



# ASKLANDERS

## 220507 ASKLANDERS VS WDG - 4 499 POINTS



1615 pts (36.00 %) 1128 pts (25.00 %) 1050 pts (23.00 %) 1061 pts (24.00 %)

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

### Characters



#### ASKLANDER CHIEF #1

Asklander Chief - Standard - Infantry - 50x50mm

365 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, 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

Harnessed

Options | General • Shield • War Dais • Jarl • Heavy Armour • Shield Breaker • Dusk Forged • Gunagr's Armour



#### ASKLANDER CHIEF #2

Asklander Chief - Gigantic - Beast - 150x100mm

525 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, 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

Harnessed

Options | Battle Standard Bearer • Great Weapon • Wasteland Behemoth • Heavy Armour



**ASKLANDER CHIEF #3**  
 Asklander Chief - Standard - Infantry - 25x25mm

245 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

<b>Options</b>	Shield • Longship Raid • Heavy Armour • Throwing Weapons (4+) • Eyratöki • Willow's Ward
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**SEIDHKENNAR #1**  
 Seidhkennar - Standard - Infantry - 25x25mm

480 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

<b>Options</b>	Light Armour • Wizard Master • Witchcraft • Rod of Battle • Potion of Strength • Essence of Mithril
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Core



**ASKLANDERS #1**  
 Asklanders x40 - Standard - Infantry - 25x25mm

485 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

<b>Options</b>	Champion • Musician • Standard Bearer • Great Weapon • Raven Banner
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**ASKLANDERS #2**  
 Asklanders x37 - Standard - Infantry - 25x25mm

443 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

<b>Options</b>	Champion • Musician • Standard Bearer • Great Weapon • Banner of the Relentless Company
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**WARHOUNDS #1**  
Warhounds x5 - Standard - Beast - 25x50mm

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 #1**  
Warhounds x5 - Standard - Beast - 25x50mm

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

Legendary Beasts



**MARAUDING GIANT #1**  
Marauding Giant - Gigantic - Infantry - 50x75mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Giant See, Giant Do	
Defensive	HP	Def	Res	Arm	
	7	3	5	1	
Offensive	Att	Off	Str	Ap	Agi
Marauding Giant	5	3	5	2	3

Options	Tribal Warspear
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**KRAKEN #1**  
Kraken - Gigantic - Beast - 50x100mm

385 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Coastal Predator	
Defensive	HP	Def	Res	Arm	
	5	5	5	3	
Offensive	Att	Off	Str	Ap	Agi
Kraken	4	5	7	3	3
Handler(2)	1	4	4	0	3

Special



### HUSKARLS #1

Huskarls x17 - Standard - Infantry - 25x25mm

431 POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer • Shield and Spear • Throwing Weapons (4+) • Banner of Discipline
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### TROLLS #1

Trolls x6 - Large - Infantry - 40x40mm

365 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	4	Fear, Fearless, Stupid	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	Fortitude
Offensive	Att	Off	Str	Ap	Agi
Troll	3	3	5	2	1

Global	Adv	Mar	Dis	Model Rules	
	10"	20"	8	Ambush, Feigned Flight, Light Troops, Strider, Vanguard, Asklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Asklander Flayer	1	4	4	0	4
Shadow Chaser	1	3	3	0	4

### ASKLANDER FLAYERS #1

Asklander Flayers x10 - Standard - Cavalry - 25x50mm

265 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	4	Fear, Fearless, Stupid	
Defensive	HP	Def	Res	Arm	
	3	3	4	0	Fortitude
Offensive	Att	Off	Str	Ap	Agi
Troll	3	3	5	2	1

<b>Options</b>	Shield • Light Lance • Throwing Weapons (5+)
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	<b>H Frostbite</b>			
Mf	<5+> {8+}	24"	Universal	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 the Casting Attempt).}				



		Casting	Range	Type	Duration	Effect
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
A	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

## Magic items

**Dusk Forged:** The bearer may choose to reroll its failed Armour Saves while using this Shield. If the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

**Gunagr's Armour:** The bearer gains **Fearless** and can **never** be wounded on better than 4+.

**Shield Breaker:** Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

**Eyratōki:** 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).

**Willow's Ward:** While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

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

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

**Rod of Battle:** The bearer can cast a Bound Spell, Power Level (4/8):  
Type: Augment. Range 18". Duration: One Turn.  
The target gains +1 to hit with its Close Combat Attacks.

## Magic banners

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

**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.

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

## 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.

**Coastal Predator:** The model gains Strider (Water Terrain). In addition, while the centre of the model's base is inside a Water Terrain Feature, the model gains Devastating Charge (+2" Adv) and Hard Target (1).

**Deeds Not Words:** The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with Battle Fever.

**Deeds not Words:** The model part gains **Battle Focus** and **Hatred** while joined to one or more R&F models with Battle Fever.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**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.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also 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.

**Fortitude:** Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

**Giant See, Giant Do:** The model gains Infernal Armour and **Infernal Brand**.

**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

**Hard Target:**

**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.

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**Heavy Armour:** +2 Armor

**Insignificant:**

**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.

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

**Rage:** 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:** 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"quote; 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.

**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.

**Stupid:** At the start of each friendly Player Turn, each unengaged non-Fleeing unit with one or more models with Stupid must take a Discipline Test. If the test is failed, all models in the unit become Shaken until the end of the Player Turn, with the following exception: in the Movement Phase, directly after

Rallying Fleeing units, the unit must perform and Advance Move of D6" as fare directly forwards as possible.

**Troll Belch:** At the model part's Initiative Step, the owner may choose an enemy unit that the model part is able to attack with Close Combat Attacks. If so, this unit suffers a hit that is resolved with Strength 5 and Armour Penetration 10, and the model part with Troll Belch may not perform any Close Combat Attacks during this Round of Combat.

**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 #1



Asklander Chief #2



Asklander Chief #3



Seidhkennar #1



Asklanders #1



Asklanders #2



Warhounds #1



Warhounds #1



Huskarls #1



Trolls #1



Asklander Flayers #1



Marauding Giant #1



Kraken #1

