

Norse v.1.7

Warband Special Rules

Counter-Charge (8")

Whenever an enemy fails a charge within 8" of this warrior, this warrior may take an Initiative test: If passed, he immediately attempts to charge that enemy, and counts as having charged this turn.

- *(All distances concerning this rule are measured after the enemy has moved and failed the charge.)*
- This ability requires line of sight and is *not* active while the warrior with Counter-Charge is *fleeing* or already engaged in close combat.
- If the charge involves climbing or other tests or modifiers, take all tests as normal.

Stubborn

This warrior may re-roll failed fear and panic tests.

Sturdy and Stout

This warrior suffers no Initiative penalties for wearing heavy armour and is immune to concussive effects.

Trickster Magic

Whenever this warrior fails a spellcasting roll where 2 or more Power Dice were used, he gains +1 Power Dice.

Warband Special Equipment

Wolf Cloak 5gc

Suit of Armour: Can be worn by anyone who is proficient Light Armour. Prevents Wizards from casting spells. May be worn in combination with Light or Heavy Armour.

Armour Save: Wearer gains a 6+ armour save vs. shooting attacks. *(No effect vs. spells or prayers.)*

Runestone 5gc

Special Equipment: +D3 to any one prayercasting roll *(declare that you are using this item before rolling any dice)*. One use only. Can only be carried by Priests.

Warhird Special Skills

Kraken Slayer

All of warrior's shots with Javelins have +1 Strength and +D3 to all rolls on the critical hit chart *(stacks with other modifiers, such as 'Aim to Injure,' etc.)*.

Barbarian Courage

Warrior is immune to fear and panic and may not leave close combat voluntarily.

Berserk Fury

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". *(I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.)*

Bloodlust

Warriors *hates* all enemies in the first round of each close combat. *(I.e. all of their close combat attacks have +1 to hit.)*

Berserker Rage

+1 Strength when charging.

Einherjar's Grace

When this warrior rolls 'Dead' on the Campaign Injury chart, roll a D6: (1-3) Dead as normal. (4-6) Treats 'Dead' as 'Full Recovery' instead and this skill is forfeit. *(This skill can only be taken once and so cannot be taken again, even when forfeit.)*

Run With the Wolves

Friendly Animals that declare a charge while within 6" of this warrior gain +1 Strength that turn.

- Being within 6" of multiple warriors with this ability does *not* stack.
- This ability requires line of sight and is *not* active while this warrior is *fleeing*.

Shield Smash

While this warrior is fighting with a Shield and a Hand Weapon, all of this close combat attacks are Concussive (1). This ability stacks with any other concussive effects he may have. *(E.g. attacks from a Sword or Axe become Concussive (1), attacks from a Club become Concussive (2) etc.)*

Norse Skill Table

	Combat	Shooting	Academic	Strength	Speed	Warhird
Jarl	V	V	V	V	V	V
Huscarl	V			V	V	V
Runeskryer	V		V	V		
Vekti	(+10gc)		V		V	
Brave	V	(+10gc)	(+10gc)	V	V	(+10gc)

Norse Equipment Lists

Jarl and Huscarl, Braves, and Warriors

Close Combat
Hand Weapon
Great Weapon
Spear
Flail

Shooting
Throwing Axes
Bow
Javelins

Armour
Light Armour
Shield

Runeskryer

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
Light Armour

Vekti

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Berserkers

Close Combat
Hand Weapon
Great Weapon
Flail

Shooting
Throwing Axes

Armour
Light Armour
Shield

Whalers

Close Combat
Hand Weapon

Shooting
Sling
Bow
Javelins
Nets

Armour
Light Armour

Dwarfs

Close Combat
Hand Weapon
Great Weapon

Shooting
Bow
Crossbow
Throwing Axes

Armour
Light Armour
Heavy Armour
Shield

HEROES

0-1 Jarl

40gc to hire
Starting Experience: 18
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	4	1	8

SPECIAL RULES

Leader (6"), Counter-Charge (8")

0-2 Huscarls

30gc to hire
Starting Experience: 12
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

SPECIAL RULES

Counter-Charge (8"), Stubborn

0-1 Runeskryer

35gc to hire
Starting Experience: 12
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	8

SPECIAL RULES

Priest (Lore of Runes): Start with 1 spell.

0-1 Vekti

30gc to hire
Starting Experience: 6
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Trickster Magic
Wizard (Beasts, Heavens, Shadow, or Death): Start with 1 spell.

0-3 Norse Braves

15gc to hire
Starting Experience: 0
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

SPECIAL RULES

Counter-Charge (8")

HENCHMEN

Norse Warriors

25gc to hire
Starting Experience: 6
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

SPECIAL RULES

Counter-Charge (8")

0-3 Norse Whalers

20gc to hire
Starting Experience: 4
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	3	3	1	6

0-2 Norse Berserkers

35gc to hire
Starting Experience: 18
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

SPECIAL RULES

Counter-Charge (8"), Barbarian Courage,
Berserk Fury (+D3"), Berserk Rage (+1 S)
Cannot Capture Objectives

0-2 Norse Dwarves

40gc to hire
Starting Experience: 18
Race: Dwarf

M	WS	BS	S	T	W	I	A	Ld
3	4	3	3	4	3	2	1	9

SPECIAL RULES

Sturdy and Stout

0-3 Fenrir Wolves

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Bloodlust
Animals (Cannot Climb; Cannot Hide; Flee 3D6");
Cannot use the Leader's Ld; Cannot Capture
Objectives; Fight Unarmed; No Promotion.)

v.1.7

Norse Dwarves -5gc cost.

v.1.6

Wolves lose fear and armour piercing, -5gc price; gain Bloodlust (hatred in first round of each close combat).

v.1.5

Clarified Counter Charge rule.