

NORSE DWARF FLEET

The Dwarfs of Norsca have long coastlines to defend and many islands and peninsulas to watch over. Their ships are unusual and are designed to be fast and tough. Master metal workers have developed ways of shielding the wooden hulls while steam engineers provide power for mechanical helix screws and steam ballista. Runesmiths protect the ships from magic and use Anvils of Doom to wreak destruction on their enemies.

MAN O' WAR

STORM RIDER

The Storm Rider is Man o' War strengthened by bands of steel. Powered by steam driven helix screws, it is strong and fast. The steam boilers also provide power to steam ballista. Two batteries are mounted in the front on a wooden turntable with 180° field of fire. One battery is mounted on each side as a broadside. The final two batteries are mounted in the back on another turntable with 180° field of fire rearward.

The bow is fitted with an icebreaker - a metal blade that reinforces the bow and allows the vessel to slice through ice. Built-in to the icebreaker is a large spiked ram.

When using the ram the Storm Rider must move at least 3" towards the foe in a straight line with no turns. If contact is made, the foe must make a below the waterline save. If he fails roll a dice:

- | | |
|-----|---|
| 1-2 | 1 point of below the waterline damage. |
| 3-4 | 2 points of below the waterline damage. |
| 5-6 | 3 points of below the waterline damage. |

NORSE DWARF FLEET

A Norse Dwarf Fleet may consist of the following:

Man O' War 1+

The Fleet must have at least one Storm Rider to be your Admirals's Flagship.

Cost: 100 points per Storm Rider

You may take one Anvil Ship for each Storm Rider in your fleet. You may not have more Anvil Ships than you have Storm Riders

Cost: 100 points per Anvil Ship

Ship of the Line Squadrons: 2+

At least one squadron of Storm Hammers. You may have a maximum of two squadrons of Storm Hammers for each Storm Rider in your fleet.

Cost: 75 points per squadron

At least one squadron of Storm Maidens. You may have a maximum of two squadrons of Storm Maidens for each Storm Anvil in your fleet.

Cost: 150 points per squadron

Runesmith: 1 per Anvil Ship

Cost: 50 points per Runesmith

You must take a Runesmith for each Anvil Ship in your fleet.

Admiral:1

Cost: Free

Man O' War Cards: 1+

Cost: 1st Card free with the Admiral, subsequent cards at 25 points per card.

Dwarf Giant: 1 per Dwarf ship

Cost: 25 points per Dwarf Giant

Slayer Contingent: 1 per Dwarf Man o' War

Cost: 25 points per Slayer Contingent

STORM ANVIL

The Storm Anvil carries a Runesmith and an Anvil of Doom. These massive vessels are specially assembled to avoid any metal surfaces or structures from interfering with the Anvil's lightening. No other weapons are available for the same reason, so Storm Anvils cannot take Man O' War Gun Cards.

Powered by steam driven helix screws they are fast and often used to engage enemy fleets on their own because of the devastating power of the Anvil.

The bow is fitted with an icebreaker.

SHIPS OF THE LINE

STORM HAMMER

The Storm Hammer is a wooden vessel strengthened by bands of steel and fitted with an icebreaker. Like the Storm Rider the icebreaker has a built in spiked metal ram. Powered by a steam driven helix screw, it is fast and dangerous.

When using the ram the Storm Rider must move at least 3" towards the foe in a straight line with no turns. If contact is made, the foe must make a below the waterline save. If he fails roll a dice:

- | | |
|-----|---|
| 1-2 | 1 point of below the waterline damage. |
| 3-4 | 2 points of below the waterline damage. |
| 5-6 | 3 points of below the waterline damage. |

STORM MAIDEN

The Storm Maiden is a larger version of the Storm Hammer and the metal ram has been replaced by a standard icebreaker. Powered by a steam driven helix screw, it is fast and dangerous.

The steam boilers also provide power to steam ballista batteries. The two batteries are mounted on a turntable with 180° field of fire to the front.

Dwarf Steam Ballista

The Dwarf Steam Ballista uses compressed steam to load and fire. This is necessary, as the bolts can be used as grappling hooks by attaching them to winch chains. If the bolts are used with chains they can only travel 6". If the bolts are used without the chains, they have a range of 9". They have no saving throw modifiers for range. The target gets the standard saving throw at any distance and damage is dealt normally.

If using the bolts as grappling hooks, roll again for each 'hit' location. If you roll a 4+ then you have successfully hooked the ship. Immediately the winches are activated and the Target is drawn towards the Dwarf ship. If the target is bigger than the Dwarf ship then the Dwarf ship is dragged towards it. In either case they will end up in contact with each other and boarding actions can begin.

The Dwarfs can release the chains at any time but the enemy can only release the chains on a roll of 4+ in the End phase.

Movement

Norse Dwarf Ships are moved by steam powered helix screws. An invention that pushes the vessel through the water. The helix screw is mounted below the water line so cannot be damaged. Norse Dwarf vessels move 8", ignore the wind direction and must use the turn template for all turning.

Ice Breaker

The Icebreaker is a metal blade that reinforces the bow and allows the vessel to slice through ice. Ignore damage from icebergs and collisions with ice terrain on the bow of the ship.

Runesmith

Each Storm Anvil must have a mighty Runesmith as a part of its complement. Runesmiths can use the mighty Anvils of Doom to strike other ships with magical lightening. The Runesmith also has special abilities which will enhance the performance of any fleet he is with.

As well as using magic themselves, Dwarf Runesmiths are adept at thwarting the abilities of more magically-attuned races such as the Elves and Humans. A fleet with a Runesmith will dispel an incoming spell on a roll of 5 or 6 instead of 6. Runesmiths also carry many items which can bend the forces of nature to their will. The presence of a Runesmith adds +1 to your chances of summoning a Sea Monster.

He is worth two battle honours and follows the normal character rules for clinging to wreckage and capture.

Anvil of Doom

The Anvil of doom is mounted on a platform in the centre of the ship. Each time the Runesmith hits the Anvil, magic power is absorbed and stored within the Anvil. When the Anvil is struck a particular way, all the energy is released in powerful Lightning strikes that hit adjacent ships.

Determine how many times the Runesmith will strike the Anvil up to a maximum of 6. Roll that many dice. If you roll two or more 1s then the Anvil has overloaded. No damage is done to your foe and you must roll on the following table:

Result Effect

- | | |
|-----|---|
| 1 | The Anvil breaks under the strain. Put damage markers on the Anvil locations. Roll the dice again as hits against the Ship. |
| 2-3 | The Anvil cracks. Put a damage marker on the Anvil location. No other damage is taken |
| 4-6 | The Anvil malfunctions releasing all the energy into the sea. No damage is taken. |

If you roll two or more of a number other than 1 then that is how many lightning bolts are released from the Anvil this turn. If you roll two sets of doubles then both apply but must hit different targets. The range of the lightening bolts is equal to double the number of lightening bolts in inches. You may split the lightening bolts from a single double across multiple targets, but you cannot combine lightening bolts from two doubles on a single target.

For example a double 6 will result in four bolts at 12". You could put all six bolts onto one target or split them so that there is three bolts each on two targets.

If you roll a double 2 and double 3 the double 2 bolts will result in 2 bolts at 4" and the double 3 will result in 3 bolts at 6". These will need to be aimed at two separate targets. They cannot be combined to hit one ship.

Once you have determined the targets and how many bolts go to each. You roll a location dice for each lightening bolt as normal. The target gets a standard saving throw.

Giant Dwarf

Giant Dwarfs are really Dwarf Giants. They look like Dwarfs but of a greater size. They also don't seem to be as stupid as their normal sized cousins.

They add +2 to all boarding rolls and can be used offensively or defensively. If used offensively, they lead the boarding action and negate any grapeshot bonus of your opponent. However if you lose the boarding action the Giant Dwarf is lost also.

NORSCAN FLEET

A Norscan Fleet may consist of the following:

Men O' War 1+

The Fleet must have at least one Kingship or one Storm Rider to be your Admirals's Flagship.

Cost: 150 points per Kingship

Cost: 100 points per Storm Rider

The Fleet may have additional Kingships and Storm Riders

Cost: 150 points per Kingship

Cost: 100 points per Storm Rider

The Fleet may have an Storm Anvil for each Storm Rider in your fleet.

Cost: 100 points per Storm Anvil

A Norscan Fleet cannot have more ManO'War than it has Ship of the Line squadrons. The Admirals ship does not add to this total

Ship of the Line Squadrons: 2+

The Fleet must have at least one squadron of Longships.

Cost: 150 points per squadron

The fleet must have at least one squadron of Storm Hammers.

Cost: 75 points per squadron

You may have a maximum of two squadrons of War Maidens for each Storm Rider in your fleet.

Cost: 150 points per squadron

Runesmith: 1

You must have one Runesmith for each Storm Anvil in your fleet

Cost: 50 points per Runesmith

Admiral:1

Your admiral will always start on one of your Orc Hulks

Cost: Free

Man O' War Cards: 1+

Cost: 1st Card free with the Admiral, subsequent cards at 25 points per card.

Dwarf Giant: 1 per Dwarf ship in fleet

Dwarf Giants can be purchased for Storm Riders, Storm Anvils, Storm Maidens or Storm Hammers only.

Cost: 25 points per Dwarf Giant

Slayer Contingent: 1 per Dwarf Man o' War

Dwarf Giants can be purchased for Storm Riders and Storm Anvils only

Cost: 25 points per Slayer Contingent

If used defensively, they follow behind the other crew and will not be lost until the final Crew counter is lost.

Dwarf Slayers

A contingent of Troll, Giant and Demon Slayers can be hired for any Norse Dwarf Man o' War including the Admirals flagship. These dauntless warriors do not count against the crew limitation and will add 1d3 to your combat total when you attack or defend, in addition to the normal +1 bonus. Once they are in the thick of the fighting Slayers are sometimes the most endangered of all the combatants. When the ship takes a casualty in a boarding action roll a d6. A roll of 4+ indicates the Slayers are the casualties, remove the counter from the ships template.

Slayers are never casualties by any other method, unless they are the only remaining crew counter on the ships template. Slayers are not sailors and a ship with only Slayers on board will move as a straggler.

NORSE DWARF FLEET

Norse Dwarf Fleets consist of various sized wooden vessels, carefully constructed and reinforced by metal. These ships are propelled by steam driven helix screws and armed with steam ballista or rams. The largest ships carry a Runesmith and a mighty Anvil of Doom.

Storm Rider

Crew:5

Move:

Helix screw: 8". May reverse up to 4".

Weapons:

- 2 steam ballista batteries on a turntable, firing forward 180°
- 1 steam ballista battery firing broadsides
- 2 steam ballista batteries on a turntable, firing rearward 180°

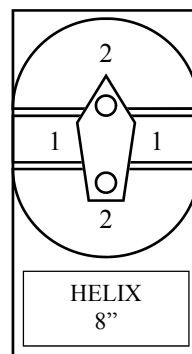
Special Rules:

Dwarf Steam ballista do not have a range modifier for target's saving throws.

May Ram. Must move at least 3" towards foe under oars in a straight line with no turns. If contact is made, foe must make a below the waterline save - if he fails roll a dice:

- 1-2 1 point of below the waterline damage
- 3-4 2 points of below the waterline damage
- 5-6 3 points of below the waterline damage

Ice Breaker allows you to ignore collisions with icebergs and ice terrain on the bow of the ship. Ballista may reroll the 'hit' dice and get the same result to 'hook' enemy ships and drag them closer for boarding actions.



Storm Anvil

Crew:4

Move:

Helix screw: 8". May reverse up to 4".

Weapons:

- 1 Anvil of Doom.

Special Rules

Roll up to 6 dice. If you roll two or more 1s No damage is done to your foe. Roll on the following table:

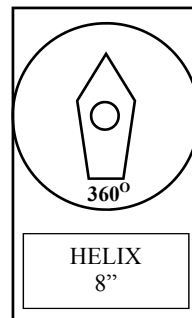
Result Effect

- 1 Put damage markers on the Anvil locations. Roll the dice again as hits against the Ship.
- 2-3 Put a damage marker on the Anvil location. No other damage is taken.
- 4-6 No damage is taken.

If you roll two or more of a number other than 1 then that is how many lightening bolts are released this turn.

The range is equal to double the number of bolts.

Ice Breaker allows you to ignore collisions with icebergs and ice terrain on the bow of the ship.



Storm Hammer

Crew:2

Move:

Helix screw: 8". May reverse up to 4".

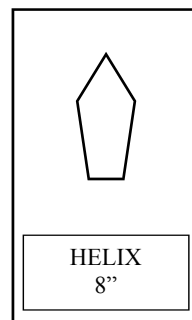
Weapons:

- 1 Ram.

Special Rules:

May Ram. Must move at least 3" towards foe under oars in a straight line with no turns. If contact is made, foe must make a below the waterline save - if he fails roll a dice:

- 1-3 1 point of below the waterline damage (Raft sinks on a roll of 1)
- 4-5 2 points of below the waterline damage
- 6 3 points of below the waterline damage



Storm Maiden

Crew:3

Move:

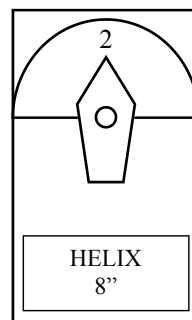
Helix screw: 8". May reverse up to 4".

Weapons:

- 2 steam ballista batteries on a turntable, firing forward 180°

Special Rules

Ice Breaker allows you to ignore collisions with icebergs and ice terrain on the bow of the ship. Ballista may reroll the 'hit' dice and get the same result to 'hook' enemy ships and drag them closer for boarding actions.



NORSE DWARF

SHIP OF THE LINE

STORM HAMMER

CREW 2

3	4	5	6
RAM SAVE 4, 5 or 6 Ram Lost.	BRIDGE SAVE 6	STEAM ENGINE SAVE 4, 5 or 6 Reduces the Storm Hammer's Move by 4"	STEAM ENGINE SAVE 6 Reduces the Storm Hammer's Move by 4"
BELOW WATERLINE Save 4, 5 or 6			
SINKS			

HELIX SCREW: 8"

BATTLE HONOURS: 1

NORSE DWARF

SHIP OF THE LINE

STORM HAMMER

CREW 2

3	4	5	6
RAM SAVE 4, 5 or 6 Ram Lost.	BRIDGE SAVE 6	STEAM ENGINE SAVE 4, 5 or 6 Reduces the Storm Hammer's Move by 4"	STEAM ENGINE SAVE 6 Reduces the Storm Hammer's Move by 4"
BELOW WATERLINE Save 4, 5 or 6			
SINKS			

HELIX SCREW: 8"

BATTLE HONOURS: 1

Designer notes:

Norse Dwarf fleets rarely venture away from the seas of their homeland. For this reason you should try to play games with ice terrain whenever playing with Norse Dwarfs.

Apart from icebergs there are ice masses and ice plains. Ice masses are frozen sections of sea near the coast and islands and should be treated as any other form of terrain. Ships fitted with icebreakers can ignore damage from collisions on the front of their vessels.

Ice plains are stretches of frozen sea between other pieces of terrain.

Ice plains can be crossed by any vessel with an icebreaker as if it was open water. However you cannot turn on the spot or reverse while in an ice plain.

Ice plains can be ignored by Black Arks, Dragon ships, Sea Monsters and Beasts. A submerged vessel can also ignore ice plains unless forced to surface underneath one, in which case treat it as a collision. The vessel is also stuck unless the player rolls a 6+ at the start of the ships movement.

An Ice breaker can be purchased for other vessels at 25points per ship.

NORSE DWARF

SHIP OF THE LINE

STORM HAMMER

CREW 2

3	4	5	6
RAM SAVE 4, 5 or 6 Ram Lost.	BRIDGE SAVE 6	STEAM ENGINE SAVE 4, 5 or 6 Reduces the Storm Hammer's Move by 4"	STEAM ENGINE SAVE 6 Reduces the Storm Hammer's Move by 4"
BELOW WATERLINE Save 4, 5 or 6			
SINKS			

HELIX SCREW: 8"

BATTLE HONOURS: 1

NORSE DWARF

SHIP OF THE LINE

STORM MAIDEN

CREW 3

3		4	5	6
TURNTABLE SAVE 4, 5 or 6 First hit destroys one steam ballista battery. Second hit destroys the second steam ballista battery.		BRIDGE SAVE 6	STEAM ENGINE SAVE 4, 5 or 6 Reduces the Storm Hammer's Move by 4"	STEAM ENGINE SAVE 5 or 6 Reduces the Storm Hammer's Move by 4"
BELOW WATERLINE Save 3, 4, 5 or 6				
SINKS				

HELIX SCREW: 8"

BATTLE HONOURS: 2

NORSE DWARF

SHIP OF THE LINE

STORM MAIDEN

CREW 3

TURNABLE
SAVE 4, 5 or 6
First hit destroys one
steam ballista battery.
Second hit destroys the
second steam ballista battery.

3

BRIDGE
SAVE 6

4

STEAM ENGINE
SAVE 4, 5 or 6
Reduces the
Storm Hammer's
Move by 4"

5

STEAM ENGINE
SAVE 5 or 6
Reduces the
Storm Hammer's
Move by 4"

6

BELOW WATERLINE
Save 3, 4, 5 or 6

SINKS

HELIX SCREW: 8"

BATTLE HONOURS: 2

NORSE DWARF

SHIP OF THE LINE

STORM MAIDEN

CREW 3

TURNABLE
SAVE 4, 5 or 6
First hit destroys one
steam ballista battery.
Second hit destroys the
second steam ballista battery.

3

BRIDGE
SAVE 6

4

STEAM ENGINE
SAVE 4, 5 or 6
Reduces the
Storm Hammer's
Move by 4"

5

STEAM ENGINE
SAVE 5 or 6
Reduces the
Storm Hammer's
Move by 4"

6

BELOW WATERLINE
Save 3, 4, 5 or 6

SINKS

HELIX SCREW: 8"

BATTLE HONOURS: 2

NORSE DWARF

MAN O' WAR

STORM RIDER

CREW 4

2

STEAM BALLISTA
SAVE 4, 5 or 6
One forward
steam ballista lost.

3

STEAM BALLISTA
SAVE 4, 5 or 6
One forward
steam ballista lost.

4

STACK
SAVE 6

5

STEAM BALLISTA
SAVE 5 or 6
One rear
steam ballista lost.

6

STEAM BALLISTA
SAVE 5 or 6
One rear
steam ballista lost

2

BOW
SAVE 6

3

HULL
SAVE 6

4

BROADSIDE BALLISTA
SAVE 4, 5 or 6
Broadside
steam ballista lost.

5

STEAM ENGINE
SAVE 4, 5 or 6
Reduces
Movement by 4"

6

STEAM ENGINE
SAVE 6
Reduces
Movement by 4"

NO EFFECT

NO EFFECT

SINKS

BELOW WATERLINE
Save 3, 4, 5 or 6

HELIX SCREW: 8"

BATTLE HONOURS: 4

NAME:

NORSE DWARF STORM RIDER

CREW
4

MAN O' WAR

2 STEAM BALLISTA SAVE 4, 5 or 6 One forward steam ballista lost.		3 STEAM BALLISTA SAVE 4, 5 or 6 One forward steam ballista lost.		4 STACK SAVE 6		5 STEAM BALLISTA SAVE 5 or 6 One rear steam ballista lost.		6 STEAM BALLISTA SAVE 5 or 6 One rear steam ballista lost.		HIGH LOW
2 BOW SAVE 6		3 HULL SAVE 6		4 BROADSIDE BALLISTA SAVE 4, 5 or 6 Broadside steam ballista lost.		5 STEAM ENGINE SAVE 4, 5 or 6 Reduces Movement by 4"		6 STEAM ENGINE SAVE 6 Reduces Movement by 4"		
NO EFFECT		NO EFFECT		SINKS		BELOW WATERLINE Save 3, 4, 5 or 6				

HELIX SCREW: 8"

BATTLE HONOURS: 4

NAME:

NORSE DWARF STORM ANVIL

CREW
5

MAN O' WAR

2 SUPPORT SAVE 6		3 SUPPORT SAVE 5 or 6		4 ANVIL OF DOOM SAVE 4, 5 or 6 Each point of damage reduces the number of dice the Runesmith can roll for the Anvil each turn.				5 SUPPORT SAVE 6		6 SUPPORT SAVE 6		HIGH LOW
2 BOW SAVE 5 or 6		3 STEAM ENGINE SAVE 4, 5 or 6 Reduces Movement by 2"		4 HULL SAVE 6		5 STEAM ENGINE SAVE 4, 5 or 6 Reduces Movement by 2"		6 STEAM ENGINE SAVE 4, 5 or 6 Reduces Movement by 4"				
NO EFFECT		NO EFFECT		NO EFFECT		SINKS		BELOW WATERLINE Save 3, 4, 5 or 6				

HELIX SCREW: 8"

BATTLE HONOURS: 4

NAME: