

# Norse v.2.1

## Warband Special Rules

### Counter-Charge (8")

Whenever an enemy fails a charge within 8" of this warrior, this warrior may take a Leadership 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 made their movement due to the failed 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.

### Hirdsman

Warriors with this rule start with 1 free skill from the Combat or Norse skill list (*see Special Skills*). (*Choose separately for each warrior.*)

### Bloodlust

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

### Berserkerang (+D3")

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.*)

### Runescrying

When spells are being randomly generated before the battle, a warrior with this rule may select a single spell and re-roll that result. The second result is final, even if the new spell is the same as the original one. (*Roll again if the new roll is a spell that has already been generated by a previous roll.*)

### Resolute (+1")

Warrior adds +1" to the maximum distance moved while running, up to a maximum of 8". (*This has no effect on charging moves.*)

### Sturdy and Stout

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

## Warband Special Rules

### Skald-Songs (6")

Other warriors in the warband (*but not warrior himself*) who are within 6" of this warrior may re-roll failed panic and Counter-Charge tests. Does *not* require line of sight. No effect on Animals and Hired Swords. Not active while this warrior is *hiding* or *fleeing*.

## Warband Special Equipment

### Rune Axe 10gc

**Close Combat Weapon: Axe:** Is affected by anything that affects Axes and can be used by anyone who can use normal Axes.

**Sunder (1):** Each time an enemy is successfully hit by an attack from this weapon (*even if not wounded*), he suffers -1 to his Armour Save for the rest of the battle.

### Hunting Hawk / Falcon 10gc

**Missile Weapon**

**Range:** 24" **Strength:** 3

**Bird of Prey:** Ignores enemy 'Stealth' and Cover. **Move or Fire.**

### Wolf Cloak 10gc

**Suit of Armour:** Can be worn by anyone who is proficient Heavy 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.*)

### Runic Arrows 10gc

**Special Equipment:** All of warrior's shots with Bows of any kind are Armour Piercing (1). If the warrior also has other special arrows (*such as Hunting Arrows*), he must choose which arrows to use at the *start* of each Shooting phase. Runic Arrows last entire campaign. May be given to Henchmen.

### Raven Familiar 10gc

**Special Equipment:** Owner knows 1 random spell from the Lore of Shadows each battle (*or pit fight*), in addition to his other spells. This ability does *not* cause him to know the Signature Spell from the Lore of Shadows. Can only be carried by Wizards.

# Norse Skill Table

	Combat	Shooting	Academic	Strength	Speed	Norse
Jarl	V	V	(+10gc)	V	V	V
Huscarl	V	(+10gc)	(+10gc)	V	V	V
Skald	V		V	(+10gc)	V	(+5gc)
Runeskryer	(+10gc)		V		V	V
Brave	V	(+5gc)	(+10gc)	V	V	V

## Norse Equipment Lists

### Jarl, Huscarls, Skald, Braves and Warriors

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear  
Flail

**Shooting**  
Throwing Axes  
Hunting Falcon / Hawk  
Bow  
Javelins

**Armour**  
Light Armour  
Shield

### Runeskryers

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
None

### Dwarfs

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Bow  
Hunting Falcon / Hawk  
Throwing Axes

**Armour**  
Light Armour  
Heavy Armour  
Shield

### Berserkers

**Close Combat**  
Hand Weapon  
Great Weapon  
Flail

**Shooting**  
Throwing Axes  
Javelins

**Armour**  
Light Armour  
Shield

### Whalers

**Close Combat**  
Hand Weapon

**Shooting**  
Bow  
Javelins  
Hunting Falcon / Hawk

**Armour**  
Light Armour  
Nets



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# HEROES

## 0-1 Jarl

45gc to hire

Starting Experience: 20

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"), Hirdsman

## 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"), Hirdsmen

## 0-1 Skald

25gc to hire

Starting Experience: 6

Race: Human

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

### SPECIAL RULES

Counter-Charge (8"), Skald-Songs (6")

## 0-2 Runeskryers

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

Counter-Charge (8"), Runescrying, Wizards (Beasts, Heavens, Shadow, Death or Kin-Magic): 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

### SPECIAL RULES

Counter-Charge (8")

## 0-3 Norse Berserkers

35gc to hire

Starting Experience: 14

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"), Berserkerang (+D3"), Bloodlust

## 0-2 Norse Dwarfs

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

Counter-Charge (8"), Resolute (+1"), 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.2.1**

Runescrying revamped.

Hirdsman gives Combat or Norse skill; not just Norse skill.

### **v.1.9**

Major overhaul of the entire warband.

### **v.1.8.1**

Berserkers -1 Ld, lose Berserk Fury, -5gc, -6 XP

Dwarves 0-3 (was 0-2)

### **v.1.8**

New concept art.

### **v.1.7**

Norse Dwarves -5gc cost, gain Resolute.

Revamped Berserkers.

Berserkers 0-3.

Jarl and Huscarl, Braves, and Warriors can use Heavy Armour.

Runeskryer can use Heavy Armour and Shield.

Wolf Cloak can only be used by warriors proficient with Heavy Armour.

Warband gains fighting affinity: -5gc price to hire Dwarf Slayer Hired Sword.

Trickster ability revamped.

### **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.