



# NORDS

## Army List

## 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.



## BATTLEFIELD ROLES

Regiments and [**CHARACTER**] Stands in your Army have special descriptors called Battlefield Roles. These are supertypes that are used to identify a game entity as part of a broader category going beyond Type or Class.

These supertypes appear in the Battlefield Roles section of each game entity's Army List Entry and can be found within brackets. E.g. [**TITAN**] for Nords and City States.

Often abilities or Special Rules may refer to these Battlefield Roles for targeting purposes. If for example all [**THE TRIBES**] regiments are affected by a Supremacy Ability then all Regiments with that supertype will be affected regardless of Type or Class. A [**CHARACTER**]'s Battlefield Role **is not** applied to the Regiment they are currently attached to.

Finally, it is possible to refine targeting restrictions further. For example a W'adhrun ability could target only Infantry [**THE TRIBES**] Regiments leaving Warbred (who are Brutes) out.

## SPECIAL RULES AND SUPREMACY ABILITIES

Certain rules like those acquired through the purchasing of Masteries, Character Upgrades and Supremacy Abilities may provide unique abilities that extend beyond merely providing Characteristic upgrades to [**CHARACTER**] or Regiments and instead benefit an entire Warband or even the entire Army.

This raises the question of whether these abilities are "always active", "activated" or only applicable when the Character Stand or Regiment is on the Battlefield.

For this reason rules like this are followed by identifiers that allow the Player to easily recognize when these rules are applied. The identifiers are the following:

**Always Active:** This Ability is always considered to be active regardless of whether the [**CHARACTER**]

or Regiment is currently on the Battlefield, in Reinforcements or having been destroyed.

**Activated:** This Ability may be used once per Battle and requires the [**CHARACTER**] or Regiment to currently be on the Battlefield. Once Activated the effects last until the end of the Round regardless if the [**CHARACTER**] or Regiment has been removed from the Battlefield in the meantime.

**Battlefield:** This Ability is considered to be active while the [**CHARACTER**] or Regiment is currently on the Battlefield.

## 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.*

Regiments in this Army, Charging through a piece of Hindering Terrain, can benefit from the Inspired Special Rule. 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 Regiments in this Army performs a successful Charge against an Enemy Regiment, its Command Stand (or the Monster Stand in case of a Monster Regiment) counts as 1 additional Stand for the purposes of Seizing Objective Zones until the end of the Round.





## 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.

In addition, when a Regiment in this Army performs a successful Charge against an Enemy Regiment, it adds +1 to its Resolve Characteristic until the end of the Round.



## SUPREMACY ABILITIES

Each [**CHARACTER**] grants a different Supremacy Ability if chosen as your Warlord.

### BLOODED / VARGYR LORD

**Call the Hunt [Always Active]:** When selecting a Regiment to arrive from Reinforcements automatically this Round, choose one additional Friendly [**HALF-BLOODS**] Regiment.

### JARL

**Raid Tactics! [Always Active]:** All Friendly [**MORTALS**] Regiments in the Army gain the benefits of the Warlord's Tribal Tactics as if the Warlord was currently attached to the Regiment.

### KONUNGYR

**Ruler of Manheim [Always Active]:** Change the first paragraph of the Prophecy Unfulfilled Faction Special Rule reads as follows:

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

### SHAMAN / VOLVA

**Divine Protection [Always Active]:** All Friendly Regiments, add +1 to their Evasion Characteristic (to a maximum of 2). In addition, Friendly Regiments within Range of an Objective Zone may be the Target of a Friendly [**CHARACTER**] Stand's Spellcasting Action regardless of the Spell's Range or the Spellcaster's Line of Sight. Spells with a range of "Self" are unaffected.





**BLOODED****110 POINTS**

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	4	5	5	3	2	0	Call the Hunt

**SPECIAL RULES** Cleave (2), Impact (2), Forward Force

**Bestial Devolution:** Trolls and Ugr Regiments in this Warband gain the Dread Special Rule.

This [**CHARACTER**] Stand may be attached to Brute [**HALF-BLOODS**] Regiments even though it is an Infantry [**CHARACTER**] Stand.

**CHARACTER**

- This Character Stand is comprised of 1 Stand with 1 Model on it.

**Battlefield Role:** [**CHARACTER**], [**HALF-BLOODS**]

**CHARACTER UPGRADES**

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

**Masteries:** The Character Stand may purchase a single Mastery of any category.

**WARBAND**

*Mainstay:*    *Stalkers*  
                  *Trolls*  
                  *Ugr*

*Restricted:*    *Werewargss*  
                      *Fenr Beastpack*  
                      *Goltr Beastpack*  
                      *Mountain Jotnar*

## JARL

100 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	3	6	4	3	2	0	Raid Tactics!

**SPECIAL RULES** Shield, Impact (2), Forward Force

### CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

**Battlefield Role:** [CHARACTER], [MORTALS]

### CHARACTER UPGRADES

At the beginning of each game's first Reinforcement Phase the Jarl may select one of the following Tribal Tactics to use for the duration of the Battle. Tribal Tactics are always active, regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

- Direct Assault!
- Draw Them In!
- Take the Flanks!

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

**Masteries:** The Character Stand may purchase a single Mastery of any category.

### WARBAND

*Mainstay:* Raiders  
Huskarls  
Ulfhednar

*Restricted:* Bearsarks  
Bow-Chosen  
Steel-Chosen  
Sea Jotnar



## KONUNGYR

120 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	4	7	5	4	2	2	Ruler of Manheim

**SPECIAL RULES** Cleave (1), Terrifying (1), Impact (3)

### CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

**Battlefield Role:** [CHARACTER], [EXALTED]

### CHARACTER UPGRADES

At the beginning of each game's first Reinforcement Phase the Konungyr may select one of the following Tribal Tactics to use for the duration of the Battle. Tribal Tactics are always active, regardless of whether the Character Stand is currently on the Battlefield or having been destroyed.

- Direct Assault!
- Draw Them In!
- Take the Flanks!

**Trove-Finds:** May purchase up to two Trove-finds at the indicated point cost.

**Masteries:** The Character Stand may purchase a single Mastery of any category.

**Your Army cannot contain more than one Konungyr.**

### WARBAND

**Mainstay:** Steel-Chosen  
Bow-Chosen  
Huskarls

**Restricted:**

Ice Jotnar  
Mountain Jotnar  
Sea Jotnar

## SHAMAN

80 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	2	3	4	3	1	1	Divine Protection

**SPECIAL RULES** Priest (6)

### CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

**Battlefield Role:** [CHARACTER], [MORTALS]

### SPELLS

The Shaman knows all of the following Spells at no additional point cost

- *Blurred Vision*
- *Reshape Destiny*
- *Mist Weave*
- *Hoarfrost*
- *Enrage*
- *Dominate*

### CHARACTER UPGRADES

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

**Masteries:** The Character Stand may purchase a single Mastery of any category.

### WARBAND

**Mainstay:** *Raiders*

**Restricted:**

*Bearsark*  
*Ulfhednar*  
*Mountain Jotnar*  
*Sea Jotnar*



## VOLVA

100 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	5	4	3	2	0	Divine Protection

**SPECIAL RULES** Priest (6), Devout

### CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

**Battlefield Role:** [CHARACTER], [MORTALS]

### SPELLS

The Volva knows all of the following Spells at no additional point cost.

- *Fruit of the Golden Tree*
- *Glory of Valhalla*
- *Warbringer's Light*
- *Aspect of Fenrir*
- *Hela's Caress*

### CHARACTER UPGRADES

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

**Masteries:** The Character Stand may purchase a single Mastery of any category.

### WARBAND

**Mainstay:** Valkyries  
Huskarls  
Raiders

## VARGYR LORD

120 POINTS

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brutes	-	-	1	3	6	6	3	3	1	Call the Hunt

**DRAW EVENTS**      Regeneration (2)

**SPECIAL RULES**      Cleave (1), Impact (4), Irregular, Forward Force

**Feral Hunters:** Werewargs Regiments in this Warband gain the Flurry Special Rule.

This [CHARACTER] Stand may be attached to any Friendly [HALF-BLOODS] Regiment even though it is a Brute [CHARACTER] Stand.

### CHARACTER

- This Character Stand is comprised of 1 Stand with 1 Model on it.

**Battlefield Role:**      [CHARACTER], [HALF-BLOODS]

### CHARACTER UPGRADES

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

**Masteries:** The Character Stand may purchase a single Mastery of any category.

### WARBAND

**This Warband may not contain more than 2 Regiments of Goltr Beastpack.**

**This Warband may not contain more than 2 Regiments of Fenr Beastpack.**

*Mainstay:*      *Werewargs*      *Restricted:*      *Mountain Jotnar*  
                     *Fenr Beastpack*  
                     *Goltr Beastpack*  
                     *Ugr*



## JOTNAR SEIDR

260 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	2	3	12	20	4	3	2

**SPECIAL RULES** Cleave (2), Fearless, Hardened (1), Impact (6), Tenacious (1), Terrifying (1)

**Seizing a New Future:** All Friendly [TITAN] Regiments in the Army gain the Fearless Special Rule while within range of an Objective Zone. In addition, Friendly [TITAN] Regiments ignore the effects of Special Rules or Abilities that would have them count as less Stands for the purposes of Seizing Objective Zones or none at all while currently in contact with an Enemy Regiment.

**Crushing Avalanche:** All Friendly [TITAN] Regiments declaring a Charge Action while within 10" of this Regiment gain the Brutal Impact (+1) and Impact (+2) Special Rules until the end of the Round. This Special Rule does not Stack.

**Lord of Titans:** A Jotnar Seidr is considered to be a Regiment by itself in addition to it also being a Character Stand and therefore uses all the relevant Regiment rules as if it was a Monster Regiment. A Jotnar Seidr Activates as if it was a Regiment, performs two Actions per Activation and has access to all Out-of-Combat and Combat Actions a Regiment has.

In addition, the Jotnar Seidr may also use a Duel Action. The Jotnar Seidr may not join another Regiment and does not need to include a Monster Regiment in its Warband to enter the Battlefield. **The Jotnar Seidr must include at least one other Regiment in its Warband.**

**This Stand counts as 6 for the purposes of Seizing Objective Zones.**

### CHARACTER

- This Character Stand is comprised of 1 Monster Stand with 1 Model on it.

**Battlefield Role:** [CHARACTER], [EXALTED], [TITAN]

### CHARACTER UPGRADES

**The Jotnar Seidr must select one of the following weapon options at no additional cost:**

- **Skorge (Axe):** This Regiment gains the Cleave (+1) Special Rule. In addition, if it inflicts at least one Wound on an Objective Marker, that Objective Marker is immediately destroyed.
- **Dori (Spear):** This Character Stand gains the Unyielding Special Rule.

**A Jotnar Seidr cannot purchase any Trove-Finds or Masteries and cannot be the Warlord.**

### WARBAND

**The Jotnar Seidr can only have up to two Regiments in its Warband**

*Mainstay:* Mountain Jotnar      *Restricted:* Ice Jotnar  
Sea Jotnar

## 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 restriction apply for Nord Character Stands:

- 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.*

### TRIBAL TREASURES

#### Raven Messengers

30 points

([**MORTALS**] Character Stands only.)

*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.*

While the Regiment this [**CHARACTER**] Stand is currently attached to is not Broken, [**MORTALS**] Regiments within 12" of this Character Stand may use this [**CHARACTER**] Stand's Resolve Characteristic instead of their own.

#### Heralds of the Storm

30 pts

(Shaman and Volva Only)

*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 tampering with the mystical energies around them, while making concentration incredibly difficult. All Regiments currently within 8" of this [**CHARACTER**] Stand counts as +3 Stands for the purposes of Scaling when they become the Target of an Enemy Spellcasting Action.*

#### Coils of the Serpent

20 points

*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 points

*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.*

When the Regiment this [**CHARACTER**] Stand is currently attached to becomes the Target of an Enemy Regiment's Volley Action it gains the Tenacious (3) Special Rule until the end of that Action.



## ARMORS

### Ty Jokull, the Rimeheart

25 points

*Wrested from the shattered form of Aurgelmir, greatest and last of the great Ice Jotnar sorcerers by the Einherjar Svankarl, 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.*

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

### Massive Frame

15 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 and shattering enemy lines.*

The [CHARACTER] Stand gains the Impact (+2) and Linebreaker Special Rules.

## WEAPONS

### Rjóða, the Red Bringer

30 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 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.

### Vinda, the Dancer

30 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.

### Reyngeir, the God Spear

20 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.*

The [CHARACTER] Stand gains the Parry and Cleave (2) Special Rules.



## 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 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.

### TEACHINGS OF MANHEIM

#### **Lessons of the Jotun War** 30 points (Konungyr and Jarl Only)

Once per Battle, at the beginning of this [CHARACTER] Stand's Activation you may change the [CHARACTER]'s Tribal Tactic until the end of the Battle.

#### **Wealth of a Hundred Raids** 30 points ([MORTALS] and [EXALTED] Characters only.)

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

### TALES OF SAVAGERY

#### **Wild Beasts** 40 points ([HALF-BLOODS] Characters only.) (Always Active) Friendly [HALF-BLOODS] Regiments in the [CHARACTER] Stand's Warband may perform Impact Attacks when Charging through a piece of Hindering Terrain.

#### **Pack Tactics** 40 points ([HALF-BLOODS] Characters only.) (Always Active) Friendly [HALF-BLOODS] Regiments in this Army lose the Irregular Special Rule.

### NORTHERN SAGAS

#### **Written in Bones** 25 points

The Regiment this [CHARACTER] Stand is currently attached to, ignores the effects of Special Rules or Abilities that would have them count as less Stands for the purposes of Seizing Objective Zones or none at all.

#### **Ancestors' Blessing** 15 points (Shaman and Volva Only)

The 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

### SHAMAN

Name	Range	Attunement	Effect
Blurred Vision	20"	3 (Scaling)	Target Enemy Regiment can only select targets to Volley or Charge that are within 12" until the end of the Round.
Mist Weave	12"	3	Target Regiment adds +1 to its Evasion Characteristic (to a maximum of 2) until the end of the Round.
Reshape Destiny	Self	3	All Friendly Regiments declaring a Charge Action while within 10" of this [ <b>CHARACTER</b> ] Stand gain the Unstoppable Special Rule until the end of the Round.
Hoarfrost	12"	4	Target Enemy Regiment suffers one Hit per success with the Armor Piercing (1) Special Rule.
Dominate	12"	3	Target Enemy Regiment suffers -1 to its Resolve Characteristic until the end of the Round.
Enrage	Self	3	All Friendly Regiments within 10" of this [ <b>CHARACTER</b> ] Stand lose the Broken Status as if they have performed a Rally Action.

### VOLVA

Name	Range	Attunement	Effect
Aspect of Fenrir	Self	3 (Scaling)	Target Regiment gains the Unyielding Special Rule until the end of the Round.
Fruit of the Golden Tree	12"	3	Target Infantry Regiment Heals one Wound. In addition Target Infantry Regiment Heals one additional Wound per success.
Glory of Valhalla	12"	3	Target Friendly Regiment gains the Indomitable (2) Special Rule until the end of the Round.
Hela's Caress	12"	4	Target Enemy Regiment suffers one Hit per success.
Warbringer's Light	12"	3 (Scaling)	Target Regiment gains the Blessed Special Rule 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.



## RAIDERS

120 POINTS / +40 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	1	2	4	4	2	1	1	Leader, Standard Bearer

**SPECIAL RULES** Flurry, Impact (2), Tenacious (1)

### REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +40 points per Stand.

**Battlefield Role:** [MORTALS]

**Any Raiders Regiment may take up to two of the following Officers:**

*Captain*

*20 points*

*Shield Biter*

*15 points*

**BOW CHOSEN****190 POINTS / +60 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	3	3	4	5	3	2	2	Leader

**SPECIAL RULES** Barrage (5) (14", Precise Shot)**War-Brethren:** Stands in this Regiment gain the benefits of the Tribal Tactics the [CHARACTER] Stand, whose Warband they are part of, has selected.**REGIMENT**

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +60 points per Stand.

**Battlefield Role:** [EXALTED]**STALKERS****130 POINTS / +40 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Light	6	2	2	4	4	2	1	2	Leader, Standard Bearer

**SPECIAL RULES** Barrage (4) (16"), Opportunists**REGIMENT**

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +40 points per Stand.

**Battlefield Role:** [HALF-BLOODS]



## WEREWARGS

160 POINTS / +60 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Light	7	1	2	6	5	3	2	1	Leader

**DRAW EVENTS** Regeneration (5)

**SPECIAL RULES** Impact (3), Terrifying (1)

### REGIMENT

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +60 points per Stand.

**Battlefield Role:** [HALF-BLOODS]

## HUSKARLS

150 POINTS / +50 PER STAND

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	3	5	4	3	2	0	Leader, Standard Bearer

**SPECIAL RULES** Shield, Impact (2), Untouchable

### REGIMENT

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +50 points per Stand.

**Battlefield Role:** [MORTALS]

**Any Huskarl Regiment may take up to two of the following Officers:**

*Thegn*

*20 points*

*Skald*

*20 points*

**TROLLS****180 POINTS / +60 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	5	6	3	2	1	Leader, Standard Bearer

**DRAW EVENTS** Regeneration (6)**SPECIAL RULES** Cleave (1), Fearsome, Oblivious**REGIMENT**

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +60 points per Stand.

**Battlefield Role:** [HALF-BLOODS]**ULFHEDNAR****170 POINTS / +60 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	2	7	4	4	2	1	Leader, Standard Bearer

**SPECIAL RULES** Vanguard (4), Tenacious (1), Lethal Demise (4)**REGIMENT**

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +60 points per Stand.

**Battlefield Role:** [MORTALS]**Any Ulfhednar Regiment may take one of the following Officers:***Savage**30 points**Shield Biter**15 points*



**VALKYRIES****150 POINTS / +50 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	3	4	4	3	2	0	Leader, Standard Bearer

**SPECIAL RULES** Blessed, Devout, Shield, Support (2)**REGIMENT**

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +50 points per Stand.

**Battlefield Role:** [MORTALS]**FENR BEASTPACK****140 POINTS / +50 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	7	1	2	6	4	2	1	2	Leader

**SPECIAL RULES** Fluid Formation, Flank, Opportunists, Irregular, Loose Formation, Vanguard (4)**REGIMENT**

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +50 points per Stand.

**Battlefield Role:** [HALF-BLOODS]

**UGR****150 POINTS / +50 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Brute	Medium	6	1	3	4	5	3	2	0	Leader

**SPECIAL RULES** Cleave (2), Fearless, Oblivious, Impact (2), Shock**REGIMENT**

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +50 points per Stand.

**Battlefield Role:** [HALF-BLOODS]**BEARSARKS****170 POINTS / +60 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Heavy	6	1	3	5	4	4	2	1	Leader, Standard Bearer

**SPECIAL RULES** Cleave (2), Vanguard (4), Tenacious (1)**REGIMENT**

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +60 points per Stand.

**Battlefield Role:** [MORTALS]**Any Bearsarks Regiment may take one of the following Officers:**

<i>Savage</i>	<i>30 points</i>	<i>Shield Biter</i>	<i>15 points</i>
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**STEEL CHOSEN****160 POINTS / +50 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Infantry	Medium	6	1	3	6	5	3	2	1	Leader, Standard Bearer

**SPECIAL RULES** Flurry, Linebreaker, Impact (2)**War-Brethren:** Stands in this Regiment gain the benefits of the Tribal Tactics the [CHARACTER] Stand, whose Warband they are part of, has selected.**REGIMENT**

- This Regiment is comprised of 3 Stands with 4 Models on each Stand.
- You may add additional Stands for +50 points per Stand.

**Battlefield Role:** [EXALTED]**Any Steel Chosen Regiment may take the following Officer:***Shield Biter* 20 points**GOLTR BEASTPACK****160 POINTS / +50 PER STAND**

Type	Class	M	V	C	A	W	R	D	E	Command Models
Cavalry	Medium	6	1	3	5	5	3	3	1	Leader

**SPECIAL RULES** Brutal Impact (1), Linebreaker, Trample (2), Irregular, Impact (4), Unstoppable**REGIMENT**

- This Regiment is comprised of 3 Stands with 1 Model on each Stand.
- You may add additional Stands for +50 points per Stand.

**Battlefield Role:** [HALF-BLOODS]

**SEA JOTNAR****240 POINTS**

Type	Class	M	V	C	A	W	R	D	E
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)

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.

**REGIMENT**

- This Regiment is comprised of 1 Stand with 1 Model on it.

**Battlefield Role:** [EXALTED], [TITAN]

**MOUNTAIN JOTNAR****210 POINTS**

Type	Class	M	V	C	A	W	R	D	E
Monster	Medium	7	1	3	12	18	3	3	0

**SPECIAL RULES** Cleave (2), Terrifying (1), Hardened (1), Impact (6)

**REGIMENT**

- This Regiment is comprised of 1 Stand with 1 Model on it.

**Battlefield Role:** [EXALTED], [TITAN]



## ICE JOTNAR

250 POINTS

Type	Class	M	V	C	A	W	R	D	E
Monster	Heavy	7	1	3	14	16	4	3	2

**SPECIAL RULES** Cleave (3), Priest (5), Terrifying (1), Impact (6)

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*

### REGIMENT

- This Regiment is comprised of 1 Stand with 1 Model on it.

**Battlefield Role:** [EXALTED], [TITAN]



## OFFICERS

*Certain Regiments have the option of taking Officer Models. Each Regiment may only take each Officer once. If the Officer Model is removed as a casualty, all benefits are lost. An Officer 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 Officer.*

### Captain

The Regiment adds +1 to its Resolve Characteristic

### Savage

This Regiment may perform a free additional Charge Action during its Activation.

### Shield Biter

The Regiment's Command Stand may Die Fighting! as if it was a [CHARACTER] Stand regardless of whether the Regiment has Acted this Round.

In addition currently attached [CHARACTER] Stands may Die Fighting! regardless of whether the Regiment has Acted this Round.

### 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.

## TRIBAL TACTICS

*Certain Character Stands bring with them their personal guard whose tactics reflects their way of waging war.*

### Direct Assault!

The Regiment this [CHARACTER] Stand is currently attached to counts as Heavy for the purposes of inflicting Wounds on Objective Markers.

### Draw Them In!

The Regiment this [CHARACTER] Stand is currently attached to gains the Opportunists Special Rule.

### Take the Flanks!

While the Regiment this [CHARACTER] Stand is currently attached to Engages an Enemy Regiment in its Flank or Rear, Stands in that Enemy Regiment do not count toward Seizing Objective Zones.



## RULES IN A NUTSHELL!

Just starting out and got questions? Here's a quick rundown of how the Nord rules work! These explanations are brief and will help you quickly start playing your first games or answer some questions you may have! Make sure to join our Discord channel and you may always reach out to us at [rules@para-bellum.com](mailto:rules@para-bellum.com) with any questions you may have.

### WHAT DOES MY ARMY DO?

Violence, mostly - but not in the brawler way you might think! Surprisingly they are tactically violent!

Nords have three Faction Special rules that represent the crucial aspects of Nord history and culture: their origins, their identity, and their now-lost destiny.

- Nord Medium and Heavy Regiments have an easier time fighting in Hindering Terrain, the ability to be Inspired when Charging through such Zonal Terrain is the key to unlocking your full damage potential in situations where most Armies would struggle. When leaning heavily into the [**HALF-BLOODS**] side of the army you get to also Impact!
- Early aggression is the name of the game! When Charging into Objective Zones your Command Stand counts as 1 additional Stand for the purposes of Seizing them. **That means Lights can Seize as well!** [**MORTALS**] themed forces can really pressure your opponent for time. A mix of Faction Special Rules and Tribal tactics can help you dictate the pace of the game.
- Non-Monster Regiments can expand their Charge Range if their intended target is already Engaged by another one of your Regiments. Don't forget that this +2" to your Charge Distance can make all the difference between successfully making or failing a Charge! When leaning heavily into the [**EXALTED**] and [**TITANS**] part of the army Monsters get that sweet +2" as well!

### WHAT TO KEEP IN MIND

When playing Nords always make sure to remember:

- Hindering Zonal Terrain, such as forests, plays a crucial role in TLAOK gameplay. If you find that you are rarely utilizing your Faction's rules due to a lack of forests, **your table might be lacking terrain!** Ensure that you have enough forests on your table—about three should do it. Also, make sure to place at least two centrally, depending on the placement of Objective Zones.
- Don't overlook Masteries! They can help you further hone your playstyle. If you're not sure what Masteries to take - look for Battlefield Roles such as [**MORTALS**], [**HALF-BLOODS**] etc. Matching these to your characters is a good way to ensure that what you get is on theme!
- Melee-focused Character Stands might not have Special Abilities to use when drawing their Command Cards, but their placement in the Command Stack is still crucial! Strategically timed Character Activations can force your Opponent to play their cards before your key Regiments activate. This tactic is incredibly useful in Conquest TLAOK, and mastering it can make the difference between a good player and a great one!