



ASKLANDERS

PRACTICE 1 - 4 228 POINTS



1260 pts (28.00 %) 1000 pts (22.00 %) 1628 pts (36.00 %) 340 pts (8.00 %)
Characters **Core** **Special** **Legendary**
 (40 Max) (25 Least) (0 NoLimit) **Beasts**
 (30 Max)

Characters



GENERAL

Asklander Chief - General Jarl - Standard - Infantry - 50x50mm

360 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



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	

Options	General • Shield • Throwing Weapons (4+) • Spear (Byargfylli) • War Dais • Heavy Armour
Magic items	Byargfylli (Spear) • Harp of Bragi • Talisman of Shielding



WIZARD 1

Seidhkennar - Large - Construct - 50x100mm

365 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



MOUNT DARK CHARIOT

Global	Adv	Mar	Dis			Model Rules
	8"	8"	C			Swiftstride
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Black Steed	1	3	4	0	3	
Chassis			5	2		

Options	Wizard Adept • Witchcraft • Light Armour • Paired Weapons • Dark Chariot
Magic items	Magical Heirloom • Norm's Bones



CHIEF BSB

Asklander Chief - Standard - Infantry - 50x50mm

290 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 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

Options	Spear • Shield • Throwing Weapons (4+) • Battle Standard Bearer • War Dais • Heavy Armour
Magic banners	Raven Banner (Battle Standard Bearer)



CHIEF 3

Asklander Chief - Standard - Infantry - 50x50mm

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

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

Options	Shield and Berserker's Bear Pelt • Paired Weapons (Symbol of Slaughter) • War Dais
Magic items	Symbol of Slaughter (Paired Weapons)

Core



WARHOUNDS

Warhounds x10 - Standard - Beast - 25x50mm

140 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	, Release the InsignificantHounds	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Warhound	1	3	3	0	4



ARCHERS #1

Åsklanders x24 - Standard - Infantry - 25x25mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Åsklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Åsklander	1	4	4	0	3

Options	Bow (4+) • Shield
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ARCHERS #2

Åsklanders x24 - Standard - Infantry - 25x25mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Åsklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Åsklander	1	4	4	0	3

Options	Bow (4+) • Shield
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SPEARMEN #1

Åsklanders x28 - Standard - Infantry - 25x25mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Scoring, Åsklander Battle Fever	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Åsklander	1	4	4	0	3

Options	Shield and Spear • Standard Bearer
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Special



HUSKARLS 1

Huskarls x24 - Standard - Infantry - 25x25mm

561 POINTS



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

Options	Throwing Weapons (4+) • Shield and Spear • Champion • Musician • Standard Bearer
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HUSKARLS #2

Huskarls x24 - Standard - Infantry - 25x25mm

561 POINTS



<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>	
Huskarl	1	4	4	1	4	

Options	Throwing Weapons (4+) • Shield and Spear • Champion • Musician • Standard Bearer
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BERSERKERS #1

Berserkers x24 - Standard - Infantry - 25x25mm

506 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Light Troops, Asklander Battle Fever		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	0	Shield, Berserker's Bear Pelt	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Berserker	1	4	4	1	4	

Options	Great Weapon • Champion
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Legendary Beasts



GIANT

Marauding Giant - Gigantic - Infantry - 75x100mm

340 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Giant See, Giant do		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	8	3	5	1	Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Marauding Giant	5	3	5	2	3	Rage

Options	Tribal Warspear • Big Brother
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>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.</i> <i>If this spell targets an enemy unit, the target suffers 1 Armour.</i> <i>{This spell may target two units instead of one (declare the additional target before making the Casting Attempt).}</i>				



Witchcraft

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
I	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.
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].
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.
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.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound 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.

Magic items

Byargfylli: Attacks made with this weapon become **Divine Attacks** and **Magical Attacks**, and gain **Lethal Strike** and **Lightning Reflexes**.

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

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.

Norn's Bones: The Wizard can select its spells from all the Learned Spells of its chosen Path and the Hereditary Spell. This rule overrides the Spell Selection rules connected to being a Wizard Apprentice or Adept.

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.

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

Magic banners

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

Model Rules

Ambush:

Ásklander 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: Light Armour

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 its Shield and gain Frenzy, Fearless, Battle Focus, Lightning Reflexes, and +1 Strength. Effects lasts 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: Attack Attribute.

The model part gains Battle Focus and Hatred while joined to one or more R&F models with Ásklander Battle Fever.

Giant See, Giant do: Universal Rule.

The model gains Ásklander Battle Fever and Shield.

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:

Jarl: Universal Rule

The Ásklander 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.

Rage: Attack Attribute - Close Combat.

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: 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.

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.

Huskarls 1



General



Wizard 1



Huskarls #2



Chief BSB



Warhounds



Chief 3



Archers #1



Archers #2



Spearmen #1



Berserkers #1



Giant

