



Milestone 1

As only the toughest and most violent can withstand the hardships of Manheim, Jarls shape their mighty Warbands into an instrument of destruction hitting swift and with no hesitation! Show Manheim all your might and establish yourself as a true warlord of the Nords!

Products needed:

- 1x Jarl
- 2x Raiders
- 1x Ugr

The kits mentioned above will allow you to create a solid foundation on which to build your force or expand an existing one. This force will develop into a fast hitting, highly aggressive list that will place your opponent on the defensive whilst your Light Regiments hit hard safe in that the enemy Reinforcements are delayed because of the Surprise Attack Supremacy ability.

The list goes as follows:

Jarl [60]: Warlord

- Raiders (3) [135]
- Raiders (3) [135]
- Ugr (3) [150]

The Nord playstyle favors early game aggression, pushing back the enemy Reinforcement line as much as possible. The Jarls supremacy ability, when used in the second or third turn will allow you to have all your Light Regiments into the game whilst enemy Mediums will be delayed for at least a turn.

However, as the list takes shape we will discuss more ways in which you can approach this aggressive and fast playstyle!

Milestone 2

This week we will be shaping our list further by adding some close-ranged support, a mighty Giant and a fearsome Blooded, adding a number of new gameplay options and new rules!



Products needed:

- 1x Blooded
- 1x Stalkers
- 1x Mountain Jotnar

The Stalkers are an invaluable tool for Nord early game aggression. Their Flank Special Rule allows them to choose when to arrive from Reinforcements whereas Vanguard allows them to threaten deep behind enemy lines.

The list this week goes as follows:

Jarl [60]: Warlord

- Raiders (3) [135]
- Raiders (3) [135]
- Ugr (3) [150]

Blooded [80]: Bear

- Stalkers (3) [180]
- Mountain Jotnar (1) [155]

Make sure to have your Blooded Seek New Escort to one of the Raiders Regiments throughout the game and let your Blooded come crashing down on your foes with 5 Attacks (including the +1 Attack from Aspect of the Bear) and an Inspired Clash of 5!

The Stalkers will be able to support from the Flanks whilst the Mountain Jotnar will be able to come in during the late game and finish off any Enemy Heavy Regiment that would be hard to deal with otherwise.

Between the Ugr and the Blooded's Cleave 2 you will be able to deal with most high Defence targets until the Jotnar arrives!

Milestone 3

This week is all about adding the right spells and abilities to our force to enhance the overall theme of early game aggression.

Products needed:

- 1x Shaman
- 1x Stalkers

The second Regiment of Stalkers provides one more Flanking Light Regiment being able to threaten enemy Ranged Regiments threatening your main force. On the other hand the Shaman provides protection against enemy missile fire!

Jarl [60]: Warlord

- Raiders (3) [135]
- Ugr (3) [150]

Blooded [80]: Bear

- Stalkers (3) [180]



- Mountain Jotnar (1) [155]
- Stalkers (3) [180]

Shaman [90]: Blurred Vision, Mist Weave
 - Raiders (3) [135]

Shaman's abilities are detrimental at reducing enemy offensive power as much as possible. Blurred vision is an excellent spell, forcing the enemy to get within 12" before declaring a Volley or Charge Action. What that means is that the enemy Regiments will have to first March and then Volley or Charge, not being able to Aim or worse yet not Clash after Charging.

Abominations may not utilize their great mobility and Marksmen Clones can no longer fire at 14" with impunity. Furthermore, a Shaman may provide an additional +1 Defence from Ranged attacks to a friendly Regiment.

Lastly, it is important to consider that Stalkers can be useful in close combat as well tying down enemy Ranged Regiments. With a Clash of 2 (3 when Inspired) they can make short work of most supporting enemy Regiments effectively removing the enemy's early-game Ranged support from the game. Militia Bowmen and Marksmen Clones be aware!

Milestone 4

This week we will be enhancing the mid and late game part of our list. Nothing says Manheim as beast and man fighting alongside each other and so for the 1500pts mark we will be adding another Giant and another Regiment of Ugr!

Products needed:

- 1x Ugr
- 1x Mountain Jotnar

The Ugr are incredibly important in their ability to deliver high Clash, Cleave 2 Attacks on to the enemy lines and maintain the forces momentum as enemy Medium and Heavy Regiments are arriving on the battlefield.

The list this week looks as follows:

Jarl [60]: Warlord
 - Raiders (3) [135]
 - Ugr (3) [150]
 - Ugr (3) [150]

Blooded [80]: Bear
 - Stalkers (3) [180]
 - Mountain Jotnar (1) [155]
 - Stalkers (3) [180]
 - Mountain Jotnar (1) [155]

Shaman [90]: Blurred Vision, Mist Weave
 - Raiders (3) [135]



Stalkers play an important role in delivering the might of the Jotnars and Ugr across the table. Their ability to cover a lot of ground when entering from Reinforcements, setting up an advantageous forward Reinforcement line allows the Ugr and Jotnars to reach the enemy line faster and in time to support the Light Regiments under threat of their heavier adversaries!

Milestone 5

Having plenty of help from Manheims largest habitants, more and more Nordmen rush to serve your Jarl's growing army!

Products needed:

- 2x Raiders

Having established a strong mid-game presence, it is important to add to the ranks of the Regiments that will be taking most of the punishment from the earliest points of the game.

The list forms as follows:

Jarl [60]: Warlord

- Raiders (6) [280]: Leader
- Ugr (3) [150]
- Ugr (3) [150]

Blooded [80]: Bear

- Stalkers (3) [180]
- Mountain Jotnar (1) [155]
- Stalkers (3) [180]
- Mountain Jotnar (1) [155]

Shaman [90]: Blurred Vision, Mist Weave

- Raiders (6) [270]

Large Raider Regiments allow your front line to sustain more punishment and keep the Blooded and Jarl fighting on the front lines for longer.

Consider Escorting the Shaman to one of the advanced Stalker Regiments whilst allowing the Blooded to join the fight in the front ranks accompanied by a large Regiment of Raiders!

Milestone 6

This week we will complete the list by adding a large Regiment of Huscarls to the Jarl's Warband as well as discuss an alternative take on how the list can play.

Products needed:

- 2x Huscarls

The Huscarls are great Objective holders and powerful in close combat. With an Inspired Clash of 4, Impact Attacks, good Defence and Resolve



the can stand against most Regiments the enemy can throw at them.

Even though not invincible and susceptible to Regiments with high Cleave values, they will last long enough for Ugr and Jotnars to come in from reinforcements and relieve them.

Jarl [60]: Warlord

- **Raiders (6) [280]: Leader**
- **Ugr (3) [150]**
- **Ugr (3) [150]**
- **Huscarls (5) [250]**

Blooded [80]: Bear

- **Stalkers (3) [180]**
- **Mountain Jotnar (1) [155]**
- **Stalkers (3) [180]**
- **Mountain Jotnar (1) [155]**

Shaman [90]: Blurred Vision, Mist Weave

- **Raiders (6) [270]**

At this point there are two ways to play the list depending on which Character you would like as the Warlord. This list is designed to guide a new player through the aggressive playstyle of the Nords using Surprise Attack to isolate the enemy Light Regiments leaving them without Medium support whilst Raiders, Stalkers and characters pommel the enemy lightly armored forces.

The other way you can approach the list is to have the Blooded as your Warlord providing Flank to the Jotnars as well. Doing that, will ensure that Jotnars will join the fray as soon as possible.

It is highly recommended however that should you wish to go for that strategy you might want to change the list slightly so to include an Ugr Regiment into the Blooded's Warband.

How do you play your Nords? How did you find this list? Let us know what you think and whether you found this guide helpful!

Total Products Needed:

- 1x [Jarl](#)
- 4x [Raiders](#)
- 2x [Ugr](#)
- 1x [Blooded](#)
- 2x [Stalkers](#)
- 2x [Mountain Jotnar](#)
- 1x [Shaman](#)
- 2x Huscarls