

THE IX AGE FANTASY BATTLES



ÅSKLANDERS

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Åsklanders

Warriors of the Dark Gods Supplement Army Book
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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are supplementary to the Core Rules of The 9th Age. They are produced by our teams and should be viable for use in any game, but you should seek permission from your opponent or tournament organiser to use, as they significantly increase the complexity of the game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in **blue**, and listed at the end of this document.

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Sagas and runestones are the most important forms of literature among the Åsklanders, for they are the source of tradition, the whole of their myth, ethics, and political art. In such poems we can find evidence of the shifting religious tradition and the progressive takeover of temples and tribes by gods coming from the Wasteland. Such “contamination” has not changed the true nature of the Åsklanders, which is still connected at its roots to the ancient culture they share with Sonnstahl. Far from being a nation, the land is a patchwork of tribes, each with its own agenda. Some are friendly to our Empire, such as the Kingdom of Thrymland, others hostile, often changing according to the relationships forged between their kings and jarls and our own nobility. The fragments we hereby present were selected to provide a complete and characterful description of the very essence of Åskland and its people, to paint a picture of the manifold cultures and creatures among our northern “cousins”.

—Grünberg Brothers, introduction to the collection of
the Literature of the Thrymland

Army Model Rules

Universal Rules

Åsklander Battle Fever

Infantry models in units with at least 10 models gain the following effects:

- **Fight in Extra Rank** if using a Close Combat Weapon with Two-Handed
- +1 Armour if using a Shield

This cannot be used while the model’s unit is Engaged in its Flank or Rear Facing.

Personal Protections

Unburnt

Successful to-wound rolls of attacks that are Flaming Attacks made against the model **must** be rerolled. In addition, the model considers all units consisting entirely of models without Unburnt as Insignificant.

Armoury

Berserker’s Bear Pelt – Personal Protection

Light Armour. The bearer gains **Swiftstride** and **Unstable**.

In addition, at the start of any of your Player Turns, all models with Berserker’s Bear Pelt in a unit may choose to lose their Shield and gain **+1 Strength, Battle Focus, Fearless, Frenzy, and Lightning Reflexes**. The effects last for the remainder of the game.

Åsklanders are fierce fighters; that reputation has spread far and wide. I’ve fought against them for decades, and the descriptions of berserkers and wild warriors are well earned. Yet in all those warning tales, there is an aspect which is often overlooked.

They know well how to fight in great numbers, and somehow they manage not to get in each other’s way. Each leaps forward to strike terrible blows with huge axes, only to be replaced by another, and another. No elven formation of grace and discipline, but effective nonetheless.

In defence they are even more concerted. Those round, studded shields interlock to form a solid wall against which enemies crash in waves. I’ve seen many an elite soldier underestimate Åsklanders as mere savages—only to suffer for their folly.

—Shepkin Tikhonovich—Volskayan Voivoda

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Frostbite <5+> {8+}	24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Armour. If this spell targets an enemy unit, the target suffers -1 Armour. { This spell may target two units instead of one (declare the additional target before the Casting Attempt). }

Special Items

Weapon Enchantments

Byargfylli 50 pts
 Enchantment: Spear.
 Attacks made with this weapon become **Divine Attacks** and **Magical Attacks**, and gain **Lethal Strike** and **Lightning Reflexes**.

Eyratöki 50 pts
 Standard or Large Height Åsklander Chief only.
 Enchantment: Hand Weapon.
 The wielder gains **Crush Attack**, and can perform two Crush Attacks instead of one (provided it declared the use of its Crush Attack at the end of step 4 of the Round of Combat Sequence as usual).

Symbol of Slaughter 25 pts
 Enchantment: Hand Weapon and Paired Weapons.
 Attacks with this weapon become **Magical Attacks**. While using this weapon, the wielder gains +2 Attack Value and +2 Agility. Close Combat Attacks made against the wielder's model gain +1 to hit.

Armour Enchantments

Gunagr's Armour 40 pts
 Standard Height models only.
 Enchantment: Suit of Armour.
 The bearer gains **Fearless** and can **never** be wounded on better than 4+.

Banner Enchantments

Raven Banner 60 pts
 The bearer's unit gains **Battle Focus**, **Fearless**, and **Frenzy**.

Artefacts

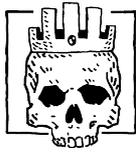
Harp of Bragi 45 pts
 The range of the bearer's Commanding Presence or Rally Around the Flag is **always** 18".

Norn's Bones 45 pts
 Wizards only.
 The Wizard can select its spells from all the Learned Spells of its chosen Path and the Hereditary Spell. This rule overrides the Spell Selection rules connected to being a Wizard Apprentice or Adept.

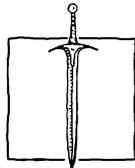
So I am to be married. I feel equal parts dread and joy—and as usual I have been burying these emotions in reading. My husband is to be Prince Olvir Hrogtharson, son of the King of Thrymland, the famous Hrogthar Alfhildr. I am to share my bed with an Åsklander! I have consumed every book on the subject of that wild land—the stories have only worsened the fragile state of my imagination. Åskland is a patchwork of tribes divided up by Kings, Jarls, and Hersirs. Many are barbaric and unruly—often meddling in worship of the Dark Gods. Åsklanders are famous for their raiding and trading vessels that can be found in ports as far as Avras and Aldan. For a long time they were Sonnstahl's enemies, but in our time the comparatively civilised nation of Thrymland has been supported by the Emperor as part of a bulwark against the northern tribes. I suppose my status as a pawn in these negotiations should bring me pride. I only hope that I can conquer this awful terror and do my duty to father and nation.

—Diary of Lady Annelie, daughter of the Count of Breidmark

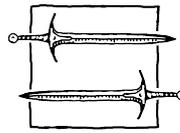
Army Organisation



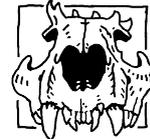
Characters
Max. 40%



Core
Min. 25%



Special
No limit



Legendary Beasts
Max. 30%

Characters (Max. 40%)

To lead is the destiny of the jarls and hersirs. But leading should be tested: trials must be endured and challenges won, for a chieftain should prove not only the strongest of the tribe, but the wisest also. Proud and dauntless, feared and respected, such are the demands of leadership.



Asklander Chief

100 pts

single model

Height Standard
Type Infantry
Base 25×25 mm



A mount marked with (LB) counts towards Legendary Beasts. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Asklander Battle Fever		
Defensive	HP	Def	Res	Arm		
	3	5	4	0		
Offensive	Att	Off	Str	AP	Agi	
Asklander Chief	3	5	5	1	5	Deeds not Words

Model Rules

Deeds not Words: Attack Attribute.

The model part gains **Battle Focus** and **Hatred** () while joined to one or more R&F models with Asklander Battle Fever.

Options

Battle Standard Bearer	50
Jarl (General only)	40
Longship Raid (0–2 Models/Army)	40
Special Items	up to 100
If General	up to 150
Shield	10
Must choose (one choice only):	
Heavy Armour	free
Shield and Berserker's Bear Pelt (Infantry only)	20
Throwing Weapons (4+)	5
One choice only:	
Light Lance	5
Paired Weapons	5
Spear	5
Great Weapon	10

Mount Options

War Dais	65
Black Stallion	70
Shadow Chaser	70
Dark Chariot	100
Chimera (LB)	140
Wasteland Behemoth (LB)	345

Optional Model Rules

Jarl: Universal Rule.

The Asklander Chief gains +2 Attack Value and may take Special Items for an additional 50 pts.

Longship Raid: Universal Rule.

The model gains **Ambush**. During step 8 of the Pre-Game Sequence, nominate a unit of Asklanders, Huskarls, or Berserkers that includes no more than 30 models if Asklanders and no more than 20 models if Huskarls or Berserkers. This unit gains **Ambush**, with the following exceptions:

- The model with Longship Raid **must** either be deployed in this unit or Ambush in this unit.
- Units using Longship Raid do not roll for Ambush but automatically enter the Battlefield in the owner's second Player Turn.

Seidhkennars are the voice of the gods, advisers of the jarls, guides to the berserkers. They are tellers of sagas, masters of magic, and speakers with all the creatures of the North. No force would dare to raid without their blessing, nor a king march to war: for the seers of Åskland know the spirit of the land.



Seidhkennar

115 pts

single model

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules
	4"	8"	8	Åsklander Battle Fever, Wizard Apprentice

Defensive	HP	Def	Res	Arm
	3	3	4	0

Offensive	Att	Off	Str	AP	Agi
Seidhkennar	1	3	3	0	3

Magic Options	pts	Options	pts
One choice only:		Special Items	up to 150
Wizard Adept	95	Light Armour	5
Wizard Master	265	Paired Weapons	5



Shamanism



Thaumaturgy



Witchcraft

Mount Options	pts
Dark Chariot	35

Character Mounts



Black Stallion

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Black Stallion	1	3	4	0	3	Harnessed



Shadow Chaser

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	Light Troops, Strider, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
Shadow Chaser	1	3	3	0	4	Harnessed



War Dais

Height **Standard**
Type **Infantry**
Base **50×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	C	C	C	Tall		
Defensive	HP	Def	Res	Arm		
	4	C	C	C+2	Cannot be Stomped	
Offensive	Att	Off	Str	AP	Agi	
War Dais	4	5	4	1	4	Harnessed



Dark Chariot

Height **Large**
Type **Construct**
Base **50×100 mm**
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	C	Swiftstride		
Defensive	HP	Def	Res	Arm		
	4	C	5	C+2		
Offensive	Att	Off	Str	AP	Agi	
Black Steed (2)	1	3	4	0	3	Harnessed
Chassis			5	2	Impact Hits (D6+1), Inanimate	



Chimera

Height **Large**
 Type **Cavalry**
 Base **50×100 mm**

0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

Global	Adv	Mar	Dis	Model Rules		
	8"	20"	C	Fear, Towering Presence		
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	AP	Agi	
Chimera	5	4	5	2	4	Harnessed

— Options — pts — Optional Model Rules —

Wings 40 **Wings:** Universal Rule.
 The model's March Rate is **set** to 16" and it gains **Fly (8", 16")** and **Light Troops**.



Wasteland Behemoth

Height **Gigantic**
 Type **Beast**
 Base **100×150 mm**

0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Legendary Beasts.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C			
Defensive	HP	Def	Res	Arm		
	7	3	6	4		
Offensive	Att	Off	Str	AP	Agi	
Wasteland Behemoth	6	3	6	3	3	Harnessed

— Options — pts — Optional Model Rules —

Additional Limbs 30 **Additional Limbs:** Universal Rule.
 The model's March Rate is **set** to 20" and its Armour is **set** to 3.

Core (Min. 25%)

The Åsklander is a fighter to be feared: strengthened by harsh living and long hunts through the forest, each man and maiden of our people is skilled with axe or bow and born to raiding.



Åsklanders

130 pts + 6 pts/extra model

15–50 models



Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules							
	4"	8"	7	Åsklander Battle Fever, Scoring							
Defensive	HP	Def	Res	Arm							
	1	4	3	0	Light Armour						
Offensive	Att	Off	Str	AP	Agi						
Åsklander	1	4	4	0	3						
Options			pts-			Command Group Options			pts-		
Shield			1/model		Champion					10	
Throwing Weapons (5+)			2/model		Musician					10	
(0–60 Models/Army)					Standard Bearer					10	
One choice only:					Banner Enchantment					no limit	
Paired Weapons			1/model								
Bow (4+) (0–60 Models/Army)			2/model								
Great Weapon			4/model								
Spear and Shield			4/model								

Hunting is our oldest and most indispensable tradition. The deepest bonds of man and beast are forged from the cradle with our hunting packs. Our hounds are no foppish southern pups, but proud heirs of the great wolves of the northern forest. Long generations of careful stewardship have created one of the smartest and most dangerous breeds of warhounds ever seen.



Warhounds

100 pts + 7 pts/extra model

5–15 models

0–4 Units/Army

Height Standard
Type Beast
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	5	Insignificant, Release the Hounds	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	AP	Agi
Warhound	1	3	3	0	4

Model Rules

Release the Hounds: Universal Rule.

One use only. May be activated at the start of a friendly Player Turn (all models in a unit **must** activate this rule at the same time). The model gains +6" March Rate and **Devastating Charge (+1 Att, +1 Str)** during this Player Turn.

Special (No limit)

No one can become a jarl without the support of the huskarls, and new jarls are often elected from their number, for they are not only bodyguards but a warrior elite. Seasoned fighters, their wisdom and ruthlessness in matters of war and raiding is rarely matched by younger warriors and chiefs.



Huskarls

160 pts + 12 pts/extra model

15-40 models



0-5 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Åsklander Battle Fever, Bodyguard (Åsklander Chief), Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Huskarl	1	4	4	1	4	
Options			pts-	Command Group Options		pts-
Throwing Weapons (5+)			3/model	Champion	10	
Must choose (one choice only):				Musician	10	
Great Weapon			free/model	Standard Bearer	10	
Shield			free	Banner Enchantment	no limit	
Spear and Shield			5/model			

Gnashing teeth, crazed howling, deranged biting of shields—a ferocious blur of axes, bleeding steel, and bear pelts: these are the berserkers of Vigi. He asked of them to be the nightmare of the elven enemy, and they became as such. They do not fear death, nor defeat, for their only purpose is killing elves.



Berserkers

160 pts + 15 pts/extra model

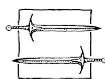
8-25 models

0-3 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Åsklander Battle Fever, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	3	4	0	Berserker's Bear Pelt, Shield	
Offensive	Att	Off	Str	AP	Agi	
Berserker	1	4	4	1	4	
Options			pts-	Command Group Options		pts-
One choice only:				Champion	10	
Spear			1/model	Musician	10	
Paired Weapons			2/model			
Great Weapon			3/model			

Wargs are not mere pet wolves, trained to attack on command. They are born of Ullr's fury, impervious to the rigours of a mountain winter, tougher and sometimes larger than a horse. A single warg can down a giant elk if it catches it unaware, and a pack is a serious danger even to well-armed travellers. You are never free of the warg's nose. It will track you for days if it deems you a worthy prize. If you are fierce enough, you can steal the pups and harness this fury yourself: but be sure to serve Ullr well, or you'll be a meal for the beast soon enough.



Wargs

175 pts + 65 pts/extra model

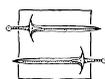
2–6 models

0–2 Units/Army

Height Large
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	6	Fear, Strider (Forest), Vanguard	
Defensive	HP	Def	Res	Arm	
	4	4	4	1	
Offensive	Att	Off	Str	AP	Agi
Warg	4	4	5	2	4

Ásklanders who have sworn to the Dark Gods often return to their homes to fulfil their path, for reasons that are unclear even to seidhkennars. Nonetheless, they are always welcomed among the ranks of a raiding party, as their prowess in battle is doubted by none.



Warriors

190 pts + 20 pts/extra model

10–12 models

0–22 Models/Army

Height Standard
Type Infantry
Base 25×25 mm



Units of 12 models count towards Core instead of Special.

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Fearless, Path of the Favoured, Scoring	
Defensive	HP	Def	Res	Arm	
	1	5	4	0 Hell-Forged Armour, Spiked Shield	
Offensive	Att	Off	Str	AP	Agi
Warrior	2	5	4	1	4

Options

One choice only:

Paired Weapons

Great Weapon

Halberd

pts-

free

3/model

4/model

Command Group Options

Champion

Musician

Standard Bearer

Banner Enchantment

pts-

25

10

10

no limit

Model Rules

Hell-Forged Armour: Armour Equipment.

Plate Armour. The wearer's model gains **Aegis (5+, against Toxic Attacks)**.

Path of the Favoured: Universal Rule.

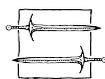
Units with more than half of their models with Path of the Favoured **must** reroll failed Break Tests. In addition, model parts with Path of the Favoured upgraded to a Champion additionally gain +1 Health Point to a maximum of 3, and their Discipline is **set** to 9.

Spiked Shield: Armour Equipment.

Models on foot only.

Shield. For each **successful** Armour Save roll of 4+ made by the bearer against a Melee Attack while using a Spiked Shield, the bearer immediately inflicts 1 hit with the bearer's Strength and Armour Penetration against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Trolls are hardy creatures. So much so, that it is rumoured neither man nor nature can kill them. The beasts that inhabit the frozen lands are no exception. As grotesque, greedy, and ill-tempered as their southern cousins, their tough, icy hide emits a palpable aura of cold so fierce it has even been known to extinguish fire.



Ice Trolls

200 pts + 75 pts/extra model

3–10 models

0–3 Units/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	4	Fear, Fearless, Stupid		
Defensive	HP	Def	Res	Arm		
	3	3	4	2	Fortitude (4+), Unburnt	
Offensive	Att	Off	Str	AP	Agi	
Ice Troll	3	3	5	2	1	Troll Belch

Model Rules

Stupid: Universal Rule.

At the start of each friendly Player Turn, each unengaged non-Fleeing unit with one or more models with Stupid **must** take a Discipline Test. If the test is failed, all models in the unit become Shaken until the end of the Player Turn, with the following exception: in the Movement Phase, directly after Rallying Fleeing units, the unit **must** perform an Advance Move of D6" as far directly forwards as possible.

Troll Belch: Special Attack.

At the model part's Initiative Step, the owner may choose an enemy unit Engaged in Combat that the model part is able to attack with Close Combat Attacks. If so, this unit suffers a hit, which is resolved with Strength 5 and Armour Penetration 10, and the model part with Troll Belch may not perform any Close Combat Attacks.

Mounts are considered a privilege among the most important Asklander families. They are generally given to the youngest warriors, to prove themselves as scouts and vanguards of raiding forces, as there is limited space for horses on a longboat.



Asklander Horsemen

130 pts + 18 pts/extra model

5–15 models

0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm



A maximum of 2 units of 8 or more models count towards Core instead of Special.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Asklander Battle Fever, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Asklander Horseman	1	4	4	0	3	
Black Steed	1	3	4	0	3	Harnessed

Options

One choice only:

Great Weapon
Paired Weapons
Light Lance

pts-

free
free
2/model

Command Group Options

Champion
Musician
Standard Bearer
Banner Enchantment

pts-

10
10
10
no limit

Riding huge wolves, spiders, and all manner of breakneck beasts, the role of the flayer is reserved for the most courageous and aggressive members of our tribes. Often hardened survivors without families, flayers are among the most feared of those we dread to face. Their speed and brutality is like a vicious blizzard, scouring the flesh and obliterating all hope.



Åsklander Flayers

145 pts + 12 pts/extra model

5–10 models

0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	10"	20"	8	Ambush, Åsklander Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6")	
Defensive	HP	Def	Res	Arm	
	1	4	3	1	Light Armour
Offensive	Att	Off	Str	AP	Agi
Åsklander Flayer	1	4	4	0	4
Shadow Chaser	1	3	3	0	4
— Options —			pts—		
Shield				2/model	
Light Lance				1/model	
One choice only:					
Bow (4+)				1/model	
Throwing Weapons (5+)				2/model	
Skinning Lash (0–15 Models/Army)				3/model	
— Command Group Options —			pts—		
Champion				10	
Musician				10	

— Optional Model Rules —

Skinning Lash: Special Attack.

A unit with at least one model with Skinning Lash can make a Sweeping Attack against a single unengaged enemy unit when passing within 1" (it does not need to and cannot move through or over that unit). The enemy unit suffers 1 hit with Strength 4 and Armour Penetration 0 for each model with Skinning Lash in the unit. A unit that loses one or more Health Points due to the Skinning Lash Sweeping Attack suffers –1 Discipline until the end of its next Player Turn.

Legendary Beasts (Max. 30%)

Those few giants living near our settlements are accepted and looked after by most tribes. While they are generally solitary and unpredictable beings, they usually learn how to behave on an expedition, and often develop strong bonds with individual Åsklanders.



Marauding Giant

290 pts

single model

0–3 Units/Army

Height Gigantic

Type Infantry

Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	AP	Agi	
Marauding Giant	5	3	5	2	3	Rage

Model Rules

Giant See, Giant Do: Universal Rule.

The model gains **Åsklander Battle Fever** and **Shield**.

Options

Big Brother

pts

25

Must choose (one choice only):

Giant Club

free

Monstrous Familiar

free

Tribal Warspear

30

Optional Model Rules

Big Brother: Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The model gains **Maximised (Stomp Attacks)**.

Giant Club: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Monstrous Familiar: Universal Rule.

The model gains **Wizard Apprentice**. Instead of selecting spells as normal, it **must** select one of the following spells (during Spell Selection): *Cleansing Fire* (Thaumaturgy), *Raven's Wing* (Witchcraft), or *Frostbite* (Hereditary Spell).

Tribal Warspear: Close Combat Weapon.

Attacks with a Tribal Warspear gain +1 Strength and **Multiple Wounds (D3, against Towering Presence)**. Charging enemy units in base contact with the wielder suffer –1 Agility. The wielder gains **Exclusive (Åsklanders, Huskarls), Not a Leader, and War Platform**.

The most experienced raiding jarls and seidhkennars develop a deep connection with the seas, and have even proved able to tame and master these legendary creatures, often luring them away from isolated forces of dread elves.



Kraken

365 pts

single model 0–3 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Coastal Predator		
Defensive	HP	Def	Res	Arm		
	5	5	5	3	Distracting, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Kraken	4	5	7	3	3	Hatred (against Large, Gigantic), Multiple Wounds (D3)

Model Rules

Coastal Predator: Universal Rule.

The model gains **Strider (Water Terrain)**. In addition, units gain **Devastating Charge (+2" Adv)** and **Hard Target (1)** while both the following conditions are met:

- More than half of their models have Coastal Predator.
- More than half of their models have the centre of their base inside a Water Terrain Feature.

Characters without Coastal Predator that Charge out of a unit do not benefit from Coastal Predator.

Walk upon a mountainous road, and you may find yourself in the vicinity of one of the mightiest creatures to inhabit the earth—a jötunn.

The first you will know is the drop in temperature; your skin will burn and your bones freeze, until you can barely crawl. A mist of freezing air will rise around you. The next sign is the ground shuddering; the very mountain appears to split, until blue-grey flesh resolves from blue-grey rock.

Last, eyes open. Vast eyes, with a red hue, taking moments to focus upon the tiny creatures before it.

If you are fortunate, you will be accompanied by a seidhkennar, who can fathom the landslide rumbling that passes for language between them. If you are truly blessed, your guide can settle that mountain back to sleep, before the mighty being decides to crush those who disturb its slumber.

Returning to cold stone's embrace, it might be years before the jötunn rises again, but time seems to matter little to their kind. I simply pray I am never the cause of their ire, or have reason to defend against them—castle walls can only do so much!

—My Time in the North—Lionel Bethune,
Baron of Equitaine



Jötunn

450 pts

single model 0–1 Units/Army

Height Gigantic
Type Infantry
Base 75×100 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Freezing Aura, Stubborn		
Defensive	HP	Def	Res	Arm		
	7	3	7	3	Unburnt	
Offensive	Att	Off	Str	AP	Agi	
Jötunn	3	3	7	3	1	Maximised (Stomp Attacks)

Model Rules

Freezing Aura: Universal Rule.

The model can cast *Chilling Howl* (Shamanism) as a Bound Spell with Power Level (4/8). Enemy units within 9" of one or more Jötunns suffer –3 Agility. While in base contact with one or more Jötunns, enemy units that Break from Combat gain **Minimised (Flee Distance)**.

Quick Reference Sheet

Characters

Åsklander Chief	Adv	4"	Mar	8"	Dis	9						Åsklander Battle Fever
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0				
Åsklander Chief	Att	3	Off	5	Str	5	AP	1	Agi	5		Deeds not Words
Seidhkennar	Adv	4"	Mar	8"	Dis	8						Åsklander Battle Fever, Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	4	Arm	0				
Seidhkennar	Att	1	Off	3	Str	3	AP	0	Agi	3		

Character Mounts

Black Stallion	Adv	8"	Mar	16"	Dis	C						
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2				
Black Stallion	Att	1	Off	3	Str	4	AP	0	Agi	3		Harnessed
Shadow Chaser	Adv	10"	Mar	20"	Dis	C						Light Troops, Strider, Vanguard (6")
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1				
Shadow Chaser	Att	1	Off	3	Str	3	AP	0	Agi	4		Harnessed
War Dais	Adv	C	Mar	C	Dis	C						Tall
Standard, Infantry	HP	4	Def	C	Res	C	Arm	C+2				Cannot be Stomped
War Dais	Att	4	Off	5	Str	4	AP	1	Agi	4		Harnessed
Dark Chariot	Adv	8"	Mar	8"	Dis	C						Swiftstride
Large, Construct	HP	4	Def	C	Res	5	Arm	C+2				
Black Steed (2)	Att	1	Off	3	Str	4	AP	0	Agi	3		Harnessed
Chassis					Str	5	AP	2				Impact Hits (D6+1), Inanimate
Chimera	Adv	8"	Mar	20"	Dis	C						Fear, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C				
Chimera	Att	5	Off	4	Str	5	AP	2	Agi	4		Harnessed
Wasteland Behemoth	Adv	7"	Mar	14"	Dis	C						
Gigantic, Beast	HP	7	Def	3	Res	6	Arm	4				
Wasteland Behemoth	Att	6	Off	3	Str	6	AP	3	Agi	3		Harnessed

Core

Åsklanders	Adv	4"	Mar	8"	Dis	7						Åsklander Battle Fever, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				Light Armour
Åsklander	Att	1	Off	4	Str	4	AP	0	Agi	3		
Warhounds	Adv	8"	Mar	16"	Dis	5						Insignificant, Release the Hounds
Standard, Beast	HP	1	Def	3	Res	3	Arm	0				
Warhound	Att	1	Off	3	Str	3	AP	0	Agi	4		

Special

Huskarls	Adv	4"	Mar	8"	Dis	8						Åsklander Battle Fever, Bodyguard (Åsklander Chief), Scoring
Standard, Infantry	HP	1	Def	5	Res	3	Arm	0				Heavy Armour
Huskarl	Att	1	Off	4	Str	4	AP	1	Agi	4		
Berserkers	Adv	4"	Mar	8"	Dis	8						Åsklander Battle Fever, Light Troops
Standard, Infantry	HP	1	Def	3	Res	4	Arm	0				Berserker's Bear Pelt, Shield
Berserker	Att	1	Off	4	Str	4	AP	1	Agi	4		
Wargs	Adv	9"	Mar	18"	Dis	6						Fear, Strider (Forest), Vanguard
Large, Beast	HP	4	Def	4	Res	4	Arm	1				
Warg	Att	4	Off	4	Str	5	AP	2	Agi	4		
Warriors	Adv	4"	Mar	8"	Dis	8						Fearless, Path of the Favoured, Scoring
Standard, Infantry	HP	1	Def	5	Res	4	Arm	0				Hell-Forged Armour, Spiked Shield
Warrior	Att	2	Off	5	Str	4	AP	1	Agi	4		
Ice Trolls	Adv	6"	Mar	12"	Dis	4						Fear, Fearless, Stupid
Large, Infantry	HP	3	Def	3	Res	4	Arm	2				Fortitude (4+), Unburnt
Ice Troll	Att	3	Off	3	Str	5	AP	2	Agi	1		Troll Belch

Ásklander Horsemen	<i>Adv</i>	8"	<i>Mar</i>	16"	<i>Dis</i>	8							Ásklander Battle Fever, Scoring
Standard, Cavalry	<i>HP</i>	1	<i>Def</i>	4	<i>Res</i>	3	<i>Arm</i>	1					Heavy Armour, Shield
Ásklander Horseman	<i>Att</i>	1	<i>Off</i>	4	<i>Str</i>	4	<i>AP</i>	0	<i>Agi</i>	3			
Black Steed	<i>Att</i>	1	<i>Off</i>	3	<i>Str</i>	4	<i>AP</i>	0	<i>Agi</i>	3			Harnessed
Ásklander Flyers	<i>Adv</i>	10"	<i>Mar</i>	20"	<i>Dis</i>	8							Ambush, Ásklander Battle Fever, Feigned Flight, Light Troops, Strider, Vanguard (6")
Standard, Cavalry	<i>HP</i>	1	<i>Def</i>	4	<i>Res</i>	3	<i>Arm</i>	1					Light Armour
Ásklander Flyer	<i>Att</i>	1	<i>Off</i>	4	<i>Str</i>	4	<i>AP</i>	0	<i>Agi</i>	4			
Shadow Chaser	<i>Att</i>	1	<i>Off</i>	3	<i>Str</i>	3	<i>AP</i>	0	<i>Agi</i>	4			Harnessed

Legendary Beasts

Marauding Giant	<i>Adv</i>	7"	<i>Mar</i>	14"	<i>Dis</i>	8							Giant See, Giant Do
Gigantic, Infantry	<i>HP</i>	7	<i>Def</i>	3	<i>Res</i>	5	<i>Arm</i>	1					
Marauding Giant	<i>Att</i>	5	<i>Off</i>	3	<i>Str</i>	5	<i>AP</i>	2	<i>Agi</i>	3			Rage
Kraken	<i>Adv</i>	6"	<i>Mar</i>	12"	<i>Dis</i>	8							Coastal Predator
Gigantic, Beast	<i>HP</i>	5	<i>Def</i>	5	<i>Res</i>	5	<i>Arm</i>	3					Distracting, Hard Target (1)
Kraken	<i>Att</i>	4	<i>Off</i>	5	<i>Str</i>	7	<i>AP</i>	3	<i>Agi</i>	3			Hatred (against Large, Gigantic), Multiple Wounds (D3)
Jötunn	<i>Adv</i>	5"	<i>Mar</i>	10"	<i>Dis</i>	9							Freezing Aura, Stubborn
Gigantic, Infantry	<i>HP</i>	7	<i>Def</i>	3	<i>Res</i>	7	<i>Arm</i>	3					Unburnt
Jötunn	<i>Att</i>	3	<i>Off</i>	3	<i>Str</i>	7	<i>AP</i>	3	<i>Agi</i>	1			Maximised (Stomp Attacks)

Aim Table

Name	Aim	Shooting Model
Bow	4+	Ásklander, Ásklander Flyer
Throwing Weapons	4+	Ásklander Chief, Huskarl
	5+	Ásklander, Ásklander Flyer

Changelog

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- Byargfylli: Base cost 55 ↘ 50
- Seidhkennar Dark Chariot: 50 ↘ 35
- Ásklanders Great Weapon: 3 ↗ 4
- Huskarls Throwing Weapons (5+): 4 ↘ 3
- Huskarls Great Weapon: 1 ↘ free
- Wargs: Base cost 170 ↗ 175
- Warriors: Base cost 200 ↘ 190
- Ice Trolls: Additional models 80 ↘ 75
- Ásklander Flayers Light Lance: 2 ↘ 1
- Ásklander Flayers Skinning Lash: 4 ↘ 3
- Marauding Giant: Base cost 280 ↗ 290
- Marauding Giant Monstrous Familiar: 10 ↘ free
- Kraken: Base cost 380 ↘ 365