



NORSE MARAUDERS

Project Norse, Norse Marauder Army
(V. 3.04)

NORSE MAGIC

Use the Chaos list for the time being, I haven't yet fully decided on the nature of the spell list. There will be a fireball like spell though; I've just got to figure out the other three.

NOTES

I've changed the Were into 'normal' monsters, but they can go through difficult terrain.

I've changed the War Mammoth rules, having it as an APC was a nice idea, but too impractical to implement. It's got some special rules for use in sieges though, which still gives it something different. I may add something else if I can think of something to keep it from being a furry Steggadon.

I've altered the Horn Resounding & Valkyries rules a bit; it was too difficult to summon the Valkyries as it stood.

I've increased the command of the Shaman to 8. I am intrinsically against command 8 spell casters, as it makes a list too command efficient and you see very few heroes. However, the Norse list is pretty much just consists of medium infantry, a bit of heavy infantry, some nasty monsters and a small amount of light cavalry. So 90% of charges that go in will be from within 20cm, so a command 8 spell caster if anything re-balances the list. However, I'm very open to changing it back if no one takes any heroes.

Lastly, please play with this list. I need as much feedback as possible in order to get the list to a playable status. Or more to the point to get it to a stage where it's good enough for publication. This is especially true as to be honest; I'm rubbish at using infantry.

So if you have any comments on the list, especially if they are as a result of play testing, please send them to stomm@stomm.com

NORSE MARAUDER ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points Per Unit</i>	<i>Min/Max</i>	<i>Special</i>
<i>Bondsmen</i>	Infantry	3	3	5+	-	3	60	2/-	-
<i>Stormguard</i>	Infantry	4	3	4+	-	3	120	1/4	-
<i>Huntsmen</i>	Infantry	3/1	3	6+	-	3	60	-/-	-
<i>Berserkers</i>	Infantry	5	3	-	-	3	70	-/1	*1
<i>Were</i>	Monster	4	4	5+	-	3	140	-/1	*2
<i>Cavalry</i>	Cavalry	3	3	5+	-	+1	90	-/4	-
<i>Storm Giant</i>	Monster	8	8	5+	-	1	170	-/-	*3
<i>War Mammoth</i>	Monster	8	10	5+	-	3	250	-/1	*4
<i>Jarl</i>	General	+2	-	-	9	1	125	1	-
<i>Hero</i>	Hero	+1	-	-	8	1	80	1	-
<i>Shaman</i>	Wizard	+1	-	-	8	1	90	1	-
<i>Were Kin</i>	Monstrous Mount	+2	-	-	-	1	60	-/1	*5
<i>Horn Resounding</i>	Chariot Mount	+1	-	-	-	1	80	-/-	*6
<i>Valkyries</i>	Monster	3	3	4+	-	3	-	-/1	*7

Special Rules

1. Berserkers. The Norse are famously fond of their ale, so much so that they've been known to wage war to obtain a decent stock for the winter. However some Norse when they have more than the slightest drop of Mead go into a berserk frenzy where they feel no pain and fear nothing. A bit annoying in the Mead Hall, but very useful on the battlefield.

Such is the eagerness to get into combat that a unit of Berserkers will always use its initiative to charge an enemy if possible and can't be given orders instead. They'll never use their initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat, they must pursue or advance where possible. Berserkers are unaffected by enemies that cause terror in combat, so they do not suffer the usual -1 Attack modifier

2. Were. Because of their rather bestial nature the only character s with the Were Kin Character upgrade may join units of Were. In addition to this, the rather independent nature of the Were means that they cannot be brigaded with any units other than other Were and suffer a -1 command penalty. However due to their close affinity with the wild, they can not only move through difficult terrain as infantry can, they also suffer no command penalties when moving through difficult terrain.

3. Storm Giant. The Norse Storm Giant is much more intelligent than the giant found in the armies of the Orcs and Goblins, or those on the island of Albion. They are the last true vestiges of a once proud race of giants. Because of their sheer size they cause terror in combat. In addition due to their rather impetuous nature Storm Giants must initiative charge any enemy monsters if they can do so.

4. War mammoth. The Norse War Mammoth is a huge creature used by the Norse on the battlefield, especially against fortified opponents where its ability to swipe troops on the ramparts with its trunk is most useful.

The war Mammoth is a truly huge monster, so is based on a 6x4cm base. It causes terror and may attack troops on ramparts with its trunk in the same manner as a giant. Or conversely it may elect to batter a wall section or gateway with its tusks in the same manner as a battering ram.

One last option available in a siege is that if a Norse war Mammoth is in base contact with a wall section, then one Norse infantry unit may assault that wall section via the Mammoth, climbing up ladders and ropes at the rear of the Mammoth and using boarding ramps and the like to assault the fortress walls. This is not quite as effective as assaulting from a siege tower, so the enemy being assaulted only counts as defended rather than in the open, but its much better than it counting as fortified. If a unit assaults in this manor, then the War

Mammoth may not attack with its trunk or batter the walls; as to do so would result in attacking your own troops or bringing a wall section down from under them, not a good idea.

5. Were Kin. The Were Kin monstrous mount option may be taken by any character, but is not actually a mount as such, more an upgrade. A character with the Were Kin upgrade causes a unit he with which he is attached to cause terror in combat. In addition there are no penalties with terrain, as you would have with a normal character mount, just treat the character as having +2 extra attacks and causing terror. In addition when ordering units of Were, a character with the Were Kin upgrade gets a +1 bonus to his command rating due to Were Kin's affinity with the Were.

6. Horn Resounding. A single Shaman in a Norse army may be given the Horn Resounding as a chariot mount upgrade. This not only gives some benefit in close combat but also allows the Shaman to summon the Valkyries to aid the army in battle.

7. Valkries. The first precondition for summoning the Valkyries is that at least one stand of Norse must have been destroyed in a previous combat phase. The second precondition is that there must be units engaged in combat within 60cm of the Shaman. Once these preconditions are met then the shaman may try to summon the Valkyries in the Norse command phase instead of issuing a normal command.

The way that this is done is that the shaman takes a command check with a -2 modifier to his command value. If the roll is successful then the Valkyries are placed on the battlefield within 20cm of the Shaman, but not into combat. The shaman may then attempt further orders on them; most likely this would be used to get the Valkyries into combat. The initial command roll is the only roll with the -2 modifier applied to the shaman's command value. However, for every Norse unit that has lost at least one stand there is a +1 positive modifier to the shaman's command value. This means that the more Norse that have already died, the greater the chance of the Valkyries turning up

In subsequent turns the Valkyries may only be ordered by the Shaman with the Horn Resounding. They can still move by initiative, but may only Home Back towards the Shaman with the Horn Resounding. In addition, if the Shaman is killed, or rolls a blunder then the Valkyries disappear from the battlefield, their job being complete. Valkyries neither add to the army's break point, nor their loss through combat or through disappearing contributes to reaching the army break point for the purposes of withdrawal.

Valkyries are flyers, thus all the rules for flyers apply. Due to their rather eerie spectral nature, not to mention the method in which they enter the battle they cause terror in combat.