

Fantasy Battles

The 9th Age



ÅSKLAND WOLFBORN

Army Rules
Version 1.3 30. Desember 2016

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ARMY SPECIAL RULES



Wolfborn

At the start of your turn, count every unit with the Wolfborn special rule you have left on the table and add the current turn number. Consult the table below and apply the special rules to all Wolfborn units in your army. Amount of turn + Wolfborn units needed are shown in brackets. All effects are cumulative and last until the start of your next turn.

(1+) **Forefather's Howl**

Units and characters can re-roll failed Fear and Panic tests they are required to take.

(6+) **Counter-attack**

If an enemy unit declares a charge against a unit with the Counter-attack special rule, and the unit with the Counter-attack special rule does not flee as a charge reaction, each friendly unengaged unit with 3" can make a Counter-attack action.

If a Counterattack action is declared, the unit makes an out of sequence move that is resolved as if it had just declared a charge against the charging unit. This move is made after your opponent has moved all his charging units, as long as one or more enemy units have successfully completed a charge against the unit that had the Counter-attack special rule. The enemy does not get to make any charge reactions against a Counter-attack, but otherwise all the normal charging rules and bonuses apply.

(10+) **Take Down the Prey**

In the first round of a combat after a model with this rule has successfully charged or performed a Counter-attack, model parts gain the Thunderous Charge special rule.

Among the Ranks

Many different Åskland Wolfborn units may be upgraded to include a Warrior Skjald, Berserker or Rune Priest. These upgrades can be represented by one or more appropriate models in the unit. Any Åskland unit that has one or more ranks of at least five models (three models for monstrous ranks) can benefit from the various upgrades detailed below. If any of the upgrades are listed in brackets under the special rules section, the upgrade is already included in the unit.

Berserker

Any unit with a Berserker upgrade have additional D6 attacks. These additional close combat attacks must be directed against a single unit in base contact, and are distributed as shooting. Roll the additional close combat attacks at the start of each close combat phase. However, on a roll of 1 the Berserker momentarily suffers a blackout and instead inflicts D6 automatic Strength 3 hits on his own unit.

Rune Priest

Any unit that includes a Rune Priest are subjected to the Frenzy special rule.

Warrior Skjald

Any character or champion engaged in a challenge in a unit with a Warrior Skjald can re-roll failed To Hit rolls.

Beastspeaker

Any Beastmaster units, War Beast, Monstrous Beast and Monster units within 12" of a Beastlord model can re-roll failed panic tests.

In addition, once per battle the Beastlord may unleash a bestial scream that will affect every Beastmaster unit, War Beast, Monstrous Beast & Cavalry, Ridden Monster and Monster units within 12". All affected units gain the Hatred special rule until the start of your next turn.

Gigantic Monster

A model with this special rule can Stomp any troop type except Monsters



Fur Mantle

A model equipped with a Fur Mantle counts his armour save being one point higher than normal.

Randgrid Axe

Close Combat Weapon. The bearer gains Weapon Master special rule. This weapon may be used as Hand Weapon & Shield or Great Weapon.

Rune Sticks

Shooting Weapon. Range 12", Reload!. Rune Sticks also have the following special rule described below: Runemarked.

Runemarked: A weapon with this special rule does not use Ballistic Skill when rolling To Hit, but instead the model must pass a successful Leadership tests to successfully hit its target. Model cannot benefit from Inspiring Presence or Hold Your Ground! special rules when shooting with this weapon. This shooting attack can be used if the model has marched, charged, against units that are engaged in close combat and if the user himself is engaged in combat.

Runemarked cannot directly cause damage or Wounds. Instead, each time a unit suffers a hit with this special rule, place a Runemarked counter next to it. Runemarked counters remain next to their target until the end of the current player's turn or until they are used (whichever comes first)

Immediately before a unit from the Åskland Wolfborn Army book, shoots or strike blows in Close Combat at a target that has one or more Runemark counters, it can declare it is using one or more of the Runemark abilities listed below. Each Runemark Ability costs one Runemark counter - remove this number of Runemark counters from the target immediately when the ability is declared. A unit can combine any number of Runemark abilities, but cannot stack the same type of bonus - provided that there are enough counters.

Runemark Abilities:

- The unit's shooting and close combat attacks receive a +1 bonus To Hit.
- The unit's shooting and close combat attacks receive a +1 bonus To Wound.
- The unit gain Magical Attacks special rule.

War Falcon

Shooting Weapon. Range: 24", Strength 4. A War Falcon does not suffer any To-Hit penalties.

The Draugmeidr

After the Allfather created the World, the people of Åskland were given a bag of seeds. They were told to plant forests because they would need lumber for their great raiding Wolfships, and so the Åsklanders did. But they noticed some seeds were cursed and grew maligned trees that absorbed the life force around them, killing all life if giving root. The Åsklanders called this tree the Draugmeidr.

The Åsklanders quickly learned to recognize these seeds and began to use them as a war-machines. When spring finally managed to vanquish winter and the raiding Wolfships could again set ashore, the vikings brought these seeds of corruption. Planting them during the battle, the Draugmeidr sprung to full size withing minutes and initiate an aura of dread and un-life upon the Åsklanders enemies.



HEROIC SAGAS



Your general and battle standard bearer may take one Saga each, described in their army list entry. A character with a Saga is called a Saga Character.

Sometimes a Saga Character fails to live up to his legendary reputation, or his extraordinary abilities were temporary removed by his gods due to failure to impress: If you choose, roll a dice for each Saga Character at the start of your turn. On a roll of 4 or more, the Saga is active and can be used for the duration of the turn. Lord characters add 1 to their dice roll.

A Saga do not cost points, but provide the Åskland player's opponent an additional secondary objective:

Saga-written Legends: If one or more Saga Characters, from the Åskland Wolfborn army list, were removed as a casualty while a Saga was active, the Åskland Wolfborn player's opponent wins this secondary objective.

SAGAS OF WARRIORS

Saga of Aegishjalmr

A model with this Saga increases his Hold Your Ground or Inspiring Presence range by + 6 inches.

Saga of the Wolfkin

At the start of the Åskland player's turn, the Åskland Chieftain can let out a howl. All units with the Wolfborn special rule gains Swiftstride special rule for the duration of the turn.

Saga of the King Slayer

A model with this Saga has the Lethal Strike and Multiple Wounds (2, Characters) special rule. In addition, any model will gain the maximum overkill bonus when slaying an opponent in a challenge with this model.

Kraken Slayer Saga

A model with this Saga has the Multiple Wounds (D3, Monster) special rule. In addition, any unit in base contact with this model are considered to have two Runemark counters, which only this model can use. This model may never join any unit or be joined by other characters.

Saga of the Bearkin

Each time this Saga is successfully activated this model gain +1 to his Strength Characteristic for the duration of the turn.

Saga of the Reaver King

A model with this Saga can buy an additional magical item worth up to 50 points – these points are in addition to their maximum points allowance for magical items. This item is only in effect while the Saga is active. Furthermore, before the battle starts, the model have the Ambush special rule.



SAGAS OF SHAMEN

Saga of the Elder Days

Model with this Saga must be deployed in Unit, and can never leave it. This model and his unit gain Ward Save (5+).

Rune Master Saga

A model with this Saga can re-roll dice results of 1 when determining Casting Values.

Saga of the Stormcaller

A model with this Saga inflicts an additional D3 hits when casting Call Lightning.

Saga of the Galdrar

A model with this Saga gain a +1 bonus to her dispel attempts. Furthermore, if there is one or more Draugmeidr models on the table, this model gain +2 bonus to her dispel attempts.

Saga of the Wyrd-Templer

This model can re-roll a single dice when rolling to Dispel, Saves, To Hit or To Wound, once per turn.

Saga of the Berserker Shaman

This model may choose not to cast any spells during his magic phase and instead enter Berserker Spirit. If he enters Berserker Spirit, this model gain +2 to his Strength and +D6 to his Attack profile. Lasts one turn.



MAGICAL ITEMS



Magical Weapons

Bloodzerkers (100 pts)

Type: Paired Weapons. This model gains the Frenzy special rule. In addition, this model gain a +1 bonus to his Strength profile for the duration of the next Close Combat phase per unsaved wounding hit he caused with his Attacks previous Close Combat phase. (maximum Strength 10).

Wyrms Blade (90 pts)

Type: Hand Weapon. This model gain Armour Piercing (1) special rule. In addition, each successful hit are multiplied into D3 automatic hits.

Magical Armours

Scales of Fafnir (100 pts)

Type: Plate Armour. Once per battle, the wearer may call upon the power of Fafnir at the start of any turn. While the power of Fafnir is active, the Scales of Fafnir grants the wearer a +2 bonus to Strength and Toughness. Lasts for one turn.

Shield of the Vengeful Wolf (70 pts)

Type: Shield. Every time a spell is successfully cast and affects the unit with the Shield of the Vengeful Wolf (after all dispel attempts have been made), roll a D6, on a roll higher than Learned Spells of the casting Wizard (models casting Bound Spells are wounded on a 2+), the Wizard loose 1 wound with Armour Piercing (6) and Divine Attacks special rules.

Enchanted items

Glaupsvinn-root (30 pts)

If the wearer of the Glaupsvinn-root is in a unit that contains one or more Berserker upgrades, the unit may re-roll the D6 additional attacks generated by the Berserker upgrades. In addition, once per battle the Glaupsvinn-root allows a unit that have lost Frenzy earlier in the game to regain it.

Rune-Ring (25 pts)

Saga Character only. The wearer of a Rune-Ring can add 1 to his dice roll when activating his saga.

Talismans

Girdle of Giants (120 pts)

Models on foot only. This model gains +1 to his Strength profile during the Close Combat Phase. In addition, he gains the Stomp (d6) special rule. Remember, the stomp attacks are considered to be magical.

Sylra's Apples (90 pts)

The bearer gains a Regeneration (4+). Furthermore, aslong as the bearer is in a unit, the unit gains a Regeneration (6+). During any phase the bearer rolls a 1 on one of his regeneration saves, Sylra's Apples cannot be used for the reminder of the battle.

Arcane Items

The World Branch (100 pts)

The World Branch adds a bonus of D3 dices to the wearer's channelling attempts, giving a total of D3+1 channelling dices. If you successfully channel with one or more dice, you gain a power dice or dispel dice in your Magic Pool. In addition, the bearer gains the Regeneration (5+) special rule.

Magic Standards

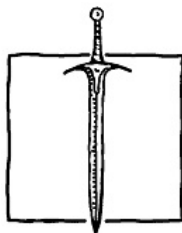
Allfather's Wrath (100 pts)

All units within 12" of Allfather's Wrath with the Wolfborn special rule gain +1 Attack the turn they successfully performs a charge or Counter-attack. In addition, One use only; This banner must be activated at the start of your opponent's turn and lasts one player turn. This banner affects the entire battle field; it reduces all shooting to half range and all Fly movement is reduced to half, as a snowstorm blows over the battlefield.

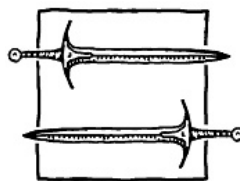
Army Organisation



Characters
max 40%



Core
at least 25%



Special
no limit



Askland Trolls
max 25%



Jotuns of Askland
max 30%



Army List

CHARACTERS (max 40%)



Wolf Lords

Single Model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
King	4	7	4	5	4	3	6	4	9	Infantry	25x25mm
Jarl	4	6	4	4	4	3	5	3	8	Infantry	25x25mm

Armour:

Fur Mantle, Light Armour

Weapon:

None

Wolfborn Special Rules:

Wolfborn, Counter-attack

Saga:

Can take one Sagas of Warriors if this model is your Army General or Battle Standard Bearer.

Must become one of the following:

King
(250 pts)

Jarl
(155 pts)

Options:

May become the Battle Standard Bearer

May take Magical Items

May take any of the following:

Heavy Armour

Shield

May take one of the following:

Throwing Weapon

War Falcon

May take one of the following:

Light Lance

Paired Weapons

Great Weapon

Randgrid Axe

May take one of the following:

Alpha Wolves

Fenrisian Matriarch

Fenrisian Matriarch w/Alpha Wolves

Fell-raven

Ice Mammoth

Welkin Wolfship

King
pts

Jarl
pts

up to 200

50

up to 100

16

10

10

6

6

6

20

20

10

8

14

8

30

16

50

24

80

50

110

130

200

230

200

230

550

600



Wolf Priest 180 pts
Single Model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Wolf Priest	4	5	3	4	4	3	4	3	8	Infantry	25x25mm

Armour:

Fur Mantle, Light Armour

Weapon:

Rune Sticks

Wolfborn Special Rules:

Wolfborn

Magic:

Wizard Apprentice

Saga:

Can take one Sagas of Warriors or Sagas of Shamen if this model is your Army General.

Magic options:

Must generate spells from (*choose one*):



Druidism



Shamanism

Must take learned spells (*choose one*):

1 spell
free

2 spells
50

3 spells
100

Options:

May take Magical Items	<i>pts</i> up to 200
May take any of the following:	
Heavy Armour	18
May take one of the following:	
Throwing Weapon	4
War Falcon	10
May take one of the following:	
Paired Weapons	12
Great Weapon	24
May take one of the following:	
Alpha Wolves	80
Fenrisian Matriarch	110
Fenrisian Matriarch w/Alpha Wolves	200

Tempestuous

Wolf priests are tied to the elements of winter and summer; their arcane powers shift depending on the seasons of the year. When Wolf Priests meet in large numbers, the elements and weather rage in anger due to the creation of an arcane nexus. For this very reason, the Wolf Priest are hermits among wolves, and tribes seldom have more than one priest.

Wolf Priests in your army must generate spells from the same path – Druidism (summer) or Shamanism (winter). Furthermore, if your army have 2 or more Wolf Shamans, you can add 1 to your channelling attempts.



Call Lightning: A Wolf Priest always knows the Call Lightning spell in addition to any other learned spells.

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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A Call Lightning

The target suffers D3 Strength 5 hits with the Lightning Attacks special rule.

18"	Hex, Missile Damage	Instant
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Volva Wyrdseer 150 pts

Single Model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
VolvaWyrdseer	4	3	3	3	4	3	3	1	8	Infantry	25x25mm

Armour:

Fur Mantle

Wolfborn Special Rules:

Wolfborn

Magic:

Wizard Apprentice

Saga:

Can take one Sagas of the Shamen if this model is your Army General.

Magic options:

May become Wizard Master

pts

70

Must generate spells from (choose one):



Divination



Occultism



Witchcraft

Must take learned spells (choose one):

1 spell
free

2 spells
50

3 spells
100

4 spells
150

Options:

May take Magical Items

pts

up to 200

May take any of the following:

Heavy Armour

18

May take one of the following:

Throwing Weapon

4

War Falcon

10

May take one of the following:

Paired Weapons

12

Great Weapon

24

May take one of the following:

Alpha Wolves

80

Fenrisian Matriarch

110

Fenrisian Matriarch w/Alpha Wolves

200

Fell-raven

230

*Whisperer of tales and stories
Account from all around the world.
Collector of souls of fallen
Both to Helheimr and Asgard.
Symbol of magic and myth.
Symbol of thought and mind.
Warriors may follow the Olfr,
I follow the Hrafn.
Mother of Valkyrian daughters,
I devout my life to you.*



Forecasting: A Volva Wyrdseer always knows the Forecasting spell in addition to any other learned spell.

Casting Value	Range	Type	Duration	Effect
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A Forecasting

The target can re-roll failed saving throws of 1.

12"	Augment	Lasts one Turn
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Valkyrian Queen 225 pts

Single Model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Valkyrian Queen	5	6	6	4	3	3	6	4	8	Infantry	25x25mm

Armour:

Light Armour

Options:

May become the Battle Standard Bearer

pts

50

Weapon:

Light Lance

May take Magical Items

up to 100

May take the following:

Shield

5

Special Rules:

Otherworldly, Unstable,

My Forefathers have awakened me!

Must take one of the following:

Disir Steed

80

Fell-raven

150

My Forefathers have Awakened me!:

Any unit within 12" of one or more Valkyrian Queens at the start of the turn, and possesses the Wolfborn special rule, are affected by this special rule. My forefathers Have Awakened Me! lasts one turn.

Any units affected by this special rule gains the Regeneration (6+) special rule. If a unit already have the Regeneration special rule, My forefathers have Awakened me! improves the regeneration save by one point up to a maximum of 4+.



Ulfjarl 275 pts

Single Model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Ulfjarl	9	6	3	5	5	3	7	4	8	M.B	50x50mm

Wolfborn Special Rules:

Wolfborn

Options:

pts

Special Rules:

Lightning Reflexes, Regeneration (4+),

Not a Leader

May take two of the following:

Magical Attacks

10

Ambush

20

Vanguard

25

Lethal Strike

30

Multiple Wounds (2, Characters)

30



Beastlord 135 pts

Single Model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Beastlord	4	5	5	4	4	3	5	3	8	Infantry	25x25mm

Armour:

Fur Mantle

Wolfborn Special Rules:

Wolfborn, Beastspeaker

Special Rules:

Scout

Beastspeaker

Any Beastmaster units, War Beast, Monstrous Beast and Monster units within 12" of a Beastlord model can re-roll failed panic tests.

In addition, once per battle the Beastlord may unleash a bestial scream that will affect every Beastmaster unit, War Beast, Monstrous Beast & Cavalry, Ridden Monster and Monster units within 12". All affected units gain the Hatred special rule until the start of your next turn.

Options:

May take Magical Items

May take one of the following:

Throwing Weapon 10

War Falcon 30

May take one of the following:

Paired Weapons 10

Great Weapon 20

May take one of the following:

Alpha Wolves 90

Fenrisian Matriarch 130

Fenrisian Matriarch w/Alpha Wolves 230

Ice Mammoth 500

CHARACTER MOUNTS

Disir Steed

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Disir Steed	9	4	0	4	3	1	4	1	5	Cavalry	25x50mm

Mount's Protection (6+)

Fly (9)

Fell-raven

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Fell-raven	2(9)	4	0	4	4	3	4	2	7	M.B	50x50mm

Mount's Protection (6+)

Fly (9)

Options:

May take Corpse-eater

pts

30

Alpha Wolves

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Alpha Wolves	-	4	0	4	4	4	4	4	4	W.B	50x50mm



Fenrisian Matriarch

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
	8	5	0	5	4	4	4	4	7	M.B	50x75mm

Mount's Protection (6+)

Fear

Regeneration (5+)

Options:

May take Lethal Strike

pts

30

Fenrisian Matriarch w/Alpha Wolves

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Fenrisian Matriarch	8	5	0	5	4	5	4	4	7	M.B	50x100mm
Alpha Wolves	-	4	-	4	-	-	4	4	-		

Mount's Protection (6+)

Fear

Regeneration (5+)

Options:

May take Lethal Strike

pts

30

Ice Mammoth

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Ice Mammoth	7	3	0	7	6	7	1	*	-	R.M	100x150mm
Beastmasters (7)	-	3	3	3	-	-	4	1	7		

Innate Defence (4+), Mammoth Attacks, Immune to Psychology, Gigantic Monster

Mammoth Attacks: Norse Ice Mammoths do not attack in the same way as other creatures. They do not respond to orders and have no plans beyond violently crushing anything before them. When a Mammoth comes to attack, roll on the appropriate table to see what it does:

Mammoth attacking Monsters:

1-2: Butt
3-5: Gore
6: Bellow

Mammoth attacking anything else:

1-2: Trample
3-4: Stomp
5: Bellow
6: Grab

Butt: The Mammoth charges, ramming with its massive head. The Mammoth inflicts one automatic hit against one model in base contact (your choice), causing D3 Strength 7 hits with the Multiple Wounds (D3) special rule.

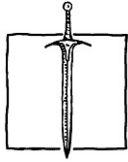
Gore: The Mammoth stabs at the enemy with its massive tusks. The Mammoth makes D6 attacks with the Multiple Wounds (Ordinance) special rule.

Bellow: The Mammoth trumpets and bellows at the enemy. Neither the Mammoth nor any units in contact with it actually fight if they have not already done so this round. The Mammoth's side automatically wins the combat by 2 points (if both sides have a Mammoth that bellows the combat is a draw).

Trample: The Mammoth tramples the enemy, crushing them beneath its massive weight. Any enemy unit in base contact suffers D6 Strength 7 attacks for each rank of models it has.

Stomp: The Mammoth does not attack this turn, but gets carried away with stomping. This turn the Mammoth's Stomp causes 4d6 hits.

Grab: Select a single model in the chosen unit and in base contact with the Giant. This model must take a Strength test and a Weapon Skill test. For each failed test, the model suffers a hit with the Ice Mammoth's Strength and Multiple Wounds (D3).

**Åskland Vikings 220 pts**

20 models, may add up to 30 models 14 pts per model



M	WS	BS	S	T	W	I	A	Ld	Type	Base
4	4	3	3	3	1	4	1	7	Infantry	25x25mm

Armour:

Fur Mantle, Light Armour

Options:

May replace paired weapons with shields

pts

free

Weapon:

Paired Weapons

May upgrade model of each of the following:

Musician

20

Champion

20

Standard Bearer

20

- May become Veteran Standard

20

Special Rules:

Scoring

Wolfborn Special Rules:

Wolfborn, Among the Ranks

May take two of the following:

Berserker

30

Rune Priest

50

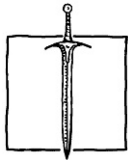
Warrior Skjald

30

One unit of maximum 30 models may take:

Ambush

2/model

**Royal Hirdsmen 220 pts**

20 models, may add up to 30 models 14 pts per model



M	WS	BS	S	T	W	I	A	Ld	Type	Base
4	4	3	3	3	1	3	1	7	Infantry	25x25mm

*Armour:*Fur Mantle, Shield,
Light Armour*Options:*

May replace Spear & Shields with Great Weapons

pts

4/model

Weapon:

Spear

May upgrade model of each of the following:

Musician

20

Champion

20

Standard Bearer

20

- May become Veteran Standard

20

Special Rules:

Scoring

Wolfborn Special Rules:

Wolfborn, Among the Ranks

May take one of the following:

Berserker

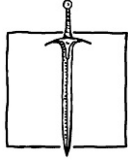
30

Rune Priest

50

Warrior Skjald

30



Shield Maidens 150 pts

10 models, may add up to 20 models 16 pts per model



M	WS	BS	S	T	W	I	A	Ld	Type	Base
4	3	3	3	3	1	4	1	7	Infantry	25x25mm

Armour:

Fur Mantle, Shield,
Light Armour

Options:

May upgrade model of each of the following:

pts

Musician 20

Champion 20

Standard Bearer 20

Special Rules:

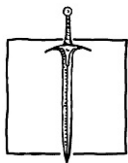
Scoring

Wolfborn Special Rules:

Wolfborn, Shield Oath

- May become Veteran Standard

Shield Oath: A model with this special rule has Ward Save (6+). This is improved to Ward Save (5+) if the unit has 10 or less models.



Ironcarls 230 pts

10 models, may add up to 20 models 23 pts per model



M	WS	BS	S	T	W	I	A	Ld	Type	Base
4	4	3	4	3	1	3	1	8	Infantry	25x25mm

Armour:

Fur Mantle, Shield,
Heavy Armour

Options:

May upgrade model of each of the following:

pts

Musician 20

Champion 20

Standard Bearer 20

Weapon:

Randgrid Axe

Special Rules:

Scoring

- May take a magical standard up to 100

Wolfborn Special Rules:

Wolfborn, Among the Ranks

May take one of the following:

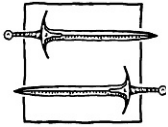
Berserker 30

Rune Priest 50

Warrior Skjald 30



SPECIAL (no limit)



Beastmasters 100 pts

5 models, may add up to 10 models 18 pts per model

M	WS	BS	S	T	W	I	A	Ld	Type	Base
4	4	3	3	3	1	4	1	7	Infantry	25x25mm

Armour:

Fur Mantle

Options:

May take Paired Weapons

pts

2/model

Weapon:

Throwing Weapons

May upgrade model of each of the following:

Champion

20

Special Rules:

Skirmishers, Scout

- May take a War Falcon

20

May take one of the following:

Wolfborn Special Rules:

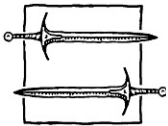
Wolfborn, Among the Ranks

Berserker

30

Warrior Skjald

30



Åskland Winter Wolves 80 pts

5 models, may add up to 25 models 10 pts per model

M	WS	BS	S	T	W	I	A	Ld	Type	Base
9	3	3	3	3	1	3	1	3	W.B	25x50mm

Wolfborn Special Rules:

Beastlord's Pack

Options:

May take Vanguard

pts

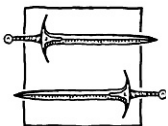
4/model

Beastlord's Pack: if your army contains one or more Beastlord models, all units of Winter Wolves gain the Light Troops special rule.

May upgrade model of each of the following:

Champion

20



Ulfwerenars 150 pts

3 models, may add up to 9 models 50 pts per model

M	WS	BS	S	T	W	I	A	Ld	Type	Base
9	4	3	4	4	2	5	2	7	W.B	25x50mm

Special Rules:

Skirmishers, Frenzy, Regeneration (5+)

Options:

May take Vanguard

pts

6/model

May upgrade model of each of the following:

Wolfborn Special Rules:

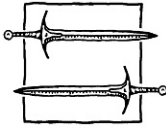
Wolfborn

Champion

20

- May take Magical Attacks

10



Grimbeaks 120 pts

2 models, may add up to 4 models 60 pts per model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
	2	4	4	4	4	2	4	2	6	W.B	40x40mm

Weapon:

Paired Weapons

Options:

May upgrade model of each of the following:

pts

Special Rules:

Fly (10), Skirmishers

Champion

20

Wolfborn Special Rules:

Corpse-eaters

Corpse-eaters: Any unit within 6" of one or more units of Grimbeaks cannot benefit from Hold Your Ground special rules.



Valkyrian Hags 300 pts

5 models, may add up to 5 models 60 pts per model

0-2 units per Army

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Valkyrian Hags	4	4	3	4	3	1	3	1	8	Cavalry	25x50mm
Disir Steed	9	4	0	4	3	1	4	1	5		

Armour:

Shield, Light Armour,
Mount's Protection (6+)

Options:

May upgrade model of each of the following:

pts

Weapon:

Light Lance

Musician

20

Champion

120

Standard Bearer

20

Mount:

Disir Steed

- May take a Magical Standard

up to 100

Special Rules:

Otherworldly, Unstable, Fly (9)

Magic:

Wizard Conclave: *Healing Waters* (Path of Druidism),
Ancestral Aid (Path of Evocation)



The Draugmeidr 225 pts

Single Model

0-1 Units per Army

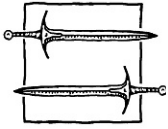
	M	WS	BS	S	T	W	I	A	Ld	Type	Base
	1	0	0	5	6	10	1	1	10	W.M	100mm Round

Special Rules:

Terror, Obscuring Terrain, Unbreakable, Scout, Athyric Void, Seed of Tree of the Lost Souls

Athyric Void: This model can dispel like a Wizard Master.

Seed of Tree of the Lost Souls: All enemy units within 12" of the Draugmeidr at the start of the movement phase, suffers a -1 modifier to their Leadership. Lasts one turn.



Ironcarl Cavalry 220 pts

5 models, may add up to 10 models 22 pts per model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Ironcarl	4	4	3	4	3	1	3	1	8	Cavalry	25x50mm
Warhorse	8	3	0	3	3	1	3	1	5		

Armour:

Fur Mantle, Shield, Mount's Protection (6+), Heavy Armour

Options:

May upgrade model of each of the following:

pts

Musician

20

Champion

20

Standard Bearer

20

- May take a Magical Standard

up to 100

Mount:

Warhorse

May take one of the following:

Warrior Skjald

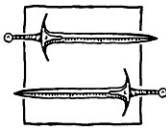
30

Wolfborn Special Rules:

Wolfborn, Among the Ranks

Rune Priest

50



Welkin Wolfship 700 pts

Single Model

0-1 unit per Army

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Welkin Wolfship	*	-	-	6	6	8	-	-	-	Chariot	100x150mm
Åskland Vikings (20)	-	4	3	3	-	-	4	1	7		
Oathbreakers	-	4	-	3	-	-	4	2d6	-		

Armour:

Mount's Protection (5+)

Welkin Wolfship:

Special Rules:

Towering Presence, Stubborn, Impact Hits (+d6), Fly (see Athyric Movement), Athyric Movement.

Athyric Movement: The movement characteristic of a Welkin Wolfship is equal to the value of the Magic Flux rolled in the last Magic Phase, varying from 2 to 12. If there hasn't been a magic phase yet, the Welkin Wolfship is considered to have a Movement of 2 until the start of the next magic phase.

Åskland Vikings Crew:

Weapons:

Paired Weapons

Special Rules:

Wolfborn

Oathbreakers:

Special Rules:

Ethereal, Random Attacks (2d6)

These rare and legendary ships owned by only a handful of kings and saga renowned Åskland heroes. The riddles of these ships and what kind of magic holding the Welkin Wolfships aloft, is a secret only known by the shipmaster himself - a rite of blood and a life-consuming oath to a god is required to steer a welking wonder. Riding the flux of magic, these vessels can defy the law of time. Traveling to the four corners of the world in mere minutes requires magics beyond mortal ability, and the journey itself is a harzardous task were crew are hunted by daemons and worse. Many ships have been lost to another of reality, consumed by daemonic creatures, cursed to everlasting torment in a realm beyond the mortal world.



ÅSKLAND TROLLS (max 25%)



Troll-blooded 240 pts

3 models, may add up to 3 models 80 pts per model



M	WS	BS	S	T	W	I	A	Ld	Type	Base
6	3	2	4	4	4	2	3	7	M.I	50x50mm

Armour:

Innate Defense (5+)

Special Rules:

Scoring, Stubborn

Options:

May take any of the following

Light Armour

pts

8

Shield

6

May take one of the following:

Great Weapon

12

Paired Weapons

6

May upgrade model of each of the following:

Musician

20

Champion

20

- May take Lightning Attacks

10

Standard Bearer

20

- May take a Magical Standard

up to 100



Saga Wardens 270 pts

3 models, may add up to 6 models 80 pts per model



M	WS	BS	S	T	W	I	A	Ld	Type	Base
6	4	3	5	4	3	3	3	7	M.I	50x50mm

Armour:

Fur Mantle

Special Rules:

Scoring, Hatred,
Magical Resistance (1)

Wolfborn Special Rules:

Wolfborn, Among the
Ranks (Warrior Skjald)

Options:

May take any of the following

Light Armour

pts

8

May take one of the following:

Great Weapon

12

Paired Weapons

6

May upgrade model of each of the following:

Musician

20

Champion

20

Standard Bearer

20

- May take a Magical Standard

up to 100



Morkwerenar 250 pts

3 models, may add up to 3 models 84 pts per model



	M	WS	BS	S	T	W	I	A	Ld	Type	Base
	8	5	3	4	4	3	5	3	7	M.B	50x50mm

Wolfborn Special Rules:
Wolfborn

Options:

pts

May upgrade model of each of the following:

Special Rules:

Champion

20

Scoring, Frenzy, Fear,
Regeneration (5+)

- May take Lethal Strike

30



Wyrd Chosen Einherjars 240 pts

2 models, may add up to 4 models 120 pts per model



	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Einherjars	4	5	3	4	4	2	5	3	8	M.C	50x75mm
Fenrisian Wolf	8	4	0	4	4	3	4	3	6		

Armour:

Fur Mantle,
Mount's Protection (6+)

Options:

pts

May take any of the following

Wolfborn Special Rules:
Wolfborn

Light Armour

8

Heavy Armour

14

Shield

6

Special Rules:

Scoring, Regeneration (5+)
Immune to Psychology, Fear,

May take one of the following:

Light Lance

16

Great Weapons

20

May upgrade model of each of the following:

Musician

20

Champion

20

- May take a Magical Weapon

up to 50

Standard Bearer

20

- May take a Magical Standard

up to 100



Grim Jotunnir 450 pts

Single Model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Head of Helblindi	6	4	3	6	6	6	2	6	7	Monster	50x75mm
head of Byleist	6	4	3	6	6	6	2	5	7		

Special Rules:

Swiftstride, Crush Attack, Regeneration (5+), Stubborn, Stupidity (Head of Byleist only), Immune to Psychology (Head of Helblindi only)

Options:

May take the following
Rune Caller

pts

60

Head of Helblindi: Head of Helblindi must always pursue and overrun whenever possible.

Head of Byleist: Head of Byleist can re-roll missed attacks during the Close Combat phase.

Two Headed: The Grim Jotunnir has two different distinct personalities which constantly war for dominance and control. During set-up the controlling player select which personality is to be in control at the start of the game - either Head of Byleist or Head of Helblindi. At the end of any turn in which the Grim Jotunnir suffered a wound, it must take a Leadership test. If passed the Grim Jotunnir retains its current personality, if it is failed the other takes over.

Rune-caller: The Grim Jotunnir is a wizard apprentice and uses the Path of Shamanism. Should the Grim Jotunnir miscast, their personality will shift (no Leadership test required).



Ice Mammoth 610 pts *(see page 11 for full rules)*

3 models, may add up to 6 models 80 pts per model

	M	WS	BS	S	T	W	I	A	Ld	Type	Base
Ice Mammoth	7	3	0	7	6	7	1	*	-	Monster	100x150mm
Beastmasters (8)	-	3	3	3	-	-	4	1	7		

Armour:

Innate Defence (4+)

Options:

May take the following

pts

Weapon:

Throwing Weapons

War Horn or Tusk-reapers

50

Wolfborn Special Rules:

Mammoth Attacks, Immune to Psychology, Gigantic Monster

War Horn

Counts as a Musician. Once per battle the Ice Mammoth may re-roll a failed charge.

Tuskreapers

After rolling on the Ice Mammoth attack table the Tuskreapers allows the Wolfborn player to add or subtract one on the dice.



Feiknaulf 250 pts

3 models, may add up to 3 models 84 pts per model

M	WS	BS	S	T	W	I	A	Ld	Type	Base
8	5	3	4	4	3	5	3	7	Monster	40x40mm

Wolfborn Special Rules:
Wolfborn

Options:

May upgrade model of each of the following:

pts

Special Rules:

Swiftstride, Frenzy,

Regeneration (4+),

Aura of Beastly Horror

May take Lethal Strike

30

Aura of Beastly Horror

Enemies that choose a Flee reaction, or panics, from a charge declared by a Feiknaulf must roll an additional D6 and discard the highest roll when determining the Flee distance. In addition, once per battle the Feiknaulf can unleash a howl that affects every unit from the Åskland Wolfborn Army List within 12". Affected units gain Frenzy and units which already affected by Frenzy add D3 Extra Attacks instead of the normal single Extra Attack for being Frenzy. This effect lasts one turn or beaten in combat.



Mountain-tosser 290 pts

Single Model

M	WS	BS	S	T	W	I	A	Ld	Type	Base
6	3	3	6	5	5	3	3	7	Monster	50x75mm

Weapon:

Boulder: Catapult (3") Artillery Weapon with: Range: 36", Strength 3[9], [Multiple Wounds (Ordinance)].

Fumble: Treat any misfire effect as a 'Malfunction' result.



Ravengrimnir 480 pts

Single Model

M	WS	BS	S	T	W	I	A	Ld	Type	Base
2	4	4	5	6	6	4	4	8	Monster	50x100mm

Armour:

Innate Defence (5+)

Options:

May take Corpse-eater

pts

50

Weapon:

Corvus Shriek: This is a Shooting Weapon with: Range: 6", Strength 7, Multiple Shots (2d6), When rolling to wound with this attack, substitute Toughness with Leadership.

Special Rules:

Fly (8)