

AOFS - HOUSE OF THE WOLF

UNOFFICIAL ARMY
FAN MADE

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Black Fish [1]	4+	3+	Long Sword (A1)	Advanced Tactics, Hero, Tough(3)	-	70pts
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
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
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
Bear Lord's Bruiser [1]	3+	5+	Mace and Spike (A1, Rending)	Counter	-	15pts
Bear Lord's She-Bear [1]	4+	4+	Mace and Spike (A1, Rending)	Fearless	-	15pts
Bog Devil [1]	4+	5+	Trident (A1, Poison)	Scout, Stealth	-	15pts
Bogmen Tracker [1]	4+	6+	Longbow (18", A1, Poison)	Scout, Stealth	-	15pts
Wolf Bowman [1]	4+	6+	Arrow Volley (18", A2)	-	-	15pts
Wolf Loyalist [1]	4+	4+	Flail (A1, Rending)	Fearless	-	15pts
Wolf Loyalist Spearman [1]	4+	4+	Spear (A1, Phalanx)	-	-	15pts
Wolf Sworn Sword [1]	4+	4+	Long Sword (A1)	Chilling	-	15pts
Fish Lord's Shield [1]	4+	3+	Long Sword (A1)	Heavy Shield, Phalanx	-	20pts
Giant Lord's Berzerker [1]	4+	5+	Axe (A2, Rending)	Regeneration	-	20pts
Giant Lord's Great Axe [1]	3+	4+	Great Axe (A1, Deadly(3))	-	-	20pts
Lord's Honor Guard [1]	3+	3+	Long Sword (A1)	Chosen Warrior	-	20pts
Wolf Outrider [1]	4+	4+	Long Sword (A1)	Chilling, Fast, Tough(3)	-	45pts
Great Wolf [1]	3+	6+	Tooth and Claw (A1, Rending)	Ambush, Tough(3), Very Fast	-	60pts
Fish Lord's Cavalier [1]	3+	3+	Lance (A1, Impact(1))	Fast, Heavy Shield, Tough(3)	-	65pts

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". Those units, and all friendly units within 6" get +1 attack in melee next time they charge.

Banner: this model and all friendly units that activate within 12" get the Regeneration special rule.

Battle Call: this model and all friendly units that activate within 12" get +1 to hit rolls in melee or shooting whilst inside terrain (pick one).

Battle Cry: this model and all friendly units that activate within 12" 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.

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.

Guerrilla Tactics: Once per activation, before attacking, pick one other friendly unit within 12" of this model, which may move by up to 6".

Heavy Shield: Attacks targeting units where all models have this rule count as having AP(-1), to a min. of AP(0).

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".

Very Fast: This model moves +4" when using Advance and +8" when using Rush/Charge.

Visionary: this model and all friendly units that activate within 12" get AP(+1) when fighting in melee.

War Cry: this model and all friendly units that activate within 12" 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.