

# AOFR - HOUSE OF THE WOLF 1

UNOFFICIAL ARMY  
FAN MADE

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+	Spears (A1, Phalanx)	-	-	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

## 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.

**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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Black Fish [1]	4+	3+	Long Sword (A1)	Advanced Tactics, Hero, Tough(3)	-	70pts
Lord of Wolves [1]	3+	2+	Long Sword (A2)	Hero, Inspire, Tough(3)	-	125pts
Lord of Giants [1]	3+	3+	Great Axe (A1, Deadly(3))	Aura of Fury, Hero, Tough(3)	-	95pts
Lord of Bogs [1]	3+	5+	Trident (A1, Poison)	Guerrilla Tactics, Hero	-	80pts
Lady of Bears [1]	2+	3+	Mace and Spike (A1, Rending)	Battle Cry, Hero, Tough(3)	-	75pts
Lord of Loyalists [1]	4+	3+	Long Sword (A1)	Battle Call, Hero	-	30pts
The Young Wolf Lord [1]	3+	3+	Long Sword (A2)	Destined Leader, Hero, Tough(3)	-	100pts
Master At Arms [1]	2+	4+	Long Sword (A2)	Aura of Fury, Hero	-	75pts
Child and Protector [1]	5+	3+	Fists (A1)	Hero, Stealth, Tough(3), Visionary	-	60pts
Unit Captain [1]	4+	4+	Long Sword (A1)	Hero, War Cry	-	65pts
Bannerman [1]	4+	4+	Long Sword (A1)	Banner, Hero	-	85pts
Bogwoman Tracker [1]	4+	6+	Longbow (18", A1, Poison)	Hero, Hunter, Tough(3)	-	35pts
Young Prince [1]	6+	6+	Hands (A1)	Hero, Inspire	-	75pts
The Great Bear [1]	3+	3+	Great Axe (A1, Deadly(6))	Aura of Fury, Hero, Tough(3)	-	105pts
Bogman Boy Visionary [1]	5+	6+	Trident (A1, Poison)	Ambush, Hero, Psychic(1), Visionary	-	55pts
Blade Master [1]	2+	5+	Rapier (A3, AP(2))	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.