



ASKLANDERS

220599 ASKLANDERS VS WDG - 4 500 POINTS



1795 pts (40.00 %) 1224 pts (27.00 %) 1200 pts (27.00 %) 636 pts (14.00 %)

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	Cannot be Stomped	
Offensive	Att	Off	Str	Ap	Agi	
War Dais	4	5	4	1	4	Harnessed

Options	General • Shield (Dusk Forged) • War Dais • Jarl • Heavy Armour (Gunagr's Armour)
Magic items	Dusk Forged (Shield) • Shield Breaker (Hand Weapon) • Gunagr's Armour (Heavy Armour)



ASKLANDER CHIEF #3

Asklander Chief - Standard - Infantry - 25x25mm

235 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 • Shield (Willow's Ward) • Heavy Armour
Magic items	Willow's Ward (Shield) • Eyratöki (Hand Weapon)



ASKLANDER CHIEF #2

Asklander Chief - Gigantic - Beast - 150x100mm

475 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

Options

Great Weapon • Wasteland Behemoth • Heavy Armour



ASKLANDER CHIEF #4

Asklander Chief - Standard - Infantry - 25x25mm

180 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

Options

Shield • Longship Raid • Heavy Armour • Throwing Weapons (4+)



SEIDHKENAR

Seidhkennar - Standard - Infantry - 25x25mm

540 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

Light Armour (Essence of Mithril) • Paired Weapons (Hero's Heart) • Wizard Master • Witchcraft

Magic items

Hero's Heart (Paired Weapons) • Essence of Mithril (Light Armour) • Magical Heirloom

Core



ASKLANDERS #1

Asklanders x41 - Standard - Infantry - 25x25mm

494 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

Champion • Musician • Standard Bearer • Great Weapon

Magic banners

Raven Banner (Banner Enchantment)



ASKLANDERS #2


Asklanders x41 - Standard - Infantry - 25x25mm

530 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 • Standard Bearer • Shield and Spear
Magic banners	Rending Banner (Banner Enchantment)




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	, Release the InsignificantHounds	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warhound	1	3	3	0	4



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	, Release the InsignificantHounds	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Warhound	1	3	3	0	4

Legendary Beasts




KRAKEN #1

Kraken - Gigantic - Beast - 50x100mm

385 POINTS




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



JÖFUNN

Jötunn - Gigantic - Infantry - 75x100mm

460 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	9	, Freezing StubbornMist	
<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

Special

	HUSKARLS #1 Huskarls x17 - Standard - Infantry - 25x25mm	431 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	8	Bodyguard, Scoring, Åsklander 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	Champion • Musician • Standard Bearer • Shield and Spear • Throwing Weapons (4+)
Magic banners	Banner of Discipline (Banner Enchantment)

	ASKLANDER FLAYERS #1 Åsklander Flayers x6 - Standard - Cavalry - 25x50mm	205 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	10"	20"	8	Ambush, Feigned Flight, Light Troops, Strider, Vanguard, 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>
Åsklander Flayer	1	4	4	0	4
Shadow Chaser	1	3	3	0	4

Options	Shield • Light Lance • Skinning Lash
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H Frostbite</i>				
<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>				



Witchcraft

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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.
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")

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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.
4	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.

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

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).

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

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.

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.

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+.

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.

Magic banners

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.

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

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.

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.

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.

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

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.

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.

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.

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.

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

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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



Åsklander Chief #3



Ásklander Chief #2



Ásklanders #1



Ásklanders #2



Warhounds #1



Warhounds #1



Huskarls #1



Ásklander Flayers #1



Kraken #1



Ásklander Chief #4



Seidhkennar



Jötunn

