------------|------------------------|
| <b>Options</b> | Shield • Skinning Lash |
|----------------|------------------------|

|  |  |                   |  |
|--|--|-------------------|--|
|  | <b>FLAYERS #2</b><br>Åsklander Flayers x5 - Standard - Cavalry - 25x50 | <b>175 POINTS</b> |  |
|--|--|-------------------|--|

|                         |            |            |            |   |              |
|-------------------------|------------|------------|------------|---|--------------|
| <i>Global</i>           | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>  |              |
|                         | 10"        | 20"        | 8          | Strider, Feigned Flight, Vanguard (6", 6"), Light Troops, Ambush , Åsklander Battle Fever |              |
| <i>Defensive</i>        | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>  |              |
|                         | 1          | 4          | 3          | 1   | Light Armour |
| <i>Offensive</i>        | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>   | <i>Agi</i>   |
| <b>Åsklander Flayer</b> | 1          | 4          | 4          | 0   | 4            |
| <b>Shadow Chaser</b>    | 1          | 3          | 3          | 0   | 4            |
|                         |            |            |            |   | Harnessed    |

|                |                        |
|----------------|------------------------|
| <b>Options</b> | Shield • Skinning Lash |
|----------------|------------------------|

## Magics

Racial Trait Spell

|  | Casting    | Range | Type   | Duration |
|--|------------|-------|--|----------|
| <b>Frostbite</b>   |            |       |  |          |
| <i>Mf</i>  | 5+<br>[8+] | 24"   | Translation missing:<br>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> |            |       |  |          |



Shamanism

|   |                  | Casting      | Range        | Type               | Duration  | Effect   |
|---|------------------|--------------|--------------|--------------------|-----------|--|
| 5 | Totemic Summon   | 10+<br>[12+] | 96"          | Ground             | Instant   | Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.<br><br>Totemic Beast (for Totemic Summon)<br>single model<br>Size Large<br>Type Beast<br>Base 40x40 mm<br>Global Adv Mar Dis Model Rules<br>3D6" - 7 Fearless, Random Movement (3D6")<br>Defensive HP Def Res Arm<br>3 3 5 -<br>Offensive Att Off Str AP Agi<br>4 3 5 2 3 Breath Attack (Str 3, AP 0) |
| 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].  |
| 3 | Savage Fury      | 5+ [8+]      | 12"<br>[24"] | Universal          | One Turn  | The target gains Frenzy and Battle Focus.  |
| 6 | Break the Spirit | 9+ [11+]     | 18"<br>[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"<br>[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

**Potion of Strength:** One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

**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.

**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).

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

## Model Rules

### Ambush:

**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.

**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 Åsklander Battle Fever.

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**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

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**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.

**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.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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

You 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<br>General Jarl | Asklander Chief BSB<br>on Behemoth | Seidhkennar, Master<br>of Shamanism | Asklander<br>Chief,<br>Ambush | Asklander<br>Chief,<br>Ambush | Asklander<br>#1 Bows | Asklander<br>#2 Bows | Asklander<br>#1 | Asklander<br>#2 | Asklander<br>#1 | Asklander<br>#2 | Asklander<br>#1 | Asklander<br>#2 | Asklander<br>#1 | Asklander<br>#2 |
|                                 |                                    |                                     |                               |                               |                      |                      |                 |                 |                 |                 |                 |                 |                 |                 |