AOF - HOUSE OF THE WOLF 1

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Bear Lord's Bruisers [12]	3+	5+	Mace and Spikes (A1, Rending)	Counter	-	190pts
Bear Lord's She-Bears [12]	4+	4+	Mace and Spikes (A1, Rending)	Fearless	-	170pts
Bogmen Trackers [12]	4+	6+	Longbows (18", A1, Poison)	Scout, Stealth		205pts
Bog Devils [12]	4+	5+	Tridents (A1, Poison)	Scout, Stealth	-	210pts
Fish Lord's Cavaliers [4]	3+	3+	Lances (A1, Impact(1))	Fast, Heavy Shield, Tough(3)	-	260pts
Fish Lord's Shields [12]	4+	3+	Long Swords (A1)	Heavy Shield, Phalanx	-	240pts
Giant Lord's Berzerkers [12]	4+	5+	Axes (A2, Rending)	Regeneration	-	225pts
Giant Lord's Great Axes [12]	3+	4+	Great Axes (A1, Deadly(3))	-	-	240pts
Lord's Honor Guard [12]	3+	3+	Long Swords (A1)	Chosen Warrior	-	250pts
Wolf Loyalists [12]	4+	4+	Flails (A1, Rending)	Fearless	-	170pts
Wolf Loyalist Spearmen [12]	4+	4+		-	-	180pts
Wolf Sworn Swords [12]	4+	4+	Long Swords (A1)	Chilling	-	170pts
Wolf Bowmen [12]	4+	6+	Arrow Volleys (18", A2)	-	-	170pts
Wolf Outriders [4]	4+	4+	Long Swords (A1)	Chilling, Fast, Tough(3)	-	180pts
Great Wolf [1]	3+	6+	Tooth and Claw (A1, Rending)	Ambush, Tough(3), Very Fast	-	60pts
Trebuchet [1]	5+	5+	Trebuchet (36", A1, AP(2), Blast(6), Indirect), Crew (A3)	Artillery, Immobile, Tough(3)	-	115pts

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Special Rules

Chilling: Enemies get -1 to hit in melee when they attack units where all models have this rule.

Chosen Warrior: This model gets +1 to hit rolls in

melee and shooting.

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Counter: Gets +1 attack with a weapon of your choice when charged.

Heavy Shield: Attacks targeting units where all models have this rule count as having AP(-1), to a min. of AP(0). **Very Fast:** This model moves +4" when using

Advance and +8" when using Rush/Charge.

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Name [size]	Qua	Def	Equipment
Black Fish [1]	4+	3+	Long Sword (A1)
Lord of Wolves [1]	3+	2+	Long Sword (A2)
Lord of Giants [1]	3+	3+	Great Axe (A1, Deadly(3))
Lord of Bogs [1]	3+	5+	Trident (A1, Poison)
Lady of Bears [1]	2+	3+	Mace and Spike (A1, Rending)
Lord of Loyalists [1]	4+	3+	Long Sword (A1)
The Young Wolf Lord [1]	3+	3+	Long Sword (A2)
Master At Arms [1]	2+	4+	Long Sword (A2)
Child and Protector [1]	5+	3+	Fists (A1)
Unit Captain [1]	4+	4+	Long Sword (A1)
Bannerman [1]	4+	4+	Long Sword (A1)
Bogwoman Tracker [1]	4+	6+	Longbow (18", A1, Poison)
Young Prince [1]	6+	6+	Hands (A1)
The Great Bear [1]	3+	3+	Great Axe (A1, Deadly(6))
Bogman Boy Visionary [1]	5+	6+	Trident (A1, Poison)
Blade Master [1]	2+	5+	Rapier (A3, AP(2))

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Special Rules	Upgrades	Cost
Advanced Tactics, Hero, Tough(3)		70pts
Hero, Inspire, Tough(3)	-	125pts
Aura of Fury, Hero, Tough(3)	-	95pts
Guerrilla Tactics, Hero	-	80pts
Battle Cry, Hero, Tough(3)	-	75pts
Battle Call, Hero	-	30pts
Destined Leader, Hero, Tough(3)	-	100pts
Aura of Fury, Hero	-	75pts
Hero, Stealth, Tough(3), Visionary	-	60pts
Hero, War Cry	-	65pts
Banner, Hero	-	85pts
Hero, Hunter, Tough(3)	-	35pts
Hero, Inspire	-	75pts
Aura of Fury, Hero, Tough(3)	-	105pts
Ambush, Hero, Psychic(1), Visionary	-	55pts
Blade Dance, Hero, War Dance	-	50pts

Special Rules

Advanced Tactics: Once per activation, before attacking, pick one other friendly unit within 12"

of this model, which may move by up to 6".

Aura of Fury: Once per activation, pick 2 friendly units within 6", which get +1 attack in melee next time they charge.

Banner: The hero and its unit get the

Regeneration special rule.

Battle Call: The hero and its unit get +1 to hit rolls in melee or shooting whilst inside terrain (pick one).

Battle Cry: The hero and its unit get +1 attack in melee when charging.

Blade Dance: Enemies get -1 to hit in melee when they attack units where all models have this rule. Destined Leader: The hero and its unit move +2" on Advance, and +4" on Rush/Charge actions. Guerrilla Tactics: Once per activation, before attacking, pick one other friendly unit within 12"

of this model, which may move by up to 6". **Hunter:** This model counts as having the Ambush rule, and gets AP(+3) when shooting on

the round in which it deploys. **Inspire:** Once per activation, before attacking,

pick one other friendly unit within 12" of this model, which may move by up to 6".

- **Visionary:** The hero and its unit get AP(+1) when fighting in melee.
- War Cry: The hero and its unit move +2" on Advance, and +4" on Rush/Charge actions. War Dance: When in melee, roll one die and apply one bonus to models with this rule:
 - 1-3: Attacks get Rending
 - 4-6: Attacks get AP(+1)

Wizard Spells

Tree Sight (4+): Target 2 friendly units within 6" get Poison next time they fight in melee. Visions (4+): Target 2 friendly units within 6" get +1 to defense next time they take hits.

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