CONQUEST
First Blood

II

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.

No two battles are the same. Deployment zones, objectives – even Army composition itself– can vary wildly. To represent this, we use a selection of Scenarios, each of which alters the form and scope of the battle. This rulebook includes four Scenarios, but you should feel free to invent your own!

ARMY LISTS

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

Points Values

Every Model in a game of Conquest First Blood! has a points value, representing its overall worth and prowess on the Battlefield. Models 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 Model in your Army, plus those of any upgrades you have purchased for those Models. The higher the points values, the larger in terms of numbers and power the Army you have 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 about 800 points – this generally gives enough slaughter for an evening's gaming. However, there's nothing stopping you from choosing a larger or smaller size for your confrontation, as long as you and your opponent agree. Indeed, smaller games of 300 or 400 points are an excellent way to learn the rules.

Building An Army

An Army consists of three types of entities: Character Regiments, Officers and Regular Regiments. Each one of those options is drawn from the Army List of each Factions' respective Army List. You must include one Character Regiment and any number of either Officers or Regular Regiments in your Army, subject to the following rules:

CHARACTER REGIMENTS

Every Army must include only one Character Regiment consisting of a Character Model(s) as described in the Character's section of your Faction's Army List Entry.
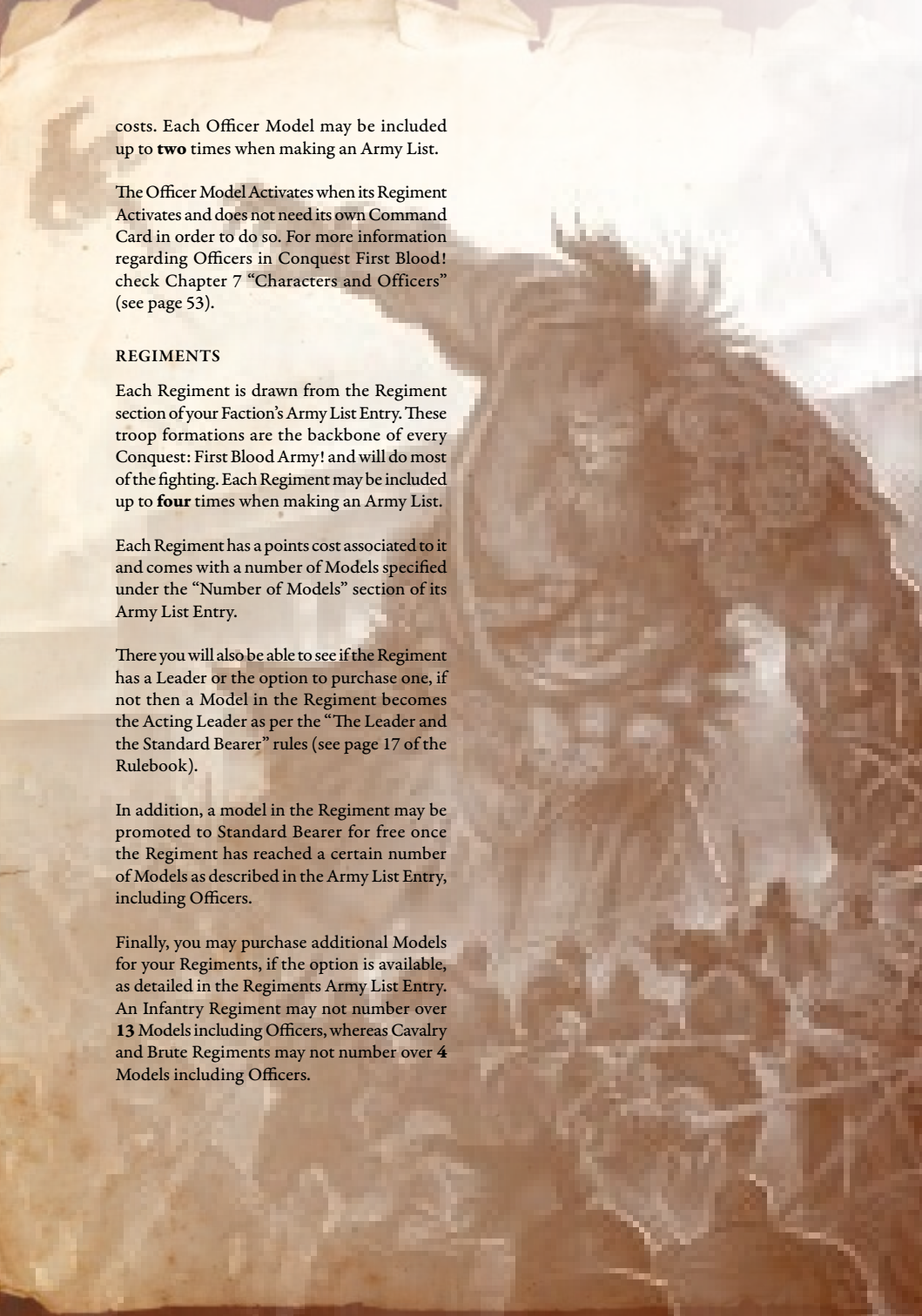
Most Infantry Character Regiments may purchase additional Retinue Models to add to the Character Regiment. These Retinue Models add to the prowess of a Character Regiment and confer unique abilities. You will find more information about Retinue Models under the "Retinues" section of each Army List.

OFFICER MODELS

Officers are upgrades to Regiments conferring unique abilities and add to the combat prowess of that Regiment and other Regiments around them as described in the Officer's section of your Faction's Army List Entry. In addition, Officers have their own Characteristics Profile and can make use of [**Command**] Abilities.

An Officer Model may be added to any Regiment that has access to it. You can see if a Regiment can take an Officer in the Regiment's Army List Entry as well as the Officers' respective point

costs. Each Officer Model may be included up to **two** times when making an Army List.

The Officer Model Activates when its Regiment Activates and does not need its own Command Card in order to do so. For more information regarding Officers in Conquest First Blood! check Chapter 7 "Characters and Officers" (see page 53).

REGIMENTS

Each Regiment is drawn from the Regiment section of your Faction's Army List Entry. These troop formations are the backbone of every Conquest: First Blood Army! and will do most of the fighting. Each Regiment may be included up to **four** times when making an Army List.

Each Regiment has a points cost associated to it and comes with a number of Models specified under the "Number of Models" section of its Army List Entry.

There you will also be able to see if the Regiment has a Leader or the option to purchase one, if not then a Model in the Regiment becomes the Acting Leader as per the "The Leader and the Standard Bearer" rules (see page 17 of the Rulebook).

In addition, a model in the Regiment may be promoted to Standard Bearer for free once the Regiment has reached a certain number of Models as described in the Army List Entry, including Officers.

Finally, you may purchase additional Models for your Regiments, if the option is available, as detailed in the Regiments Army List Entry. An Infantry Regiment may not number over **13** Models including Officers, whereas Cavalry and Brute Regiments may not number over **4** Models including Officers.

RECKLESS ATTACK

At the beginning of an Infantry Regiment's Activation, after the "Remove Casualty Tokens" step but before the Regiment takes its First Action, place up to 3 Casualty Tokens next to the Regiment. You may not put more Tokens on the Regiment than the remaining number of Models. The Regiment then gains cumulative bonuses based on how many Casualty Tokens it has received in this way until the end of the Regiment's Activation:

- If 1 Token is placed then Models in the Regiment receive +2 March.
- If 2 Tokens are placed then Models in the Regiment gain +1 Attack.
- If 3 Tokens are placed then Models in the Regiment gain Terrifying (1).

At the end of the Regiment's Activation, remove a number of Models in that Regiment equal to the number of Casualty Markers placed on it by Reckless Attack. Models removed as a result of Reckless Attack do not produce Casualty Tokens.

Characters

Blooded (Crow)   No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Blooded (Crow)	Infantry Character Regiment	Medium	6	4	3	4	5	4	2	3	7	Cleave (1), Throwing Weapons, Barrage 6 (18", Armor Piercing 1, Precise Shots)

Draw Event: None
Number of Models: 1

Feral Hunt: Stalkers and Bow Chosen Regiments in this Army gain the Fluid Formation Special Rule.

Each Round the Blooded may use one Command Ability:

The Hunt's Instincts [Command]: Target Friendly Regiment gains the Sureshot Special Rule until the end of its next Activation.

Hunting Pack [Command]: Target Friendly Regiment with the Barrage (X) Special Rule, that Regiment may perform a Disengage Action without it becoming Broken until the end of its next Activation.

Trove-Finds: May have a single Trove-Find at the indicated points cost.

Retinue:

Tactical	*Available*
Combat	*Restricted*
Arcane	*Not Available*

Blooded (Wolf) — No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Blooded (Wolf)	Infantry Character Regiment	Medium	6	2	3	5	5	4	2	3	6	Cleave (1), Throwing Weapons, Barrage 4 (10"), Flurry, Fluid Formation

Draw Event: None

Number of Models: 1

Expert Stalkers: All Models in this Character Regiment gains the Fluid Formation Special Rule.

Wolfpack: Fenr Beastpack Regiments in this Army lose the Feral Special Rule.

Call of the Hunt: Before the game begins choose a Regiment in your Army and give it the Flank Special Rule for the duration of the game.

Each Round the Blooded may use one Command Ability:

Prowl [Command]: Target Friendly Regiment gains the Fluid Formation Special Rule until the end of its next Activation.

Encircle Prey [Command]: Target Friendly Regiment gains the Opportunists Special Rule until the end of its next Activation.

Trove-Finds: May purchase two Trove-Finds at the indicated points cost.

Retinue:

Tactical	*Restricted*
Combat	*Available*
Arcane	*Not Available*

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Jarl	Infantry Character Regiment	Medium	5	2	3	5	5	4	3	0	6	Barrage 4 (10"), Throwing Weapons

Draw Event: None
Number of Models: 1

Surprise Attack: Before the game begins choose up to 2 Raider Regiments in your Army and give them the Flank Special Rule for the duration of the game.

Raiding Party: Raider Regiments in this Army receive a free Standard Bearer at 8 Models instead of 12.

Secure Beachhead: This Character Model, Officer, Leaders and Standard Bearer Models in this Army counts as two Models for the purposes of Seizing Objectives. Acting Leaders do not benefit from this Special Rule.

Each Round the Jarl may use up to two different Command Abilities:

Throwing Axes [Command]: Target Friendly Regiment with the Throwing Weapons Special Rule may perform a free Volley Action during their next Activation.

Spearhead [Command]: Target Friendly Regiment gains the Linebreaker Special Rule until the end of their next Activation.

Shieldwall! [Command]: Target friendly Regiment with the Shield Special Rule, receives +1 Defense until the end of Round.

Trove-Finds: May have a single Trove-Find at the indicated points cost.
Retinue:

Tactical	*Available*
Combat	*Available*
Arcane	*Not Available*

Konungyr

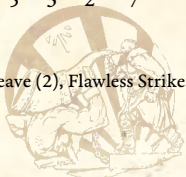| Name	Type	Class	M	V	C	A	W	R	D	E	CR
Konungyr	Infantry Character Regiment	Heavy	5	2	4	6	7	5	3	2	7

Special Rules: Throwing Weapons, Impact (3), Cleave (2), Flawless Strikes, Terrifying (1)

Draw Event: None

Number of Models: 1

Hulking Frame: This Character Model ignores the first Wound it receives each Round. Furthermore, this Model inflicts Impact Hits when performing a Charge Action against Infantry Models.

King of Mannheim: This Character Model counts as **four** Models for the purposes of Seizing Objectives.

No Coming Back From This: Casualties inflicted to Infantry Regiments by this Character Model do not generate Casualty Tokens. In addition Enemy Models cannot ignore Wounds inflicted to them by this Character Model.

Each Round the Konungyr may use one Command Ability:

Blood of the Einherjar [Command]: Target Friendly Regiment gains the Terrifying (1) Special Rule until the end of their next Activation.

Trove-Finds: May purchase up to 2 Trove-Finds at the indicated points cost.

Retinue:

Tactical	*Restricted*
Combat	*Not Available*
Arcane	*Not Available*

Shaman   No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Shaman	Infantry Character Regiment	Light	5	1	2	3	4	4	1	0	6	Priest (5), Devout

Draw Event: None
Number of Models: 1

Sacrificial Lamb: When a Regiment in this Army receives Casualties as a result of Reckless Attack, pick another Friendly Regiment within this Character Model's Command Range to receive the Blessed Special Rule until the end of its next Activation.

Call the Storm: This Character Regiment may perform two Spellcasting Actions per Activation. The Character Regiment may not cast the same Incantation more than once per Activation.

Furthermore, when successfully casting an Incantation on a Friendly Regiment that Regiment receives +1 March in addition to the Incantation's effect. This additional +1 March cannot stack.

Nothing to Prove: This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so.

Runes of Wisdom: Once per game, the Character Model may roll 2 extra dice when performing a Spellcasting Action. You must declare activation of this ability before rolling for the Incantation.

Trove-Finds: May have a single Trove-Find at the indicated points cost.

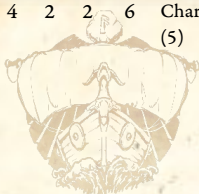**Incantations:** The Shaman has access to the following Incantations

- *Mist Weave*
- *Reshape Destiny*
- *Brine Erosion*

Retinue:

Tactical	*Restricted*
Combat	*Not Available*
Arcane	*Available*

Volva   No Cost

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Volva	Infantry Character Regiment	Light	5	1	3	4	4	4	2	2	6	Character, Priest (5)

Draw Event: None
Number of Models: 1

Gift of the Einherjar: While this Character Model is on the Battlefield, all Models in your army increase their Evasion Characteristic by 1, to a maximum of 2. Furthermore, all Retinue Models in this Character Regiment gain the Blessed Special Rule.

Heavenly Entourage: Before the game starts, choose one Valkyrie Regiment in your Army. That Regiment gains +1 to their Defense Characteristic for the duration of the game. Furthermore, all Valkyrie Regiments in this Army receive a free Standard Bearer at 8 Models instead of 12.

Each Round the Volva may use one Command Ability:

Glory to Valhalla! [Command]: Target Friendly Valkyrie Regiment re-rolls failed Morale Tests until the end of the Regiments next Activation.

Spirit of Fenrir [Command]: Target Friendly Valkyrie Regiment gains Flurry until the end of the Regiments next Activation.

Prove Yourself Worthy! [Command]: Target Friendly Regiment. During its Activation, if it places two or more Casualty Tokens on it as a result of the Reckless Attack Faction Special Rule, it gains the Unyielding Special Rule until the end of its next Activation.

Trove-Finds: May purchase a single Trove-Find at the indicated points cost.

Incantations: The Volva has access to the following Incantations

- *Valhalla's Caress*
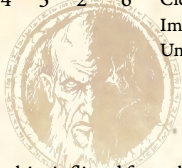- *Blinding Light*

Retinue:

Tactical	*Not Available*
Combat	*Restricted*
Arcane	*Restricted*

Vargyr Lord

<div align="right">No Cost</div>

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Vargyr Lord	Brute Character Regiment	Medium	7	1	3	7	8	4	3	2	6	Cleave (2), Impact (4) Unstoppable

Draw Event: None

Number of Models: 1

Alpha Varulv: Casualty Tokens generated as a result of Casualties inflicted from this Character Regiment are allocated to this Regiment instead. When this Character Regiment removes Casualty Tokens during the "Remove Casualty Tokens" step, this Character Regiment immediately Heals 2 Wounds for each Casualty Token removed in this way.

In addition, any Friendly Werewargs Regiments in this Army within this Character Regiment's Command Range increase the Heal from their "Varulv" ability to Heal 2 Wounds.

Scent of Blood: All Friendly Werewargs, Beastpack and Trolls Regiments in this Army add +2" to their Charge Distance when Charging an Enemy Regiment within this Character Regiment's Command Range.

Berserk Locus: When a Friendly Regiment in this Army allocates itself Casualty Tokens due to the "Reckless Attack" Army Rule, that Regiment treats each Casualty Marker allocated as 2 for the purpose of "Reckless Attack".

Furthermore, while this Character Regiment has any Casualty Tokens or Wound Markers allocated to it, all Friendly Regiments within this Character Regiment's Command Range add +1 to their Attacks and Resolve Characteristics.

Each Round the Blooded may use one Command Ability:

Prowl [Command]: Target Friendly Regiment gains the Fluid Formation Special Rule until the end of its next Activation.

Encircle Prey [Command]: Target Friendly Regiment gains the Opportunists Special Rule until the end of its next Activation.

Trove-Finds: May purchase two Trove-Finds at the indicated points cost.

INCANTATIONS

SHAMAN

Name	Range	Attunement	Effect
Mist Weave	10"	2	Target Friendly Regiment within range of an Objective zone, when an Enemy Regiment performs an Incantation against that Regiment it requires an additional success to cast that Incantation until the beginning of the Shaman's next Activation.
Reshape Destiny	10"	3	Target Friendly Regiment gains the Unstoppable Special Rule until the end of that Regiment's next Activation.
Brine Erosion	8"	2	Target Enemy Regiment, Inflict two Hits per success.

ICE JOTNAR

Name	Range	Attunement	Effect
Ice Armor	Self	2	Target Regiment gains +1 Defense until the end of its next Activation.
Rime Storm	8"	3	Target Enemy Regiment, Inflict two Hits per success.
Encase	8"	2	Target Enemy Regiment halves its March (rounding up) until the End of its next Activation.

VOLVA

Name	Range	Attunement	Effect
Valhalla's Caress	10"	3	Target Friendly Regiment Heals 3 Wounds.
Blinding Light	8"	2	Target Enemy Regiment loses the Support Special Rule until the end of its next Activation.

Officers

The Profiles listed below are for the Officer Models available in this Army List. Each Regiment entry will list which Officer(s) is available to the Regiment and the point cost required to add it to the Army List.

*A Regiment can never take more than one Officer, regardless of whether a Regiment has multiple listed as Officer Upgrades and no Officer can be selected more than **twice** per Army.*

Shield Biter

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Shield Biter	Infantry Officer	Light	5	2	3	4	4	3	2	0	5	Flurry, Linebreaker, Shield

Lightning Assault [Command]: Target Friendly Raider Regiment adds 2 to its Charge Roll when Targeting Enemy Regiments within range of an Objective zone.

Captain

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Captain	Infantry Officer	Medium	5	2	3	4	4	3	1	1	5	Flurry, Cleave 1

Break their Lines! [Command]: Target Friendly Regiment, when that Regiment performs a Clash Action against an Enemy Regiment that is Engaging a friendly Character Model, then this Regiment gains the Flurry Special Rule until the end of its next Activation.

Skald

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Skald	Infantry Officer	Light	5	1	2	3	3	4	2	0	5	Indomitable, Bravery

Recite the Saga: This Officer Model's Regiment gain the Indomitable and Bravery Special Rules.

Thegn

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Skald	Infantry Officer	Medium	5	1	3	5	6	3	3	0	5	Cleave (1), Shield

Bulwark: Enemy Models Engaged or Engaging this Officer Model must direct their Attacks towards the Thegn when performing a Clash Action.

Fylkning! [Command]: Target Friendly Huskarl Regiment adds +1 to its Defense Characteristic until the end of Round.

Banners

In order for a Character Regiment to take a Banner it must have at least one Tactical Retinue Model. Only a Tactical Retinue Model may take a Banner and there can only be one Banner in a Character Regiment. Even though it is a Tactical Retinue Model carrying it, a Banner still counts towards the number of Trove Finds a Character Model may take.

Raven Messengers   40 points
Friendly Regiments wholly within 10" of the Bannerman Model may re-roll failed Resolve tests of "6" when rolling for Morale.

Figurehead of the Naglfar   35 points
This Character Regiment and all friendly Regiments wholly within the Character Model's Command Range count as Obscured against Enemy Volley Actions. This effect does not affect Volley Actions originating within Engagement Range of this Regiment.

Armors

Járngreipr   20 points
During a Challenge, the Character Model gains the Relentless Blows Special Rule.

Ty Jokull, the Rimeheart   10 points
The Character Model ignores the first Wound suffered during a Challenge!

The Sail of Yokstud   10 points
The Character Regiment gains +1 to their March Characteristic.

Weapons

Thorn from the Sacred Tree   30 points
Each time an Enemy Regiment fails a Defense Roll against this Character Model, the Wound inflicted counts as two for the purposes of testing Morale.

The Shard of Vinda   20 points
Enemy Regiments lose the Tenacious and Indomitable Special Rules when this Character Model performs a Clash Action against them. Enemy Regiments regain said rules, if they had them in the first place, at the end of this Character Model's Action.

Vanquisher of Monsters   10 points
The Character Model gains the Fiend Hunter Special Rule.

Talismans

Mistcaller's Raiment   25 pts
Enemy Regiments performing a Volley Action against this Character Regiment must re-roll successful Hit-Rolls of a 1.

The Horn of Hjoldgar   20 pts
Enemy Incantations targeting this Character Regiment have an Attunement level of 1 lower.

Heriolf's Folly   20 points
The Character Model gains +1 Evasion to a maximum of 3 as long as the Character Model is not Engaged by 3 or more Enemy Models.

RETINUES

These options can be taken by any Infantry Character Regiment, unless stated otherwise as per the Retinues rules (see Conquest First Blood v2.0 Rulebook page 52).

Not every Character Regiment has access to all categories of Retinues. Those allowed will be clearly stated in the relevant entry in the Army List, with the indication of either "Available" or "Restricted." The Character Stand selects Retinue Models freely from any category it has Available, while they may only have up to 2 Retinue Models from Restricted categories. When purchasing a Retinue Model you may pick one of the available archetypes for each Retinue. It is possible that all Retinue Models in your Character Regiment belong to different archetypes. You can customize your Retinue as you see fit! Each Retinue Model uses its own Characteristic profile as seen below.

The March Characteristic and Class of Retinue Models are the same as the Character Model they are the Retinue of.

COMBAT RETINUE — 30 POINTS PER MODEL

Name	M	V	C	A	W	R	D	E	Special Rules
Bodyguard	*	1	3	3	4	3	3	2	Hardened (1)

Name	M	V	C	A	W	R	D	E	Special Rules
Duelist	*	1	3	5	3	3	2	2	Flurry, Parry

Name	M	V	C	A	W	R	D	E	Special Rules
Warrior	*	1	3	3	3	3	2	2	Cleave (2)

Tier 1 (1 Model): No Ability.
Tier 2 (2 Models): No Ability.
Tier 3 (3 Models): The Character Regiment gains the Unstoppable and the Indomitable Special Rules.

TACTICAL RETINUE — 30 POINTS PER MODEL

Name	M	V	C	A	W	R	D	E	Special Rules
Tracker	*	3	2	2	3	2	2	1	Sureshot, Barrage 3 (15")

Name	M	V	C	A	W	R	D	E	Special Rules
Tactician	*	2	3	3	3	2	2	1	Shield, Oblivious

Name	M	V	C	A	W	R	D	E	Special Rules
Bannerman (Only available by purchasing a Banner)	*	1	2	2	3	3	2	2	Bravery, Support

Tier 1 (1 Model): One Tactical Retinue Model may purchase a Banner. If it does so, that Retinue Model uses the Bannerman Characteristic Profile instead.
Tier 2 (2 Models): The Character Model gains +1 to its March Characteristic.
Tier 3 (3 Models): This Character Regiment gains the Flank Special Rule.

Arcane Retinue
20 points per Model

Name	M	V	C	A	W	R	D	E	Special Rules
Acolyte	*	2	2	1	2	2	1	1	Barrage 3 (15"), Blessed

Tier 1 (1 Model): The Character Model gains +1 Wizard/Priest Special Rule. If the Character Model does not have the Wizard X/Priest X Special Rule, it gains the Enemy Interference Special Rule of 6".

Tier 2 (2 Models): The Character Model in this Regiment gains the Blessed Special Rule.

Tier 3 (3 Models): No Ability.

Regiments

Raiders — 100 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Raiders	Infantry	Light	5	1	2	1	2	2	1	1	Flurry, Throwing Weapons

Draw Event: None

Number of Models: 4 (Including Leader)

Options:

Additional Model   *20 points per Model*

Standard Bearer   *Free at a Regiment size of 12*

Any Raiders Regiment may include ONE of the Officers presented below:

Shield Biter   *35*

Captain   *30*

Stalkers — 120 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Stalkers	Infantry	Light	6	3	2	1	2	2	1	2	Flank, Barrage 1 (15")

Draw Event: None

Number of Models: 4 (Including Leader)

Options:

Additional Model   *20 points per Model*

Standard Bearer   *Free at a Regiment size of 12*

Huskarls

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Huskarls	Infantry	Medium	5	1	3	2	2	3	2	0	Shield, Throwing Weapons

Draw Event: None

Number of Models: 4 (Including Leader)

Veterans of the Raids: If your Army contains a Jarl or Konungyr, then Huskarl Regiments always count as if they are wholly within the Jarl's or Konungyr's Command Range.

Options:

Additional Model   *30 points per Model*
Standard Bearer   *Free at a Regiment size of 8*

Any Huskarl Regiment may include one Officer:

Skald   *20 points*
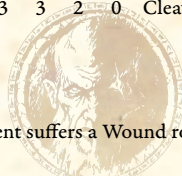*Thegn*   *40 points*

Trolls

190 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Trolls	Infantry	Medium	6	1	2	1	3	3	2	0	Cleave (2)

Draw Event: None

Number of Stands: 4 (Including Leader)

Regenerative Tissue: Every time a Model in this Regiment suffers a Wound roll a die. On a roll of "1" ignore that Wound.

Preternatural Endurance: Enemy Models cannot inflict Impact Attacks against a Model with this Special Rule.

Options:

Additional Models   *45 points per Model*
Standard Bearer   *Free Free at a Regiment size of 12*

Fenr Beastpack

90 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Fenr Beastpack	Cavalry	Medium	8	1	2	6	4	2	1	0	Flank, Feral, Opportunist, Impact (3)

Draw Event: None

Number of Models: 1

Options:

Additional Model   *80 points per Model*

Bow-Chosen

190 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Bow-Chosen	Infantry	Light	6	3	3	1	2	3	1	2	Barrage 2 (18", Precise Shot)

Draw Event: None

Number of Models: 4 (Including Leader)

Expert Trackers: Bow Chosen Models in this Regiment count as **two** Models for the purposes of Seizing Objectives.

Options:

Additional Models	*45 points per Model*

Valkyries

170 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Valkyries	Infantry	Medium	5	1	3	1	2	3	2	1	Shield, Blessed, Devout

Draw Event: None

Number of Models: 4 (Including Leader)

Spearmaidens: Valkyrie Models in this Regiment have an Engagement range of 2.5".

Options:

Additional Models	*35 points per Model*
Standard Bearer	*Free at a Regiment size of 12*

Ugr

100 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Ugr	Brute	Medium	5	1	2	4	5	3	2	0	Cleave (2), Fearless, Impact (2)

Draw Event: None

Number of Models: 1

Options:

Additional Model	*85 points per Model*
Leader	*85 points*

Ulfhednar

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Ulfhednar	Infantry	Medium	6	1	2	3	2	4	2	1	Flurry, Lethal Demise

Draw Event: None

Number of Models: 4 (Including Leader)

Berserk Attack: This Regiment ignores the "Remove Casualty Tokens" step of their Activation each Round. In addition, the Regiment counts as always under the effect of "Reckless Attack" gaining bonuses as if the Casualty Tokens have been placed as a result of that rule. This Regiment does not have to remove Models equal to the amount of Casualty Tokens it has at the end of its Activation.

Fast, Savage and Deadly: This Regiment adds +2 to its March Characteristic when performing a Charge Action targeting an Enemy Regiment Seizing an Objective.
In addition, at the end of this Regiment's Activation, if a Model in this Regiment is still Engaged with at least one Enemy Regiment, all Models in this Regiment may move up to 2", following the "Maneuvering While Engaged" rules.

Options:

Additional Models	*40 points per Model*
Standard Bearer	*Free at a Regiment size of 8*

Bearsarks

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Ulfhednar	Infantry	Medium	5	1	3	2	3	4	2	1	Cleave (2)

Draw Event: None

Number of Models: 4 (Including Leader)

Berserk Attack: This Regiment ignores the "Remove Casualty Tokens" step of their Activation each Round. In addition, the Regiment counts as always under the effect of "Reckless Attack" gaining bonuses as if the Casualty Tokens have been placed as a result of that rule. This Regiment does not have to remove Models equal to the amount of Casualty Tokens it has at the end of its Activation.

Unbridled Ferocity: This Regiment may Re-Roll failed Hit Rolls and failed Charge Rolls when targeting Models of Size 2 or more.

Options:

Additional Models	*45 points per Model*
Standard Bearer	*Free at a Regiment size of 8*

WEREWARGS   120 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Werewargs	Brute	Light	7	1	2	6	5	3	2	1	Fearsome, Feral, Flurry

Draw Event: None

Number of Models: 1

Varulv: Casualty Tokens generated as a result of Casualties inflicted from this Regiment are allocated to this Regiment instead. When this Regiment removes Casualty Tokens during the "Remove Casualty Tokens" step, this Regiment immediately Heals 1 Wound for each Casualty Token removed in this way. In addition, this Regiment can always Heal from this ability even if it is Broken.

Options:

Additional Model • *90 points per Model*

MOUNTAIN JOTNAR   380 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Mountain Jotnar	Monster	Heavy	7	1	3	12	18	3	3	0	Cleave (2), Terrifying (1), Impact (6)

Draw Event: None

Number of Models: 1

ICE JOTNAR   440 POINTS

| Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Ice Jotnar	Monster	Heavy	7	1	3	10	17	4	3	2	Unstoppable, Cleave (3), Terrifying (1), Wizard (4), Impact (5)

Draw Event: None
Number of Models: 1
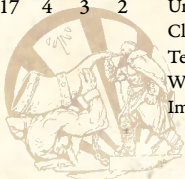
Before performing its first Action, this Model may perform a Spellcasting Action for free as if it was a Character Regiment.

Incantations: The Ice Jotnar has access to the following Incantations

- *Ice Armour*
- *Rime Storm*
- *Encase*

SEA JOTNAR   440 POINTS

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Sea Jotnar	Monster	Heavy	7	3	3	12	17	3	3	2	Barrage (6) (8", Armor Piercing (1)), Cleave (2), Fiend Hunter, Terrifying (1), Support, Impact (6)
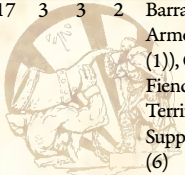
Draw Event: Regeneration (3)
Number of Models: 1

Before performing its first Action, this Regiment may perform a free additional out-of-sequence Volley Action. This Regiment can perform a Volley Action even when engaged with an Enemy Regiment. If it is Engaged with an Enemy Regiment(s) it resolves the Volley Action against the Regiment(s) it is Engaged with.