



110 pts (2.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Terrors of the Wild**  
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

## Characters



### BEORN

Asklander Chief - Standard - Infantry - 25x25mm

110 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

## 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).}*

## Model Rules

**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

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

**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

## 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.

