

Norse v.1.8.1

Warband Special Rules

Fighting Affinity: Slayers (-5gc)

Norse warbands hire Troll Slayer Hired Swords at -5gc price.

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.

Trickster Wizard

Once per battle, this warrior may attempt to cast any one spell from his lore, chosen by you, that he does *not* have access to this battle. *(Even if the spell fails to go off, he may only attempt to cast it once from this ability.)*

Fanatical

Warriors with this rule are immune to fear and panic and may not leave close combat voluntarily.

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.)*

Warband Special Rules

Resolute (+1")

Warriors with this rule add +1" to the maximum distance moved with Running moves *(no effect with Charging moves)*.

Sturdy and Stout

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

Berserk Fury (+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.)*

Warband Special Equipment

Wolf Cloak 5gc

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.)*

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.



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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, Huscars, Braves, and Warriors

Close Combat
Hand Weapon
Great Weapon
Spear
Flail

Shooting
Throwing Axes
Bow
Javelins

Armour
Light Armour
Heavy Armour
Shield

Runeskryer

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
Light Armour
Heavy Armour
Shield

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

Armour
Light Armour
Nets

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 Wizard

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 Wizard

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

0-3 Norse Berserkers

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	6

SPECIAL RULES

Counter-Charge (8"), Fanatical, Bloodlust

0-3 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

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.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.