



ASKLANDERS

JOE TEST - 4 486 POINTS



1100 pts (24.00 %) 1360 pts (30.00 %) 805 pts (18.00 %) 1221 pts (27.00 %)

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

(40 Max) (25 Least) (30 Max) (0 NoLimit)

Characters



ASKLANDER CHIEF #1-GENERAL

Asklander Chief - Standard - Infantry - 25x25mm

375 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

Options | General • Paired Weapons • Wings • Jarl • Shield and Berserker's Bear Pelt • Lucky Charm • Hero's Heart • Destiny's Call



SEIDHKENNAR #1

Seidhkennar - Standard - Infantry - 25x25mm

475 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 | Light Armour • Paired Weapons • Wizard Master • Shamanism • Binding Scroll x1 • Talisman of Shielding



ASKLANDER CHIEF #2-BSB

Asklander Chief - Standard - Infantry - 25x25mm

250 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

Options | Battle Standard Bearer • Great Weapon • Shield and Berserker's Bear Pelt • Harp of Bragi

Core



ASKLANDERS #1


Asklanders x25 - Standard - Infantry - 25x25mm

360 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	Shield • Champion • Musician • Standard Bearer • Great Weapon • Rending Banner
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ASKLANDERS #2
Asklanders x25 - Standard - Infantry - 25x25mm

360 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	Shield • Champion • Musician • Standard Bearer • Great Weapon • Rending Banner
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ASKLANDERS -ARCHERS #1
Asklanders x16 - Standard - Infantry - 25x25mm

220 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	Shield • Champion • Musician • Standard Bearer • Bow (4+)
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ASKLANDERS- ARCHERS #2
Asklanders x16 - Standard - Infantry - 25x25mm

220 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	Shield • Champion • Musician • Standard Bearer • Bow (4+)
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WARHOUNDS #1
Warhounds x5 - Standard - Beast - 25x50mm

100 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	5	Insignificant, Release the Hounds	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	

Offensive	Att	Off	Str	Ap	Agi
Warhound	1	3	3	0	4



WARHOUNDS #2
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

335 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	Big Brother • Monstrous Familiar
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JÖTUNN
Jötunn - Gigantic - Infantry - 75x100mm

470 POINTS



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

Special



BERSERKERS #1
Berserkers x20 - Standard - Infantry - 25x25mm

440 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 • Champion • Musician
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HUSKARLS #1

Huskarls x19 - Standard - Infantry - 25x25mm

363 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Bodyguard, Scoring, Asklander Battle Fever	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Heavy Armour
<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	Great Weapon • Champion • Musician • Standard Bearer • Raven Banner
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TROLLS #1

Trolls x3 - Large - Infantry - 40x40mm

209 POINTS



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

Options	Ice Troll
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TROLLS #1 COPY

Trolls x3 - Large - Infantry - 40x40mm

209 POINTS



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

Options	Ice Troll
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H Frostbite				
<i>Mf</i>	<5+> {8+}	24"	Universal	Last one Turn
<i>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).}</i>				



Shamanism

		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	Last one Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	Last 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	Last 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	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		Last 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

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

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.

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

Harp of Bragi: The range of the bearer's Commanding Presence or Rally Around the Flag is **always** 18".

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

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

Model Rules

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

Berserker's Bear Pelt: Personal Protection

Light Armour. The bearer gains Swiftstride and Unstable.

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 their Shield and gain +1 Strength, Battle Focus, Fearless, Frenzy, and Lightning Reflexes. The effects last 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: 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.

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.

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

Freezing Mist: Flaming Attacks **must** reroll successful to-wound rolls against the model. All enemy units in base contact with one or more Jötunns suffer:
• -3 Agility • -1 Armour • -1 Armour Penetration

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

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.

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" 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.

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 an Advance Move of D6" as far 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.

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.

Åsklander Chief #1-GENERAL



Seidhkennar #1



Asklander Chief #2-bsb



Asklanders #1



Asklanders #2



Asklanders - Archers #1



Asklanders- Archers #2



Warhounds #1



Warhounds #2



Berserkers #1



Huskarls #1



Trolls #1



Trolls #1 copy



Marauding Giant #1



Jötunn

