

NORSE REAVERS

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The fierce Norse ravages the northern coasts of the Empire and Kislev, however they are great sailors and have raided as far as Ulthuan, Lustria and the Southlands. They sail in dragon-headed vessels known as Longships, these ships have a very shallow draft that allow them to sail in dangerously shallow waters or to beach on shores without damaging their hulls.

Norse holds no fear of death in battle, as they believe that when they die in battle they will come to Valhalla. There they will feast and fight for an eternity together with every brave Norse killed in battle. Every Norse child is raised to fight with a shield and a sword or axe and they successfully combine farmlife or sailing with warriorhood. This makes Norse settlements hard to raid as even the Norse that farm the fields do so with an axe or sword within reach. Each Norse sailor is both a sailor and a warrior, though warrior first and raiders when the opportunity arises.

The first Norse to successfully penetrate into the seas around Lustria was Losteriksson, of all the Norse before him he was the only one who lived to return to Norsca and tell his tale. This tale is told at most feasts and every time a band of brave Norse embark on a Longship to seek out the riches of Lustria themselves.

CHOICE OF WARRIORS

A Norse Reaver warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit and equip your warband. The maximum number of models in the warband is 15.

HEROES

- | | |
|-------------|---|
| Norse Noble | The warband must be lead by a Norse Noble. |
| Ulfwerener | The warband may include a single Ulfwerener. |
| Berzerkers | The warband may include up to three Berzerkers. |

HENCHMEN

- | | |
|----------|---|
| Huscarls | The warband may include up to five Huscarls |
| Bondsmen | The warband may include any number of Bondsmen. |

HEROES

NORSE NOBLE.....60 Gold Crowns

The Norse leader is a veteran of many battles and leads his Reavers toward glory in battle and raids for wealth. The more wealth a Noble returns home with the greater his honour.

Profile	M	WS	BS	S	T	W	I	A	LD
Noble	4	4	4	3	3	1	4	1	8

Weapons and armour: The Noble may be equipped with weapons and armour chosen from the Norse Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Norse Noble may use his Leadership characteristic when taking any Leadership tests.

0-1 **ULFWERENER**.....40 Gold Crowns to recruit

Among the Norse live a few unlucky individuals with their blood tainted by a wolf-curse. They are known as Ulfwereners, or Wolfwarriors, and when Morrslieb is high their tainted blood roar with bloodlust and they transform into a wolf. But such is the power of the tainted blood that whenever the Norse mind is filled with anger and thought of bloodshed the wolf threaten to appear.

Profile	M	WS	BS	S	T	W	I	A	LD
Human form	4	3	3	3	3	1	3	1	7
Wolf form	6	3	3	4	4	1	3	1	4

Weapons and armour: The Ulfwerener may be equipped with weapons and armour chosen from the Norse Equipment list, but may not be armed with missile weapons.

SPECIAL RULES

Frenzy: The Ulfwerener is subject to *Frenzy* and must charge an enemy model if he can.

Wolf form: If the Ulfwerener Frenzies then he enters wolf form as he charges the enemy. He will remain in wolf form for the rest of the battle even if the Frenzy is beaten out of him.

0-3 **BERZERKERS**.....40 Gold Crowns to recruit

All Norse are fearsome in battle, screaming blood freezing war cries and single-handedly charging enemies with no thought of their own safety. Many warriors actively work themselves into a foaming frenzy, though this also includes consuming vast quantities of beer prior to the battle.

Profile	M	WS	BS	S	T	W	I	A	LD
Berzerker	4	3	3	4	4	1	3	1	7

Weapons and armour: The Berzerkers may be equipped with weapons and armour chosen from the Norse Equipment list, but may not be armed with missile weapons.

SPECIAL RULES

Frenzy: The Berzerker is subject to *Frenzy* and must charge an enemy model if he can.

HENCHMEN (Bought in groups of 1-5 models)

0-5 **HUSCARLS**.....30 Gold Crowns to recruit

Huscarls are veterans of numerous battles and raids, they have formed strong bonds of friendship with each other. They enjoy drinking bouts as well as fighting, and they excel in both. The Huscarls will fight with grim determination to defend their household's banners.

Profile	M	WS	BS	S	T	W	I	A	LD
Huscarl	4	4	3	3	3	1	3	1	7

Weapons and armour: The Huscarls may be equipped with weapons and armour chosen from the Norse Equipment list.

BONDSMEN.....25 Gold Crowns to recruit

All Norse train to use a shield and a sword or axe when they are old enough to walk upright. The Bondsmen are both sailors and fierce warriors and form the main body of warriors in battle. Young Norse are eager to join a Reaver crew to earn honour in combat.

Profile	M	WS	BS	S	T	W	I	A	LD
Bondsman	4	3	3	3	3	1	3	1	7

Weapons and armour: The Bondsmen may be equipped with weapons and armour chosen from the Norse Equipment list.

NORSE EQUIPMENT LIST

Hand-to-hand combat

weapons:

Dagger (first free)	2 GC
Sword	5 GC
Battleaxe	5 GC
Spear	10 GC
Double-handed weapon	15 GC

Missile Weapons:

Short bow	5 GC
Throwing axe	5 GC
Javelin	5 GC
Bow	10 GC

Armour:

Shield	5 GC
Helmet	10 GC
Light armour	20 GC