

NORSE ARMY

by David Simpson

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Bondsmen	Infantry	3	3	5+	-	3	60	2/-	-
Stormguard	Infantry	4	3	4+	-	3	110	1/4	-
Huntsmen	Infantry	3/1	3	6+	-	3	65	-/-	-
Berserkers	Infantry	5	3	0	-	3	70	-/1	*1
Were	Monster	4	4	5+	-	3	120	-/1	*2
Cavalry	Cavalry	3	3	5+	-	3	90	-/4	-
Storm Giant	Monster	8	8	5+	-	1	170	-/1	*3
War Mammoth	Monster	8	10	5+	-	1	250	-/1	*4
Jarl	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Shaman	Wizard	+1	-	-	7	1	55	-/1	-
Were Kin	Hero	+3	-	-	6	1	75	-/1	*5
Horn Resounding	Mount	+1	-	-	-	1	100	-/1	*6
Valkyries	Monster	+3	3	4+	-	3	-	-/1	-

Special Rules

1. Berserkers

- always use initiative to charge - can't be given orders instead
- never use initiative to evade
- can't be driven back by shooting
- do not roll for drive-backs
- must pursue where possible
- do not suffer terror

2. Were

- based as infantry
- can only be joined by Were Kin
- do not suffer penalty for dense terrain

3. Storm Giant

- causes terror
- must use initiative to charge enemy monsters

4. War Mammoth

- based on 4cm x 6cm base with narrow edge to front
- causes terror
- may carry one infantry unit and will count as a brigade move
- may not be brigaded with any other unit than the one it is carrying

5. Were Kin

- +2 to command value when ordering Were unless other units brigaded with them
- causes terror when joined to a unit in combat

6. Horn Resounding

- one Shaman may be equipped with the Horn Resounding chariot mount
- the Shaman may summon the Valkyries as a regular order in the command phase as long as one unit of Stormguard or Bondsmen have been killed in combat AND there is a combat within 60cm
- to summon, make a command roll with a -3 modifier, if successful, place the Valkyries within 20cm
- the Valkyries may then be issued further orders as normal without the -3 modifier
- +1 to the command value for each infantry and cavalry unit destroyed
- the Valkyries may only be ordered by the Shaman with the Horn Resounding and leave the battlefield when the Shaman is killed or the Shaman rolls a blunder
- Valkyries are flyers and cause terror

Spells