

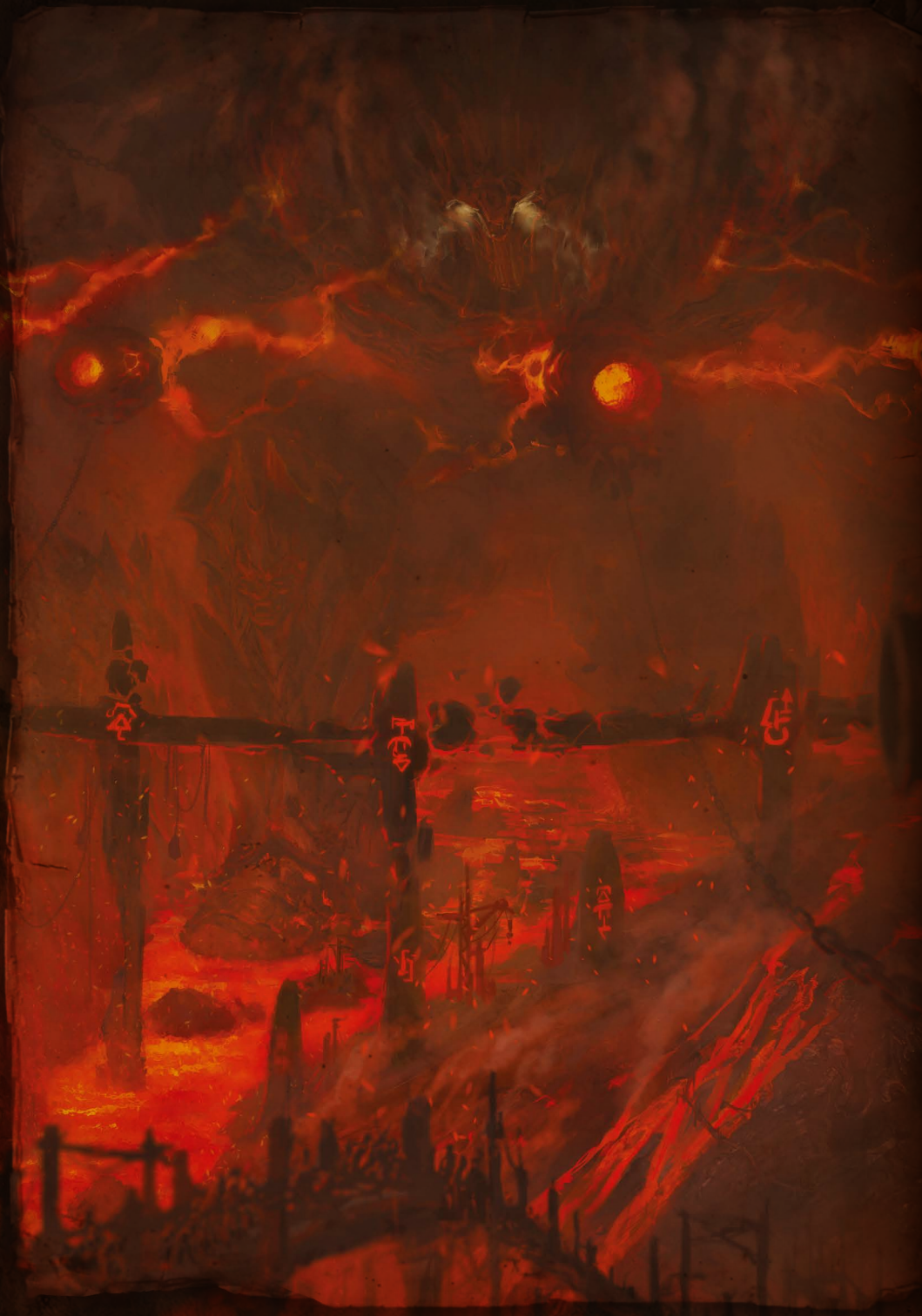
CONQUEST

THE LAST ARGUMENT OF KINGS



NORDS

Army List



ARMY LISTS

THE RULES THAT FOLLOW WILL SHOW YOU HOW THE MODELS AND WARBANDS INTERACT WITH EACH OTHER AND THE ENVIRONMENT. THESE CHAPTERS WILL TEACH YOU HOW TO ACTIVATE YOUR WARBANDS, HOW TO MOVE THEM AS WELL AS HOW TO ENGAGE IN COMBAT WITH THEM.

ARMY LISTS

The force you bring to the Battlefield is chosen using an Army list. To help ensure you're playing a fair and balanced game, these Army lists are chosen to equal points values.

POINTS VALUES

Each Stand in a game of Conquest has a points value, representing its overall worth on the Battlefield. Stands with higher points values are generally better or more flexible fighters, while those with lower points values are less effective, or are useful in a narrow set of circumstances. Your Army's points value is equal to the total points values of every Stand in your Army, plus those of any upgrades you've purchased for those Stands. The higher the points value, the more lethal the Army you've selected. By choosing Armies to equal points values, you and your opponent can ensure a fair, challenging battle.

SIZE OF BATTLE

By default, we recommend battles of 2,000 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing to stop you from choosing a larger or smaller size for your confrontation. Indeed, smaller games of 1,000 points are an excellent way to learn the rules.

BUILDING AN ARMY

An Army consists of two types of entities: Character Stands and Regiments. You may include any number of either in your Army, subject to the following rules:

THE WARLORD

You must include one Character Stand to be your Warlord – your avatar on the Battlefield.

WARBANDS

Each Character Stand in your Army (including the Warlord) must be accompanied by a Warband of Regiments. You'll normally have a choice of Regiments to choose from, but you must always include a Regiment of the same type – i.e. Infantry, Cavalry or Brute – as your Character Stand to ensure that they have a Regiment to join at the start of the battle.

Each Regiment is drawn from the Regiments section of the Army List. It will also, depending on the Character Stand it is chosen for, count as a Mainstay or a Restricted choice. Each Character Stand's Warband has a Regiment allowance of 4 Regiments. A Warband can include as many Mainstay choices as your Warband allowance allows. Restricted choices are more limited, as the name suggests. Each Warband can only include two Restricted choices from all the options presented. This can be two of the same Regiment, or two different Regiments from the list. As a further restriction, you must include one Mainstay choice for each Restricted choice in your Army. Therefore, a Warband that includes two Restricted choices will always have at least two Mainstay choices too. Note that a Regiment might be a Mainstay choice for one Character type, and a Restricted choice for another – check the Character's Army List entry to be sure.

OPTIONAL UPGRADES

Many Character Stands and Regiments have additional options that can be purchased for them, such as Abilities, Command Models, or even extra Stands (in the case of Regiments). If you purchase any of these upgrades, simply add the points cost to that of the Character Stand or Regiment for which the upgrade was purchased.



ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

BLOOD OF THE EINHERJAR

While a Regiment in your Army has any non-Character Wounded Stands, or is missing Stands as a result of Casualties, the Regiment adds +1 to their Attack Characteristic.

While a Regiment in your Army has lost half or more of its Stands (or Wounds in case of Monster Regiments) excluding Character Stands, that Regiment gains the Flurry Special Rule as well.

If the Regiment already has the Flurry Special Rule or has already added +1 to its Attacks Characteristic from Blood of the Einherjar, it instead increases its Attack Characteristic by a further +1 instead.

Character Stands do not benefit from Blood of the Einherjar.



SUPREMACY ABILITIES

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

BLOODED

Call the Hunt: While this Character is on the Battlefield, when selecting a Regiment to arrive from Reinforcements automatically this Round, choose two Regiments instead.

JARL

Surprise Attack! While this Character Stand is on the Battlefield, all Friendly Infantry Regiments gain the Opportunists Special Rule as well as add +1 to their Attacks Characteristic when performing a Clash Action against the flank or rear of an Enemy Regiment.

KONUNGYR

Living Legend: While this Character Stand is on the Battlefield, all Friendly Regiments in this Army gain the Terrifying (+1) Special Rule if they have performed a successful Charge Action until the end of the Round. This Supremacy ability is always considered to be active.

SHAMAN

Call the Storm: During your Reinforcement Phase, choose two friendly Regiment per Round currently not on the table and after rolling for Reinforcements, to gain the Vanguard Special Rule. This Supremacy Ability is always considered to be Active.

VOLVA

Gift of the Einherjar: While this Character Stand is on the Battlefield, all Friendly Regiments, excluding Character Stands, add +1 to their Evasion Characteristic (to a maximum of 2). This Supremacy ability is always considered to be active.

CHARACTERS

You may include any number of Character Stands, but at least one Character Stand must be included as your Warlord.

BLOODED

100 POINTS

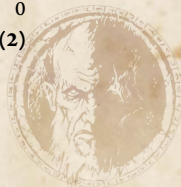
Name	Type	Class	M	V	C	A	W	R	D	E
Blooded	Infantry	Medium	6	2	3	5	5	3	2	0

Special Rules: Barrage (3) (16"), Cleave (2), Impact (2)

Draw Event: None

Number of Stands: 1

Models per Stand: 1



Options:

May select one of the following Aspects at no additional cost:

Crow

Dragon

Bear

Eagle

Wolf

Trove-Finds: May purchase one Trove-find at the indicated point cost.

Warband:

Mainstay:

Stalkers

Trolls

Ugr

White Waste Tribesmen

Restricted:

Werewolves

Bow-Chosen

Fenr Beastpack

Nefhur Beastpack

Goltr Beastpack

Mountain Jotnar

Retinue:

Tactical

Restricted

Combat

Available

Arcane

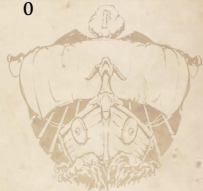
Not Available

Masteries:

Tactical, Combat

JARL**80 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Jarl	Infantry	Medium	5	2	3	5	4	3	2	0

Special Rules: **Shield, Impact (2)****Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****May select one of the following Aspects at no additional cost:***Dragon**Bear**Eagle**Wolf***Trove-Finds:** May purchase a single Trove-Find at the indicated points cost.**Warband:***Mainstay:**Raiders**Huskarls**Ugr**Ulfhednar**Restricted:**Bearsarks**Blade-Chosen**Mountain Jotnar***Retinue:***Tactical**Available**Combat**Available**Arcane**Not Available***Masteries:***Tactical, Combat*

KONUNGYR**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Konungyr	Infantry	Medium	5	2	4	6	5	4	2	2

Special Rules: None**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:**

May select one of the following Aspects at no additional cost

*Dragon**Bear**Eagle**Wolf***Trove-Finds:** May purchase up to **three** Trove-finds at the indicated point cost.**Warband:***Mainstay:**Steel-Chosen**Bow-Chosen**Blade-Chosen**Huskarls**Restricted:**Ice Jotnar**Mountain Jotnar**Sea Jotnar***Your Army cannot contain more than one Konungyr.****Retinue:***Tactical**Restricted**Combat**Available**Arcane**Not Available***Masteries:***Tactical, Combat*

SHAMAN**70 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Shaman	Infantry	Light	5	1	2	3	4	3	1	1

Special Rules: Priest (5)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****The Shaman knows all of the following Spells at no additional point cost***Blurred Vision**Mist Weave**Reshape Destiny***Trove-Finds:** May purchase one Trove-find at the indicated point cost.**Warband:**

Mainstay: Raiders
White Waste Tribesmen

Restricted: Bearsark
Ulfhednar
Mountain Jotnar
Sea Jotnar

Retinue:

Tactical Restricted
Combat Not Available
Arcane Available

Masteries: Arcane

VOLVA**90 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Volva	Infantry	Medium	5	1	3	4	4	3	2	0

Special Rules: Priest (5)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**Options:****The Volva knows all of the following Spells at no additional point cost.***Fruit of the Golden Tree**Warbringer's Light**Hela's Caress**Glory of Valhalla**Aspect of Fenrir***Trove-Finds:** May purchase one Trove-find at the indicated point cost. Unlike other Character Stands with the Priest (X) Special Rule the Volva can purchase an Armor Character Upgrade.**Warband:***Mainstay:* Valkyries*Restricted:* Raiders
Huskarls**Retinue:***Tactical* Restricted*Combat* Available*Arcane* Available**Masteries***Arcane*

CHARACTERS AND CHARACTER UPGRADES

Magical Items and Heraldry are an important part of a Faction's culture and history. Each Faction has access to a list of Character Upgrades as described in their Army List. Unless noted otherwise, each entry may only be selected once in your Army List, and it does not have to be visually represented on the Character Stand. Each Character Upgrade confers abilities or attributes to the Character Stand, and their bonuses are lost as soon as the Character Stand is removed from the game for any reason.

Unless otherwise specified, the following restrictions apply for Hundred Kingdom Character Stands:

- Only Character Stands with the Wizard (X) or Priest (X) Special Rules may select an Arcane Character Upgrade.
- Only Character Stands possessing at least 1 Tier in the Tactical Category may select a Banner Character Upgrade.
- Character Stands with the Wizard (X) Special Rule may not purchase Armor Character Upgrades.
- If a Character Stand can have more than one Character Upgrade, they must purchase upgrades from different categories.

TROVE-FINDS

Each Trove-Find may only be included in your Army once.

BANNERS

Raven Messengers

40 pts

The Eagle, the Bear, the Wolf and the Raven feature prominently in Nord mythology. While their roles are complex and varied, few would challenge that the Raven is a creature of cunning and deep memory whose favor marks the greatest of leaders... or the most ruthless.

Friendly Regiments within 12" of this Character Stand may use this Character Stand's Resolve Characteristic (after all modifiers) instead of their own.

Coils of the Serpent

20 pts

Ripped from the flank of a jormungandr serpent, blood still drips from this rough banner, imbuing the unit that bears it with some of the serpent's unholy resilience.

The Regiment this Character Stand is currently attached to, adds +1 to its Evasion Characteristic (to a maximum of 2).

Figurehead of the Naglfar

20 pts

Naglfar was the ship of Jarl Vignik Vignarson, who during Ragnarök had been tasked with sailing through the Hreggfjorden under cover of mist, in a flanking maneuver against Surtr's forces. They were never seen again. After the return of the Einherjar, on a rare clear morning in Hreggfjord, Naglfar landed quietly on the shores, intact but bereft of crew or their remains. Enemy Regiments performing a Volley Action against a Regiment this Character Stand is currently attached to, Re-Roll successful Hit Rolls.

Fearsome Reputation

10 pts

Many men have reputations for ruthlessness and savagery earned across countless duels and battlefields. But for a Nord to have earned such a daunting reputation...

The Regiment this Character Stand is currently attached to, gains the Fearsome Special Rule.

ARMORS

Járgreipr 20 points

Found at the bottom of a still smoking crater in pristine condition, these iron gauntlets are intricately carved with runes of power. Blows delivered from one bearing them strike with tremendous power, but not much accuracy.

This Character Stand gains the Smite Special Rule when participating in a Duel Action.

Ty Jokull, the Rimeheart 10 points

Wrested from the shattered form of Aurgelmir, greatest and last of the great Ice Jotnar sorcerers, this unmelting slab of ice has been fashioned into a shield that absorbs the power of even the most powerful of blows by cracking and then refreezing. Should it ever sense weakness in its bearer, however, it will crack and shatter, leaving him defenseless against his foes.

Until the Character Stand suffers its first Wound, it adds +2 to its Defense Characteristic. Once the Character Stand suffers a Wound the effects of this Character Upgrade are lost for the remainder of the battle.

Massive Frame 5 points

While the average Nord towers a head over most 'sunlanders', there are a few rare individuals who tower above even them. This height is often ascribed to a long lost Einberjar ancestor, but whatever the cause they make terrifying foes to face with a naked blade, capable of shrugging off blows that would fell lesser opponents.

This Character Stand ignores the first Wound allocated to it each Round.

WEAPONS

Vinda, the Dancer 40 points

Second of the Seven Blades, Vinda is a slender, well balanced and flexible blade that seems to move of its own accord, seeking holes and weaknesses in the opponent's guard. Her bearer is doomed to slowly lose all sense of humor, and in time to come to perceive even the friendliest of gestures as a deadly insult.

For every two successful Hits (rounding up) this Character Stand makes during a Clash or Duel Action, roll one additional Attack and add any

Hits to the total number of Hits. These additional Hits do not generate additional Attacks.

Rjóða, the Red Bringer 20 points

Seven bright, flawless blades surface time and again in Nord myth, granting their wielders fame, glory and victory, before the curses bound into each cause their death. Rjóða, the Red Bringer, causes the wearer to enter an uncontrollable rage when drawn, making the warrior unstoppable in the field. Invariably, its wielders will lose the ability to tell friend from foe, killing friends and family before guilt drives them to exile and suicide.

The Regiment this Character Stand is currently attached to, gains the Bloodlust Special Rule. In addition, this Character Stand adds +2 to its Attacks Characteristic.

Reyngeir, the God Spear 15 points

Legend claims that this spear was forged entirely from the heart of a fallen star. Heavy enough that only the strongest of warriors could hope to wield it, let alone throw it, it remains superbly balanced and eternally sharp.

This Character Stand gains the Brutal Impact (2) and Impact (+3) Special Rules.

The Broken Blade 15 points

This shattered blade is rumored to be the shard of Tyrting, the blade of the dragonslayer Sigurd. If this is true, the blade retains only a fraction of its former power, for it was once capable of slicing boulders in a single blow, and even rumored to be able to pierce dragon scale.

This Character Stand gains the Cleave (1) Special Rule.

Vanquisher of Monsters 15 points

This massive pale blade was not forged but rather carved from the massive rib bone of some sea borne monstrosity that washed up on the shores near Aarheim. Some of the beast's marrow remains in the core canal, swinging to the top of the weapon at the apex of its swing granting the weapon incredible force upon impact.

This Character Stand gains the Linebreaker Special Rule.

TALISMANS

Golden Torc

40 points

Almost all Nord warriors favor torcs as jewelry for it is a simple way to transport wealth that cannot be easily stolen. The greatest and most successful of raiders go to combat with several golden torcs around their arms, denoting their skill and success at their chosen craft.

The Regiment this Character Stand is currently attached to, gains the Dread Special Rule.

The Horn of Hjoldgar

20 pts

Hjoldgar the Crazy is a recent legend among skalds. It is said he pushed his men unlike any other, to the extent that when faced with a difficult battle during his raids, he would make holes on the hulls of his ships. He would then blow his horn to let his men know, a call that they must push themselves further and do whatever it takes to win, for there was no retreat.

The Regiment this Character Stand is currently attached to, gains the Rapid Volley Special Rule.

Mistcaller's Raiment

15 pts

The shaman Saidran gave his life when the Jotnar of Hel befell his village. Exhausted and wounded, he dedicated his final breath to invoke the mists of the north, shielding his people from the giants giving chase. To this day, his bones are clouded in a layer of mist, revered relics and prized possessions of the Nords.

Enemy Regiments must Re-Roll Hit rolls of "1" when performing a Volley Action targeting a Regiment this Character Stand is currently attached to.

Heriolf's Folly

10 points

This rune-carved, thighbone pendant was the most prized possession of the notorious outlaw, Heriolf Godson. Ultimately his pride got the better of him: After ransacking a caravan under the protection of Angbjorn, one of the last Einherjar to still walk the land, he made the mistake of bragging about it. The pendant cannot protect one from stupidity. This Character Stand adds +1 to its Evasion Characteristic.

Prize Silver

5pts

A practice favored by many a ship captain to keep the crew busy and trained is the Prize Silver. In

the long days in the sea, they pin a coin on the mast, promising it as a reward to any who can hit it with their weapons while standing on the bow's very edge.

The Regiment this Character Stand is currently attached to, Re-Rolls Hit Rolls of "6" when performing Impact Attacks.

ARCANE

Heralds of the Storm

30 pts

Any Working of magic is difficult, be it by Gifted individuals or the Faithful, requiring immense concentration in thought and precision in method. Bringing to ghostly life the circumstances that birthed it, these wands made of pieces of old oak or drake bones struck by lightning, once broken summon an aetheric storm that makes tamper with the mystical energies around them, while making concentration incredibly difficult.

The Character Stand gains the following Draw Event:

Herald of the Storm: This Draw Event can only be resolved once per Battle. Spellcasting Actions cannot be performed until the end of the Round.

Runes of Wisdom

20 pts

Inscribed on the bones of mighty monsters, as well as the bones of defeated practitioners of magic, the origin and power of these runes seems to stem from times and practices that predate even the era that the Gods of Yggdrasil took humanity under their wing.

The Character Stand gains the following Draw Event:

Runes of Wisdom: This Draw Event can only be resolved once per Battle. This Character Stand may roll 3 additional dice to cast a Spell when performing a Spellcasting Action, until the end of the Round.

Runes of Wisdom

20 pts

A brave warrior might overcome his fear and get a true scrying performed on him by a shaman. Most emerge from such an ordeal pale and wan, refusing to speak of it again. A very select few however emerge empowered, their fate laid out before them in a single glorious path... as well as their doom.

The Regiment this Character Stand is currently attached to, gains the Tenacious Special Rule.

CHARACTERS AND RETINUES

Retinue options are only available to Infantry Character Stands. Certain Tiers of Retinue upgrades can only be reached by certain Character Stands. Unless otherwise specified, you need to have obtained all previous Retinue Tiers from a category in order to obtain the Tier you wish. Example: *To obtain Tier 2 in a Retinue, you must first have purchased Tier 1 in that same Retinue etc.*

Not every Character Stand has access to all categories of Retinues. Those allowed will be clearly stated in the relevant Army List Entry, with the indication of either “Available” or “Restricted.” The Character Stand selects Tiers freely from any category it has Available, while they may only reach Tier 2 on the Restricted categories. In addition, purchasing a Tier from a Restricted category will cost double the points indicated.

Tier	Tactical	Combat	Arcane
1	The Regiment this Character Stand is currently attached to, gains the Indomitable Special Rule. (10 points)	This Character Stand adds +1 to its Wounds Characteristic. (10 points)	This Character Stand gains the Wizard (+1) or Priest (+1) Special Rule. (10 points)
2	This Character Stand may select an additional Aspect. (10 point)	This Character Stand adds +1 to its Attacks Characteristic. (15 points)	This Character Stand counts a Regiment as 2 less Stands for the purposes of Scaling. (20 points)
3	The Regiment this Character Stand is currently attached to gains the Flank Special Rule. (10 points)	This Character Stand adds +1 to its Clash Characteristic. (20 points)	This Character Stand always treats one failed Spellcasting die as a success when performing a Spellcasting Action. (20 points)



MASTERIES

Character Stands are heroes of renown or highly gifted individuals, who excel above and beyond the masses. Be it through luck, education, training and effort or other powers at work, Character Stands have mastered abilities that make them exceptional.

Masteries are optional upgrade abilities for your Characters, which are noted on your Army List and confer bonus abilities to your Character Stand. As a rule of thumb a Character Stand may select **one** Mastery according to the Available categories listed on their Army List profile, however there are cases in which a Character Stand may be able to purchase more than one. This will be clearly stated in the Character Stand's Army List Entry.

Each Mastery can only be purchased once, unless stated otherwise. There are three categories for Masteries: Tactical, Combat and Arcane.

TACTICAL

Lessons of the Jotun War 40 points

Requires Tactical Retinue Tier 2. Enemy Regiments in contact with the front arc of a Regiment this Character Stand is currently attached to, lose the Impact (X) Special Rule.

Wealth of a Hundred Raids 30 points

Requires Tactical Retinue Tier 3. The Regiment this Character Stand is currently attached to gains the Dauntless Special Rule.

Long Lineage 15 points

This Character Stand may purchase one additional Character Upgrade (Trove-Find), from this Army List, at its indicated point cost.

The Hunt's Instinct 10 points

The Regiment this Character Stand is attached to gains the Fire and Advance Draw Event.

COMBAT

Watchful Eye of the High Kings 25 points

Requires Combat Retinue Tier 3. The Character Stand can never refuse to participate in a Duel Action and must always perform a free additional out-of-sequence Duel Action every time it Activates, if possible.

When an Enemy Character Stand refuses to participate in a Duel with this Character Stand, the Regiment is attached to Re-Roll Successful Morale Tests until the End of the Round in addition to it being Broken.

Headhunter 20 points

This Character Stand causes 3 Hits for each roll of "1" during a Duel Action.

Marksmanship 15 points

This Character Stand gains the Barrage (+2) Special Rule.

Curse of the Vargr (Blooded Only) 10 points

This Character Stand changes its Type to Brute, adds +1 to both its Wounds and Attacks Characteristics and gains the Impact (3) Special Rule. In addition, it must join a Brute Regiment in its Warband. This Character Stand can no longer purchase any Retinue Models.

Overkill 10 points

Requires Combat Retinue Tier 2. For each Wound this Character Stand causes during a Duel Action, the Regiment that Enemy Character Stand is attached to must take a Morale Test as if it had been allocated a Wound.

ARCANE

Magus **30 points**

This Character Stand reduces the number of additional successes it requires due to Scaling by -1, to a minimum of 0.

Sacrificial Lamb **15 points**

When this Character Stand is removed as a Casualty, all Friendly Regiments gain the Blessed Special Rule until the end of the Round.

Focused **15 points**

Requires Arcane Retinue Tier 3. The Character Stand may Re-Roll two failed Spellcasting die Rolls when performing Spellcasting Actions.

Rune of Shielding **15 points** **(Volva Only)**

The Valkyries Regiment this Character Stand is currently attached to, gains the Bastion (1) Draw Event.

SPELLS

Some Character Stands can purchase Spells from the following list:

SHAMAN

Name	Range	Attunement	Effect
Blurred Vision	20"	3 (Scaling)	Target Regiment can only select targets to Volley or Charge that are within 12" until the end of the Round.
Mist Weave	12"	3 (Scaling)	Target Regiment counts its Evasion Characteristic as 1 point higher (to a maximum of 2) when an Enemy Regiment performs a Volley Action against it until the end of the Round.
Reshape Destiny	8"	3 (Scaling)	Target Regiment Re-Rolls all failed Defense Rolls until the end of the Round.

VOLVA

Name	Range	Attunement	Effect
Aspect of Fenrir	Self	3 (Scaling)	Target Regiment gains the Terrifying (1) Special Rule until the end of the Round.
Fruit of the Golden Tree	Self	3	For each success, Target Regiment Heals one Wound. In addition, the Regiment Re-Rolls failed Morale Tests of "6" until the end of the Round.
Glory of Valhalla	10"	3	Target Regiment adds +2 to its Resolve Characteristic until the end of the Round.
Hela's Caress	12"	3	Target Regiment suffers the Decay (3) Special Rule until the end of the Round.
Warbringer's Light	10"	3 (Scaling)	Target Regiment gains the Blessed Special Rule until the end of the Round.

WHITE WASTE SHAMAN (WHITE WASTE TRIBESMEN)

Name	Range	Attunement	Effect
Dominate	8"	2	Target Monster Regiment may only take one Action this Round, until the end of the Round.
Enrage	12"	4	Target Monster Regiment adds +6 to its Attacks Characteristic until the end of the Round.

ICE JOTNAR

Name	Range	Attunement	Effect
Ice Armor	Self	3	The Ice Jotnar adds +1 to its Defense Characteristic until the end of the Round.
Rime Storm	8"	3	Inflicts two Hits per success on Target Enemy Regiment.
Encase	8"	3 (Scaling)	Target Regiment halves its March (rounding up) until the end of the Round.

REGIMENTS

You may include Regiments as part of your Characters' Warband.

RAIDERS

110 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Raiders	Infantry	Light	5	1	2	4	4	2	1	1

Special Rules:

Impact (2), Flurry

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

35 points

Options:

Command Models and Officers

This Regiment may take up to one Officer

Shield Biter

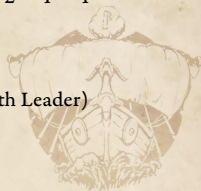
15 points

Standard Bearer

15 points

Captain

10 points



WHITE WASTE TRIBESMEN

90 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
White Waste Tribesmen	Infantry	Light	5	1	1	5	4	1	1	0

Special Rules:

Support (2), Vanguard

Draw Event:

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

30 points

Options:

Command Models and Officers

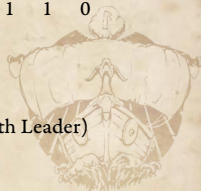
This Regiment may take up to one Officer

White Waste Shaman

20 points

Standard Bearer

10 points



BOW CHOSEN**220 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Bow Chosen	Infantry	Light	6	3	3	4	5	3	1	2

Special Rules:**Barrage (5) (16", Precise Shot)****Draw Event:**

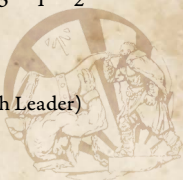
None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*70 points***STALKERS****160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Stalkers	Infantry	Light	6	3	2	4	4	3	1	2

Special Rules:**Barrage (3) (16"), Flank, Vanguard****Draw Event:**

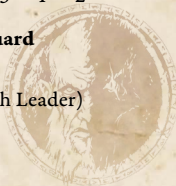
None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*50 points***Options:****Command Models and Officers***Standard Bearer**10 points***WEREWOLVES****160 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Werewolves	Brute	Light	7	1	2	6	4	3	2	1

Special Rules:**Bloodlust, Fearsome, Impact (1)****Draw Event:**

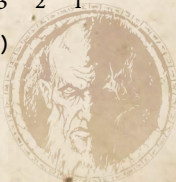
Regeneration (3)

Number of Stands:

3

Models per Stand:

1

Additional Stand*60 points*

HUSKARLS**150 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Huskarls	Infantry	Medium	5	1	3	4	4	3	2	0

Special Rules:**Shield, Impact (2)****Draw Event:**

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

45 points

Options:**Command Models and Officers****This Regiment may take up to one Officer***Thegn*

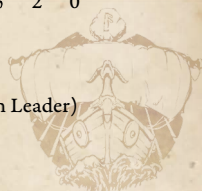
20 points

Skald

20 points

Standard Bearer

15 points

**TROLLS****175 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Trolls	Infantry	Medium	6	1	2	5	6	3	2	0

Special Rules:

Cleave (1), Fearsome

Draw Event:

Regeneration (5)

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

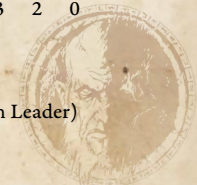
4

Additional Stand

65 points

Options:**Command Models and Officers***Standard Bearer*

15 points

**ULFHEDNAR****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Ulfhednar	Infantry	Medium	5	1	2	8	4	4	2	1

Special Rules:**Bloodlust, Lethal Demise****Draw Event:**

None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

70 points

Options:**Command Models and Officers****This Regiment may take up to one Officer***Gothi*

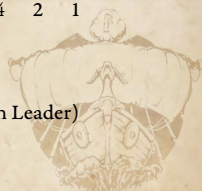
30 points

Savage

20 points

Standard Bearer

15 points



VALKYRIES**150 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Valkyries	Infantry	Medium	5	1	3	4	4	3	2	0

Special Rules:**Blessed, Devout, Shield, Support (2)****Draw Event:**

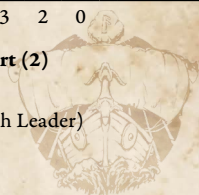
None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*45 points***Options:****Command Models and Officers***Standard Bearer**15 points***BLADE CHOSEN****210 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Blade Chosen	Infantry	Medium	5	1	3	6	6	3	2	0

Special Rules:**Impact (3), Flurry****Draw Event:**

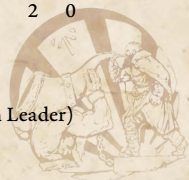
None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*70 points***Options:****Command Models and Officers****This Regiment may take up to one Officer***Shield Biter**25 points**Savage**20 points**Standard Bearer**15 points***FENR BEASTPACK****110 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Fenr Beastpack	Cavalry	Medium	7	1	2	6	4	2	1	1

Special Rules:**Flank, Fluid Formation, Irregular, Opportunists****Draw Event:**

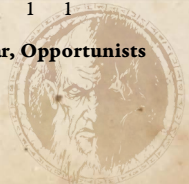
None

Number of Stands:

3

Models per Stand:

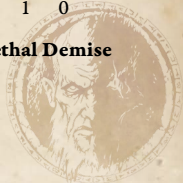
1

Additional Stand*40 points*

GOLTR BEASTPACK**110 POINTS**

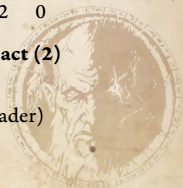
Name	Type	Class	M	V	C	A	W	R	D	E
Goltr Beastpack	Cavalry	Medium	7	1	2	8	4	2	1	0

Special Rules:	Brutal Impact (2), Impact (4), Lethal Demise
Draw Event:	None
Number of Stands:	3
Models per Stand:	1
Additional Stand	<i>40 points</i>

**UGR****150 POINTS**

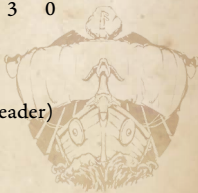
Name	Type	Class	M	V	C	A	W	R	D	E
Ugr	Brute	Medium	6	1	3	4	5	3	2	0

Special Rules:	Cleave (2), Fearless, Oblivious, Impact (2)
Draw Event:	None
Number of Stands:	3 (including Command Stand with Leader)
Models per Stand:	1
Additional Stand	<i>55 points</i>

**BEARSARKS****190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Bearsarks	Infantry	Heavy	5	1	3	5	4	5	3	0

Special Rules:	Bloodlust, Cleave (2), Linebreaker
Draw Event:	None
Number of Stands:	3 (including Command Stand with Leader)
Models per Stand:	4
Additional Stand	<i>70 points</i>
Options:	
Command Models and Officers	This Regiment may take up to one Officer
<i>Gothi</i>	<i>30 points</i>
<i>Standard Bearer</i>	<i>15 points</i>



STEEL CHOSEN**200 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Steel Chosen	Infantry	Heavy	5	1	3	4	7	4	3	1

Special Rules:**Cleave (2), Oblivious****Draw Event:**

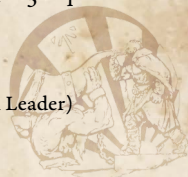
None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*65 points***Options:****Command Models and Officers****This Regiment may take up to one Officer***Skald**20 points**Standard Bearer**15 points***NEFHUR BEASTPACK****165 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Nefhur Beastpack	Cavalry	Heavy	8	1	2	4	5	3	4	0

Special Rules:**Brutal Impact (2), Cleave (1), Impact (3), Shock****Draw Event:**

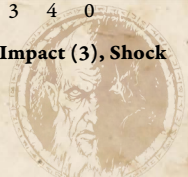
None

Number of Stands:

3

Models per Stand:

1

Additional Stand*55 points***SEA JOTNAR****250 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Sea Jotnar	Monster	Heavy	6	3	3	12	14	3	3	2

Special Rules:**Barrage (6) (8", Armor Piercing (1)), Cleave (2), Fiend Hunter, Terrifying (1), Impact (5)****Draw Event:**

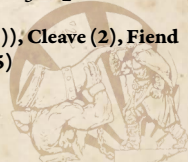
None

Number of Stands:

1

Models per Stand:

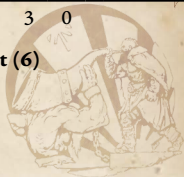
1



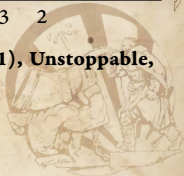
The Sea Jotnar may perform a free additional Volley Action during its Activation, and may perform a Volley Action while in contact with an Enemy Regiment, but must target the Enemy Regiment(s) it is in contact with. A Sea Jotnar may not perform more than one Volley Action during its Activation.

MOUNTAIN JOTNAR**170 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Mountain Jotnar	Monster	Heavy	6	1	3	12	14	3	3	0

Special Rules: Cleave (2), Terrifying (1), Impact (6)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**ICE JOTNAR****265 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Ice Jotnar	Monster	Heavy	7	1	3	13	14	4	3	2

Special Rules: Cleave (3), Priest (5), Terrifying (1), Unstoppable, Impact (6)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1

An Ice Jotnar may perform a free additional Spellcasting Action during its Activation as if it were a Character Stand.

The Ice Jotnar knows all the following Spells at no additional point cost

Encase

Rime Storm

Ice Armor

COMMAND MODELS & ASPECTS

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command Model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

COMMAND MODELS

White Waste Shaman

This Regiment gains the Priest (5) Special Rule. In addition it has access to the following Spells:

- Enrage
- Dominate

A Regiment with this Officer may perform a free additional Spellcasting Action during its Activation using its Command Stand as if it were a Character Stand.

Captain

This Regiment adds +1 to its Resolve Characteristic. In addition, at the beginning of the first Reinforcement Phase of the Battle, this Regiment may change its Class to Medium for the duration of the Battle.

Savage

This Regiment gains the Double Time Draw Event and the Flank Special Rule.

Gothi

This Regiment gains the Blessed and Devout Special Rules.

Shield Biter

This Regiment adds +2" to its Charge Distance. In addition, an attached Character Stand adds +1 to their Attack Characteristic during a Duel Action.

Skald

This Regiment adds +1 to their Resolve Characteristic and gains the Bravery Special Rule.

Thegn

This Regiment gains the Bastion (1) Draw Event. In addition, an attached Character Stand adds +1 to their Defense Characteristic during a Duel Action.

ASPECTS

Certain Character Stands have the option of taking an animal totem, assuming their aspect.

Bear Aspect

This Character Stand adds +1 to its Wounds Characteristic.

Crow Aspect

This Character Stand gains the Barrage (+2) Special Rule.

Dragon Aspect

This Character Stand adds +1 to its Clash Characteristic.

Eagle Aspect

This Character Stand gains the Seize the Day Draw Event.

Wolf Aspect

This Character Stand adds +1 to its Attack Characteristic.



We are always evolving and expanding our Ruleset, follow this QR code and stay up to date.

