

NORSE WARBAND

'O' Sigmar preserve us from the wrath of the Norsemen'

The land of Norsca lies to the far north of the Empire across the stormy sea of Claws. This is a harsh land of snow and ice with mountains of Frost and Dusk that reach unto the heavens themselves and march right down to the sea. The humans that live here are powerfully built, with large, well muscled frames and long limbs. The Norse are a bloodthirsty people whose society is based entirely around war and fighting. They make or produce very little in their inhospitable homeland and their attitude is to take whatever they need from the lands of others. Many a time their dreaded longships have brought terror and destruction to the lands of men and the other races. The Norse people live in marauder tribes or clans much like the Unberogens who were, centuries earlier, the founders of the Empire. It is for these reasons that the Norse are seen as a very primitive and uncivilised race by others and indeed many Norse tribes openly worship the dark gods of Chaos as their own.

All Norse warriors are trained in the art of war at a very young age and become skilled in the use of sword, axe and shield for their's is a brutal society where only the strongest survive. Probably because of their well-founded fearsome reputation the Norsemen have few allegiances apart from to their clan and their ancestors and so make excellent mercenaries.

Despite their brutish behaviour the Norse make superb natural sailors rivalling even the High Elves and it was indeed the Norse who were the first humans to discover Lustria and the South Lands. In their longships, the Norse sailed from the Old World to Lustria, establishing the first colony, Skeggi. The Norse plague the coast of Lustria raiding many coastal settlements but it is their desire for riches and saga that have driven them further inland to pillage the temples of the Slann.

SPECIAL RULES

All Norse Warriors are subject to the following special rules:

Seamen: The Norse are a sea faring people and spend much of their time rowing boats. To represent this, all Norse warriors get +2 to Strength when trying to row a boat.

CHOICE OF WARRIORS

A Norse Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 15.

HEROES

Jarl: Each Norse Warband must have one Jarl to lead it - no more, no less.

Berserker: Your Warband may include up to two Berserkers.

Bondsmen: Your Warband may include up to two Bondsmen.

Wulfen: Your Warband may include up to one Wulfen.



HENCHMEN

Marauders: Your Warband may include any number of Marauders.

Hunters: Your Warband may include up to five Hunters.

Wolves: Your Warband may include up to five Wolves provided it includes a Wulfen in it.

STARTING EXPERIENCE

A **Jarl** starts with 20 experience.

Berserkers start with 11 experience.

Wulfen starts with 11 experience.

Bondsmen start with 0 experience.

Henchmen start with 0 experience.

MAXIMUM CHARACTERISTICS

Norse are human, albeit rather nasty and ferocious but human all the same and so will use the human maximum characteristics from page 121 of the Mordheim rulebook.

NORSE EQUIPMENT LISTS

The following lists are used by Norse warbands to pick their weapons:

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Double-handed weapon	15 gc
Flail	15 gc

Missile Weapons

Throwing Axes (same as knives)	15gc
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Armour

Helmet	10 gc
Light armour	20 gc
Shield	.5 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Throwing Axes (same as knives)	15gc
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Armour

Helmet	10 gc
Light armour	20 gc
Shield	.5 gc

HUNTERS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Axe	.5 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Javelins	5gc
Bow	10gc

Armour

Helmet	10 gc
Shield	.5 gc



NORSE SKILL TABLES

	Combat	Shooting	Academic	Strength	Speed	Special
Jarl	✓				✓	✓
Beserker	✓			✓		✓
Wulfen	✓				✓	✓
Bondsmen	✓				✓	✓



HEROES

I JARL

70 Gold Crowns to hire

The Jarl of a Norse Warband is the most battle-hardened veteran of his group and often a lesser clan chieftain of his tribe. He has seen many battles and is used to the bloodshed. While some Jarls choose to command their forces with strategy, most just run into the fray with the rest of the warriors. However the Jarl decides to run his Warband, all of the other warriors respect him and look up to him.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	4	3	1	4	2	8

Weapons/Armour: A Jarl can be armed with weapons and armour chosen from the Heroes Equipment list.

SPECIAL RULES

Leader: Any models in the Warband within 6" of the Jarl may use his Leadership instead of their own.



0-2 BERSERKERS

50 Gold Crowns to hire

Berserkers are some of the most ferocious warriors in any Norse Warband. They have proven their worth over countless battles and have learned that death is nothing to be feared. They charge into battle without any regard for their own safety and are really quite demented.

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

Weapons/Armour: Berserkers can be armed

with weapons chosen from the Heroes Equipment list but they may never wear armour.

SPECIAL RULES

Berserkers: Berserkers are subject to *Frenzy* as detailed in the Psychology section of the Mordheim rulebook.

0-1 WULFEN

90 Gold Crowns to hire

Wulfen are Berserkers with a very rare mutation. When there is a full moon, or when blood starts flowing on the battlefield, the mysterious and deadly Wulfen turn into blood hungry beasts, part man part wolf or bear. These creatures are known and greatly feared as werewolves to most Old Worlders. These monstrous beasts tear through flesh and armour with ease with their huge claws and massive fangs as they rampage through the melee.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	4	1	4	2	7

Weapons/Armour: A Wulfen is a ravening beast of teeth and claws and may never use weapons or armour although suffers no penalty for being unarmed.

SPECIAL RULES

Fear: Wulfen are terrifying creatures to behold and cause *Fear*.

Bestial: Wulfen are ravenous beasts and therefore immune to psychology. Also despite being greatly revered by their barbarian fellows Wulfen are too feral and uncontrolled to become the leader of the warband.

0-2 BONDSMEN

15 Gold Crowns to hire

These are young fighters who are still inexperienced and they are 'bonded' to the Jarl by the oath of servitude.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	2	1	6

Weapons/Armour: Bondsmen may be equipped with weapons and armour from the Heroes Equipment list.

HENCHMEN

(MAY BE BOUGHT IN GROUPS OF 1-5 MODELS)

MARAUDERS

25 Gold Crowns to hire

Marauders are the standard warrior to any Norse Warband. They have had their share of bloodshed and have been trained since they were children. They are referred to as Marauders as they are pirates and raiders.

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

Weapons/Armour: Marauders can be armed with weapons and armour chosen from the Henchmen Equipment list.

0-5 HUNTERS

25 Gold Crowns to hire

Hunters are the most skilled in hunting wild game in Norse society. They are experts the bow as well as all of the other weapons common to the Norse. They often follow champions on voyages to offer ranged attacks as well as additional hunting skills.

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

Weapons/Armour: Hunters can be armed

with weapons and armour chosen from the Henchman Equipment list.

0-5 WOLVES

15 Gold Crowns to hire

The harsh lands of Norsca are inhabit by a great many ferocious beasts: massive wholly mammoths, vicious polar bears and wolves far larger than those encountered elsewhere in the world. Norse hunters make use of these beasts when trained and they are formidable foes.

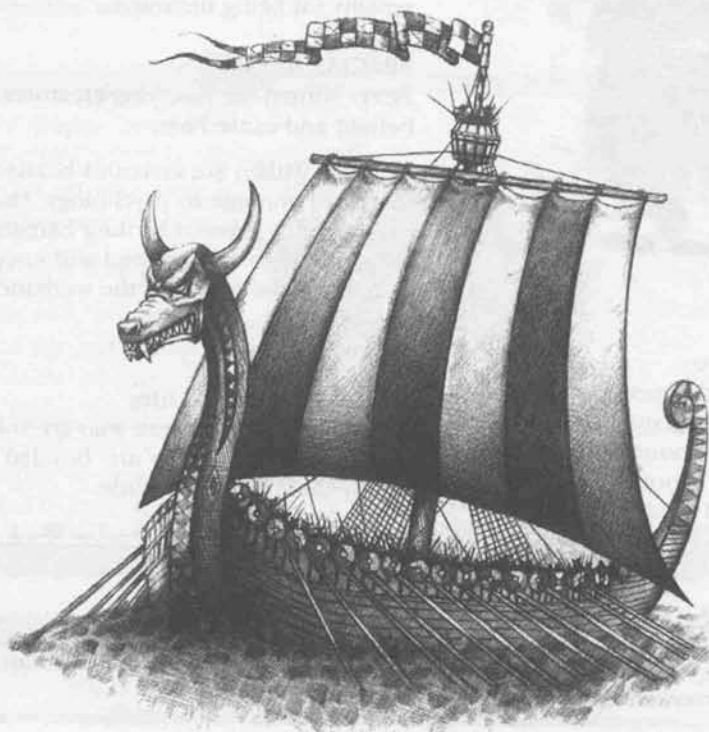
Profile	M	WS	BS	S	T	W	I	A	Ld
	9	3	0	3	3	1	3	1	5

Weapons/Armour: Wolves don't need and cannot use weapons.

SPECIAL RULES

Animals: Wolves are animals and thus do not gain experience.

Pack Leader: Wolves are feral pack animals that only respond to the strongest in their pack – the Wulfen. In the event that there are no Wulfen in the warband due to death or injury the wolves cannot be used until he is replaced.



NORSE SPECIAL SKILLS

Norse Heroes with the Special skill list available to them may use these skill lists instead of the normal ones when they gain a new skill.

SHIELD MASTER

Norse warriors begin training with shields when they are still children. Some warriors become so skilled with these weapons that they can block almost any blow against them. When this hero is armed with a shield he may parry with it in addition to getting a 6+ save.

BERSERK CHARGE

The Norse are very skilled with weapons that many other races see as primitive and savage. When this hero is armed with an axe or double handed weapon, he may re-roll all failed to hit rolls when he charges.

CRUSHING BLOW

Norse warriors train in almost all of their spare time. They are expert fighters and learn

to put all of their strength into very powerful attacks. No enemy may parry an attack made by this hero because it strikes with such power that it pushes right threw a buckler or sword.

BATTLE TONGUE

Only a hero with the leader skill may gain this skill. It allows models within 12" of him use his leadership, rather than the normal 6".

BARBARIAN COURAGE

As Norse warriors strive to die bravely in battle, they learn to fear nothing and embrace hardship. This hero never needs to take all alone tests and may re-roll failed fear tests.

By Derek Whitman

'Bow before me, for I am Thrombard Broadoak, Jarl of the Great Thane Aegsarl of the Tribe of the Great Eagle, and none will join my warhost without swearing their loyalty to me as my bondsman. We sail on the next high tide, off to the land of the Scaled Beasts, the land of gold aplenty, the land they call Lustria.'

'This is my warhost, blessed by our dark lord. Here is a thread for Skyril's spindle - see how it glows when I honour my forefathers in battle. In a dream inspired by Hraki the Trickster I received it - well has it served me as I serve Tchar, the Great Eagle. Here are Dreki and Raersk, my favoured champions - Dreki lost his eye in the Rite of Age. Well, little boy, do you still wish to take the Rite of Age? Of course you do. Those who will not take it are fools and cowards - aye, Dreki, even the Seers. I do not trust magic. Little still do I trust Rornir, that Hraki-spawn. Boy, don't look at me like that. Yes, you may come from the foothills, but you are soft in the head if you do not believe in the Wulfen.'

'But come, now is the time for your Rite. Here is the tallest point of the Hrakorn Harbour. At the bottom of the ocean bed is a

cave, full of sweet air. Do not ask me what magic it is. The Seers started it when the Tchar walked the land with his ravens. Dive into the sea, and find it. Inside you will find a horn. Blow on it twice. Then wait. Tchar be with you, boy, if I do not hear the sound from here.'

The boy stood, not shivering despite the cold. To do so would be shameful. He looked down the cliff face, into the churning sea thousands of feet below. Then he ran, jumping to throw himself far from the cliff that would dash his brains out. He fell down, into the sea, and, not even stopping for air, dived downwards.

'Thrombard, do you think he'll make it?'

'Of course not. Did you, or I? Did anyone? When he emerges, he'll see that the bravery was not the deed but taking on whatever we said. He'll make a fine addition to our warhost.' The Jarl waited, waiting for the boy to come back. Some of the boys were so fearful of shame that they never came back. They were no use. A warrior without brains is as useless as a broken axe.

Written by Tom Strasz