

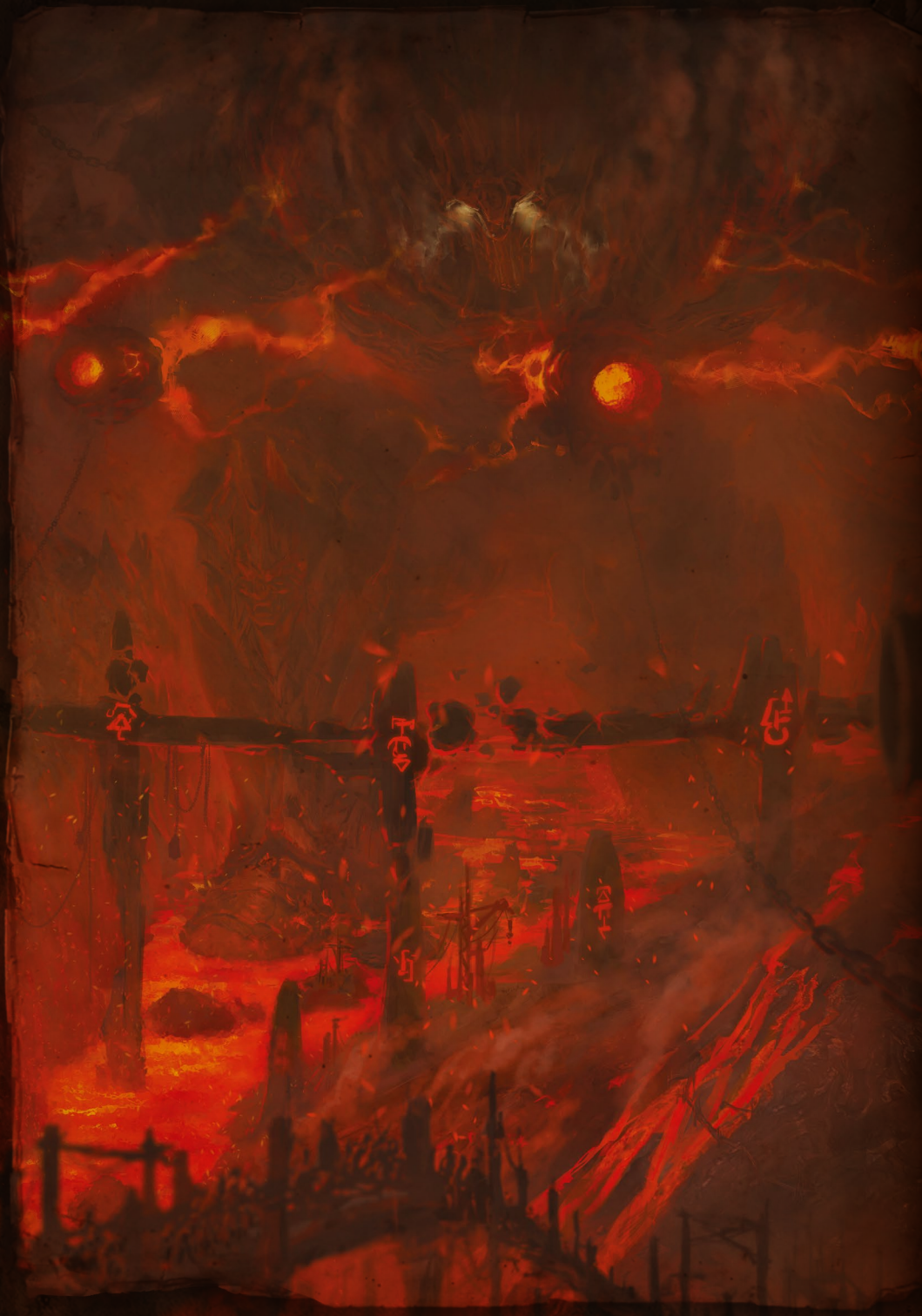
CONQUEST

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 all Faction Special Rules seen below:

ICE, FLESH & BLOOD

Had the gods themselves created a crucible to test mankind they could not have crafted a worse hell than the icy lands of the northern continent. It is bound by ice nine months of every year, surrounded by the most dangerous waters man has yet to discover and hemmed in by peaks that have dominated the landscape, untamed and unbeaten by the hand of man since the birth of the planet.

Now make those peaks the home of the Ice Jotnar, fierce giants, spawn of Thyrm, firstborn of Ice and fire. Make its forests and glades the prowling grounds of the spawn of Fenris, wolf children of a mad god. Fill its lakes and seas with spawn of Jorgumandr and scorch what few fertile areas remain with the wrath of Surtr and his children and you might begin to understand and fear what it is the Nords have accomplished.

Medium and Heavy Regiments from this Army, Charging through a piece of Hinderling Terrain, can benefit from the Inspired Special Rule.

In addition, all Regiments in this Army do not suffer penalties when at least half of their total Stands are within a piece of Water Terrain. Furthermore, all Regiments in this Army suffer half Wounds (round up) as a result of Zonal Terrain Special Rules.

BLOOD OF THE EINHERJAR

Their wrath shook the mountains to their very core. The untrammelled fury of their Einherjar raged across the icy landscape, sweeping the Jotnar and all their works before them in a tidal wave of blood and savagery. It is claimed that their savagery was such that the skies themselves shied from witnessing their vengeance, refusing to clear even after the Jotnar and their foul, icy sorcery were broken, as the Jotnar fell, the remnants of humanity flocked to the Einherjar, whether liberated slaves or desperate survivors, they fought with maddened fury along their superhuman survivors.

When at last the jotun king and his jarls had been slain and the last jotun bent knee broken and bloodied before their erstwhile slaves the Einherjar lifted their gaze from their blood soaked weapons and truly looked on the world and what it had become.

While an Infantry or Brute 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.

In addition, when a Character Stand in this Army participates in a Duel Action and destroys an Enemy Character Stand, the Enemy Regiment the destroyed Character Stand was currently attached to immediately becomes Broken. If the Regiment was already Broken prior to a Duel Action, it becomes Shattered instead.

PROPHECY UNFULFILLED

Around each of the Einherjar a battle hardened group of veterans and survivors had gathered, these would form the nucleus around which human dominion of the north would come.

Still mindful of their creators, the Einherjar led the surviving Nord as kings, leaders and seers, denying all claims at divinity, guiding the Nords once more along to the path of the almost forgotten Aesir and Vanir, promising that the gods would return. Their vengeful eyes are turned over to the south, bent on revenge on the children of Surtr, the god who stole their destiny.

While an Enemy Regiment is currently Engaged by a Friendly Regiment, other non-Monster Friendly Regiments add +2" to their Charge Distance when Charging that Enemy Regiment.

SUPREMACY ABILITIES

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

BLOODED / VARGYR LORD

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. This Supremacy ability is always considered to be active.

JARL

Surprise Attack!: 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. Furthermore, Light Regiments with a Character Stand currently attached to them can Seize Territory. This Supremacy Ability is always considered to be Active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

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 **non-Monster** Regiments per Round currently not on the Battlefield and after rolling for Reinforcements, to gain the Vanguard Special Rule. This Supremacy Ability is always considered to be Active regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

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

115 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E
Blooded	Infantry	-	6	2	3	6	5	3	2	0
Special Rules:		Barrage (3) (16"), Cleave (2), Impact (2), Forward Force								
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

Wolf

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

Warband:

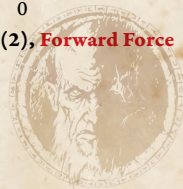
Mainstay:

- Stalkers*
- Trolls*
- Ugr*
- White Waste Tribesmen*

Restricted:

- Werewargss*
- Bow-Chosen*
- Fenr Beastpack*
- Nefhur Beastpack*
- Mountain Jotnar*

Masteries: *Tactical, Combat*



JARL**95 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Jarl	Infantry	-	5	2	3	6	4	3	2	0

Special Rules: **Shield, Impact (2), Forward Force****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**Wolf***Trove-Finds:** May purchase one Trove-Find at the indicated points cost.**Warband:***Mainstay:**Raiders**Huskarls**Ugr**Ulfhednar**Restricted:**Bearsarks**Blade-Chosen**Mountain Jotnar**Sea Jotnar***Masteries:***Tactical, Combat*

KONUNGYR**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Konungyr	Infantry	-	5	2	4	7	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**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.****Masteries:***Tactical, Combat*

SHAMAN**80 POINTS**

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

Special Rules: **Priest (6)****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**Hoarfrost***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***Masteries:** *Arcane*

VOLVA

100 POINTS

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

Special Rules: Priest (6)

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

Huskarls

Raiders

Restricted:

Masteries

Arcane

VARGYR LORD**120 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Vargyr Lord	Brute	-	7	1	3	5	6	3	3	1
Special Rules:	Cleave (1), Fearsome, Impact (4)									
Draw Event:	Regeneration (2)									
Number of Stands:	1									
Models per Stand:	1									



Wolf Pack: Werewargs and Fenr Regiments in this Warband gain the Flurry Special Rule. This Special Rule is always active, regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

Options:

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

Warband:

Mainstay: Werewargs
Fenr Beastpack
Ugr

Restricted: Nefhur Beastpack
Mountain Jotnar

Masteries: Combat

This Character Stand may be attached to a Cavalry Regiment even though it is a Brute Character Stand and its Warband may only include up to two Regiments of Fenr. Furthermore, this Character Stand may be attached to a Regiment with the Irregular Special Rule and counts as having that Special Rule for as long as it is attached to it.

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 Nord Character Stands:

- **Only Infantry Character Stands may purchase a Banner Character Upgrade.**
- Only Character Stands with the Wizard (X) or Priest (X) Special Rules may select an Arcane 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 points

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. Should the Regiment this Character Stand is currently attached to is Broken, a Friendly Regiment may not use this Character Stand's Resolve Characteristic. Furthermore, a Broken Regiment may not use this Character Stand's Resolve Characteristic as a result of Raven Messengers.

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 Hreggforden 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 Hreggford, 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 points

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

Járngreipr

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

10 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 Einherjar 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 cable 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 Fate

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.

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

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

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

The Character Stand can never refuse to participate in a Duel Action and must always perform a free 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 all Successful Morale Tests until the End of the Round in addition to the usual negative effects of refusing a Duel.

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.

Overkill 10 points

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

The Character Stand may Re-Roll two failed Spellcasting die Rolls when performing a Spellcasting Action. These Re-Rolls can only be used in one Spellcasting Action per Activation.

Rune of Shielding (Volva Only)

15 points

The Valkyries Regiment this Character Stand is currently attached to, gains the Bastion (1) Draw Event. Currently attached Character Stands do not gain the Bastion (1) Draw Event.

SPELLS

Some Character Stands can select 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	10"	3 (Scaling)	Target Regiment Re-Rolls all failed Defense Rolls until the end of the Round.
Hoarfrost	12"	3	Target Regiment suffers one Hit per success with the Armor Piercing (2) Special Rule. If the Target Regiment is Engaged then it suffers two additional Hits.

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 (Scaling)	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 two Officers

Shield Biter

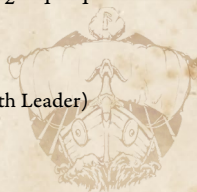
15 points

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

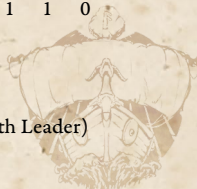
This Regiment may take up to one Officer

White Waste Shaman

20 points

Standard Bearer

10 points



BOW CHOSEN**210 POINTS**

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

Special Rules:**Barrage (5) (14", Precise Shot)****Draw Event:**

None

Number of Stands:

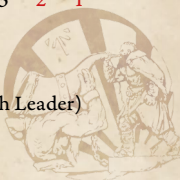
3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand

60 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:

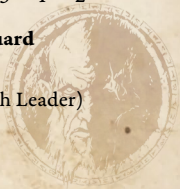
4

Additional Stand

50 points

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

10 points

**WEREWARGS****160 POINTS**

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

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

Regeneration (3)

Number of Stands:

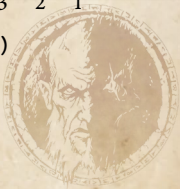
3

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), Untouchable****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 two Officers***Thegn*

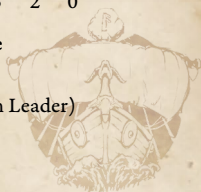
20 points

Skald

20 points

Standard Bearer

10 points

**TROLLS****170 POINTS**

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

Special Rules:

Cleave (1), Fearsome, Oblivious

Draw Event:

Regeneration (6)

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

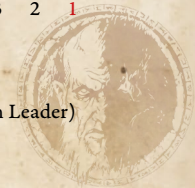
4

Additional Stand

60 points

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

15 points

**ULFHEDNAR****190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Ulfhednar	Infantry	Medium	6	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

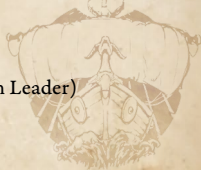
60 points

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

140 POINTS

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

Special Rules:

Flank, Fluid Formation, Opportunists, Irregular, Loose Formation, Terrifying (1)

Draw Event:

None

Number of Stands:

3

Models per Stand:

1

Additional Stand

40 points

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:**

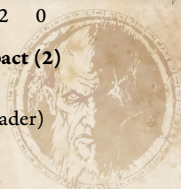
None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

1

Additional Stand*55 points***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:**

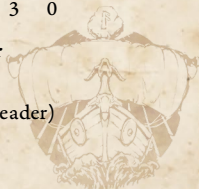
None

Number of Stands:

3 (including Command Stand with Leader)

Models per Stand:

4

Additional Stand*70 points***Options:****Command Models and Officers****This Regiment may take up to one Officer***Standard Bearer**15 points*

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:**

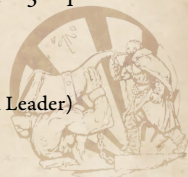
None

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:**

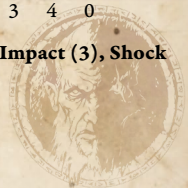
None

Number of Stands:

3

Models per Stand:

1

Additional Stand*55 points***SEA JOTNAR****240 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Sea Jotnar	Monster	Heavy	7	3	3	13	16	3	3	2

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

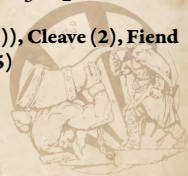
None

Number of Stands:

1

Models per Stand:

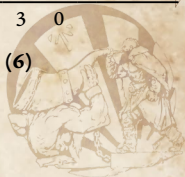
1



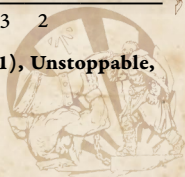
The Sea Jotnar may perform a free Volley Action during its Activation, and may perform a Volley Action while in contact with an Enemy Regiment, but must target the Enemy Regiment(s) it is in contact with. A Sea Jotnar may not perform more than one Volley Action during its Activation.

MOUNTAIN JOTNAR**190 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Mountain Jotnar	Monster	Heavy	7	1	3	12	16	3	3	0

Special Rules: Cleave (2), Terrifying (1), Impact (6)**Draw Event:** None**Number of Stands:** 1**Models per Stand:** 1**ICE JOTNAR****260 POINTS**

Name	Type	Class	M	V	C	A	W	R	D	E
Ice Jotnar	Monster	Heavy	7	1	3	14	16	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 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. Currently attached Character Stands do not receive the Draw Event.

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. Currently attached Character Stands do not gain the 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.

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.

