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| Jarl 2 electric boogaloo | 2000 / 2000 |
| Nords | |

Warband 1

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|----------------------|----------|----------------------------------------------------------|----------|----------|----------|----------|----------|--------------|------------|
| Blooded | | | | | | | | 1 | 125 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 6 | 2 | 4 | 6 | 5 | 3 | 2 | 0 | Class | - |
| Special Rules | | Barrage (3) [16"], Cleave (2), Impact (2), Forward Force | | | | | | | |
| Options | | | | | | | | | |
| Aspects | | Dragon | | | | | | | |
| Masteries | | The Hunt's Instinct | | | | | | | |

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| Trolls | | | | | | Mainstay | | 3 | 170 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 6 | 1 | 2 | 5 | 6 | 3 | 2 | 1 | Class | Medium |
| Draw Events | | Regeneration (6) | | | | | | | |
| Special Rules | | Cleave (1), Fearsome, Oblivious | | | | | | | |
| Command Models | | Leader | | | | | | | |

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| Trolls | | | | | | Mainstay | | 3 | 170 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 6 | 1 | 2 | 5 | 6 | 3 | 2 | 1 | Class | Medium |
| Draw Events | | Regeneration (6) | | | | | | | |
| Special Rules | | Cleave (1), Fearsome, Oblivious | | | | | | | |
| Command Models | | Leader | | | | | | | |

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| Bow-Chosen | | | | | | Restricted | | 3 | 210 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 6 | 3 | 3 | 4 | 5 | 3 | 2 | 1 | Class | Light |
| Special Rules | | | Barrage (5) [14", Precise Shot] | | | | | | |
| Command Models | | | Leader | | | | | | |

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| Bow-Chosen | | | | | | Restricted | | 3 | 210 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 6 | 3 | 3 | 4 | 5 | 3 | 2 | 1 | Class | Light |
| Special Rules | | | Barrage (5) [14", Precise Shot] | | | | | | |
| Command Models | | | Leader | | | | | | |

Warband 2

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|----------------------|----------|----------|----------------------------------------------------------|----------|----------|----------|----------|--------------|------------|
| Blooded | | | | | | | | 1 | 115 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 6 | 2 | 4 | 6 | 5 | 3 | 2 | 0 | Class | - |
| Special Rules | | | Barrage (3) [16"], Cleave (2), Impact (2), Forward Force | | | | | | |
| Options | | | | | | | | | |
| Aspects | | | Dragon | | | | | | |

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| Stalkers | | | | | | Mainstay | | 3 | 160 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 6 | 3 | 2 | 4 | 4 | 3 | 1 | 2 | Class | Light |
| Special Rules | | | Barrage (3) [16"], Flank, Vanguard | | | | | | |
| Command Models | | | Leader | | | | | | |

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| Trolls | | | | | | Mainstay | | 3 | 170 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 6 | 1 | 2 | 5 | 6 | 3 | 2 | 1 | Class | Medium |
| Draw Events | | | Regeneration (6) | | | | | | |
| Special Rules | | | Cleave (1), Fearsome, Oblivious | | | | | | |
| Command Models | | | Leader | | | | | | |

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| Bow-Chosen | | | | | | Restricted | | 3 | 210 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 6 | 3 | 3 | 4 | 5 | 3 | 2 | 1 | Class | Light |
| Special Rules | | | Barrage (5) [14", Precise Shot] | | | | | | |
| Command Models | | | Leader | | | | | | |

Warband 3

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| 👑 Jarl | | | | | | | | 1 | 110 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 5 | 2 | 4 | 6 | 4 | 3 | 2 | 0 | Class | - |
| Special Rules | | | Shield, Impact (2), Forward Force, Cleave (1) | | | | | | |
| Supremacy Abilities | | | Surprise Attack | | | | | | |
| Options | | | | | | | | | |
| Aspects | | | Dragon | | | | | | |
| Trove-Finds | | | The Broken Blade | | | | | | |

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| Raiders | | | | | | Mainstay | | 3 | 110 |
| M | V | C | A | W | R | D | E | Type | Infantry |
| 5 | 1 | 2 | 4 | 4 | 2 | 1 | 1 | Class | Light |
| Special Rules | | | Flurry, Impact (2) | | | | | | |
| Command Models | | | Leader | | | | | | |

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| Sea Jotnar | | | | | | Restricted | | 1 | 240 |
| M | V | C | A | W | R | D | E | Type | Monster |
| 7 | 3 | 3 | 13 | 16 | 3 | 3 | 2 | Class | Heavy |
| Special Rules | | | Barrage (6) [8", Armor Piercing (1)], Cleave (2), Fiend Hunter, Terrifying (1), Impact (5) | | | | | | |
| <p>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.</p> | | | | | | | | | |

Rules

Armor Piercing X

When a Stand with this Special Rule performs a Volley or Spellcasting Action, any Hits caused by those attacks reduce the Target Regiment's Defense by X. E.g. A Stand with Armor Piercing (2) would reduce the Target's Defense by 2 during Defense Rolls from its Volley Action.

Barrage X

A Stand with this Special Rule contributes X Shots when its Regiment performs a Volley Action. The Range, as well as any Special Rules, are given in a second set of parentheses after the Barrage (X) Special Rule. E.g. Barrage (4) (24", Armor Piercing (1)) indicates that the Stand has a Barrage Special Rule with 4 Shots, a 24" Range and the Armor Piercing (1) Special Rule. If a Stand has multiple Barrage (X) profiles, you must choose one of them to use.

Cleave X

When a Stand with this Special Rule performs a Clash or Duel Action, any Hits caused by those Attacks reduce the Target's Defense by X for the purposes of making Defense Rolls against those Attacks.

Dragon

This Character Stand adds +1 to its Clash Characteristic.

Fearsome

Enemy Regiments in contact with this Regiment must roll a D6 before being able to perform a Combat Rally or Combat Reform Action. If the result is less than or equal to the highest Resolve Characteristic in the Regiment, you may perform an Action as normal. If the result is higher, then the Action fails and is lost.

Fiend Hunter

Stands with this Special Rule may Re-Roll all failed Hit Rolls against Monster and Brute Regiments.

Flank

This Regiment does not contribute a die to the Reinforcement Roll. Before rolling each Reinforcement Pool for each Class, each player declares whether a Regiment with this Special Rule automatically enters the Battlefield or remains in Reinforcements. A Regiment cannot enter the Battlefield before its Class will normally be able to and cannot remain in Reinforcements past the Round its Class is required to enter automatically.

Flurry

A Stand with this Special Rule Re-Rolls all failed Hit Rolls when performing a Clash or Duel Action.

Forward Force

The non-Monster Regiment this Character Stand is currently attached to gains the Flank Special Rule.

Impact X

Stands with this Special Rule perform Impact Attacks equal to X where X is the value of the Impact (X) Special Rule.

Leader

A Command Stand containing a Leader adds +1 Attack to the Command Stand's Characteristic Profile. If the Command Stand has the Barrage (X) Special Rule, then it also increases the Command Stand's Barrage (X) value by +1.

Oblivious

Regiments with this Special Rule receive only 1 Wound for every 2 failed Morale Tests, rounding up. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

Precise Shot

When a Stand with this Special Rule performs a Volley Action, all Hit Rolls of "1" count the Target's Defense as "0" for that Attack. Additional Hits generated by other Special Rules do not benefit from this Special Rule.

Regeneration X

This Regiment immediately Heals X Wounds. Character Stands in the Regiment are ignored for the purposes of the Heal from this Draw Event. If a Character Stand has the Regeneration (X) Draw Event, Heal only the Character Stand for X Wounds. Any additional Wounds Healed are lost.

Shield

Stands in this Regiment, including Character Stands, count their Defense Characteristic as 1 point higher against all Hits originating from the Regiment's front Arc. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule. A Regiment cannot make use of this Special Rule when Occupying Garrison Terrain.

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.

Terrifying X

Regiments in contact with Stands with this Special Rule reduce their Resolve Characteristic by X, where X is the value in the Terrifying (X) Special Rule, for the purposes of making Morale Tests against Wounds taken from that Regiment.

The Broken Blade

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

The Hunt's Instinct

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

Vanguard

When a Regiment with any number of Stands with this Special Rule enters the Battlefield from Reinforcements, it may perform a free additional March Action during this Activation. This free additional March can be performed to bring the Regiment onto the Battlefield. This Special Rule has no effect if there are any enemy Stands within 8" of where the Regiment arrives on the Battlefield.