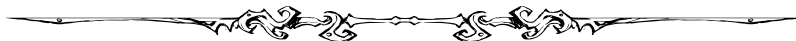






Maximo Petrelli	1995 / 2000
Nords	




👑 Blooded								1 	135
M	V	C	A	W	R	D	E	Type	Infantry
-	1	4	5	5	3	2	0	Class	
Battlefield Role				Character, Half-Bloods					
Special Rules				Bestial Devolution, Cleave 2, Forward Force, Impact 2					
Supremacy Abilities				Call the Hunt					
This [Character] Stand may be attached to Brute [Half-Bloods] Regiments even though it is an Infantry [Character] Stand.									
Options									
Trove-Finds				Ty Jokull, the Rimeheart					


Goltr Beastpack								3	160
M	V	C	A	W	R	D	E	Type	Cavalry
6	1	3	5	5	3	3	1	Class	Medium
Battlefield Role				Half-Bloods					
Special Rules				Brutal Impact 1, Impact 4, Irregular, Linebreaker, Trample 2, Unstoppable					
Command Models				Leader					





Goltr Beastpack								3	160
M	V	C	A	W	R	D	E	Type	Cavalry
6	1	3	5	5	3	3	1	Class	Medium
Battlefield Role				Half-Bloods					
Special Rules				Brutal Impact 1, Impact 4, Irregular, Linebreaker, Trample 2, Unstoppable					
Command Models				Leader					


Stalkers								3 	130
M	V	C	A	W	R	D	E	Type	Infantry
6	2	2	4	4	2	1	2	Class	Light
Battlefield Role				Half-Bloods					
Special Rules				Barrage 4 (16"), Opportunists					
Command Models				Leader, Standard Bearer					

Trolls								3 	180
M	V	C	A	W	R	D	E	Type	Infantry
6	1	2	5	6	3	2	1	Class	Medium
Battlefield Role				Half-Bloods					
Draw Events				Regeneration 6					
Special Rules				Cleave 1, Dread, Fearsome, Oblivious					
Command Models				Leader, Standard Bearer					

Blooded								1 	140
M	V	C	A	W	R	D	E	Type	Infantry
-	1	4	7	5	3	2	0	Class	
Battlefield Role				Character, Half-Bloods					
Special Rules				Bestial Devolution, Cleave 2, Forward Force, Impact 2					
This [Character] Stand may be attached to Brute [Half-Bloods] Regiments even though it is an Infantry [Character] Stand.									
Options									
Trove-Finds				Rjóða, the Red Bringer					

Trolls								3 	180
M	V	C	A	W	R	D	E	Type	Infantry
6	1	2	5	6	3	2	1	Class	Medium
Battlefield Role				Half-Bloods					
Draw Events				Regeneration 6					
Special Rules				Cleave 1, Dread, Fearsome, Oblivious					
Command Models				Leader, Standard Bearer					

	Stalkers								3 	130
	M	V	C	A	W	R	D	E	Type	Infantry
	6	2	2	4	4	2	1	2	Class	Light
	Battlefield Role				Half-Bloods					
	Special Rules				Barrage 4 (16"), Opportunists					
	Command Models				Leader, Standard Bearer					
	Goltr Beastpack								3 	160
	M	V	C	A	W	R	D	E	Type	Cavalry
	6	1	3	5	5	3	3	1	Class	Medium
	Battlefield Role				Half-Bloods					
	Special Rules				Brutal Impact 1, Impact 4, Irregular, Linebreaker, Trample 2, Unstoppable					
	Command Models				Leader					
	Goltr Beastpack								3 	160
	M	V	C	A	W	R	D	E	Type	Cavalry
	6	1	3	5	5	3	3	1	Class	Medium
	Battlefield Role				Half-Bloods					
	Special Rules				Brutal Impact 1, Impact 4, Irregular, Linebreaker, Trample 2, Unstoppable					
	Command Models				Leader					
	Shaman								1 	80
	M	V	C	A	W	R	D	E	Type	Infantry
	-	1	2	3	4	3	1	1	Class	
	Battlefield Role				Character, Mortals					
	Special Rules				Priest 6					
	Spells				Blurred Vision, Dominate, Enrage, Hoarfrost, Mist Weave, Reshape Destiny					

Sea Jotnar								1 	240
M	V	C	A	W	R	D	E	Type	Monster
7	3	3	13	16	3	3	2	Class	Heavy
Battlefield Role				Exalted, Titan					
Special Rules				Barrage 6 (8", Armor Piercing 1), Cleave 2, Fiend Hunter, Impact 5, Terrifying 1					
<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.

Bestial Devolution

Trolls and Ugr Regiments in this Warband gain the Dread Special Rule.

Blurred Vision

Range: 20" **Attunement:** 3 (Scaling)

Target Enemy Regiment can only select targets to Volley or Charge that are within 12" until the end of the Round.

Brutal Impact X

When a Stand with this Special Rule inflicts Impact Attacks, those Impact Attacks reduce the Target Enemy Regiment's Defense by X for the purposes of making Defense Rolls against those Impact Attacks.

Call the Hunt

[Always Active]: When selecting a Regiment to arrive from Reinforcements automatically this Round, choose one additional Friendly [Half-Bloods] Regiment.

Captain

The Regiment's Command Stand counts as 1 Additional Stand for the purposes of Seizing Objective Zones.

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.

Dominate

Range: 12" **Attunement:** 3

Target Enemy Regiment suffers -1 to its Resolve Characteristic until the end of the Round.

Dread

Enemy Regiments in contact with Stands with this Special Rule cannot benefit from the effects of the "Inspired" Special Rule. In instances where a Regiment or Stand always benefits from the "Inspired" Special Rule, this rule is superseded.

Enrage

Range: Self **Attunement:** 3

All Friendly Regiments within 10" of this [Character] Stand lose the Broken Status as if they have performed a Rally Action.

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

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

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.

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.

Hoarfrost

Range: 12" **Attunement:** 4

Target Enemy Regiment suffers one Hit per success with the Armor Piercing (1) 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.

Irregular

This Regiment does not affect Friendly and Enemy Reinforcement Lines. A Stand without this Special Rule may not join this Regiment.

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.

Linebreaker

A Stand with this Special Rule ignores the Shield Special Rule and Bastion (X) Draw Event, when performing a Clash or Duel Action, or when resolving Impact Attacks.

Mist Weave

Range: 12" **Attunement:** 3

Target Regiment adds +1 to its Evasion Characteristic (to a maximum of 2) until the end of the Round.

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.

Opportunists

A Stand with this Special Rule may re-roll failed Hit Rolls when performing a Clash or Volley Action against an Enemy Regiment's Flank or Rear Arc.

Priest X

This Regiment or Character Stand can perform the Spellcasting Action during its Activation. The X value is this Stand's Magic Level. If the Regiment or Character Stand does not have any Spells available, then it only counts toward Enemy Interference.

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.

Reshape Destiny

Range: Self **Attunement:** 3

All Friendly Regiments declaring a Charge Action while within 10" of this [**Character**] Stand gain the Unstoppable Special Rule until the end of the Round.

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.

Rjóða, the Red Bringer

The Regiment this [**Character**] Stand is currently attached to, gains the Impact (2) Special Rule.

In addition, this [**Character**] Stand adds +2 to its Attack Characteristic and may always Die Fighting! regardless of whether the [**Character**] or their Regiment has Acted this Round.

Standard Bearer

A Regiment with a Standard Bearer gains the Unstoppable Special Rule. In addition, the Standard Bearer adds +1" to the Regiment's and currently attached Character Stand's March Characteristic on the second March Action the Regiment performs during its Activation until the end of that March Action.

Tenacious X

Whenever this Regiment makes a Defense Roll, treat X failed results as successes where X is the value of this Special Rule. Character Stands do not benefit from this Special Rule during Duels unless they have this Special Rule.

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.

Trample X

At the end of this Regiment's Activation, choose one Enemy Regiment in contact with this Regiment's front arc. Stands in the Regiment with this Special Rule cause X additional Hits where X is equal to the Stand's Trample (X) value. These additional Hits do not benefit from any of the Regiment's Special Rules and Hit automatically. Wounds resulting from these Hits do not trigger Morale Tests. This Special Rule does not trigger at the end of a Character Stand's Activation. Hits from this Special Rule can inflict Wounds to Objective Markers as if this Regiment was performing a Clash Action against it.

Ty Jokull, the Rimeheart

The Regiment this [Character] Stand is currently attached to gains the Tenacious (+1) Special Rule to a maximum of Tenacious (2).

Unstoppable

This Regiment may Re-Roll failed Charge Rolls.