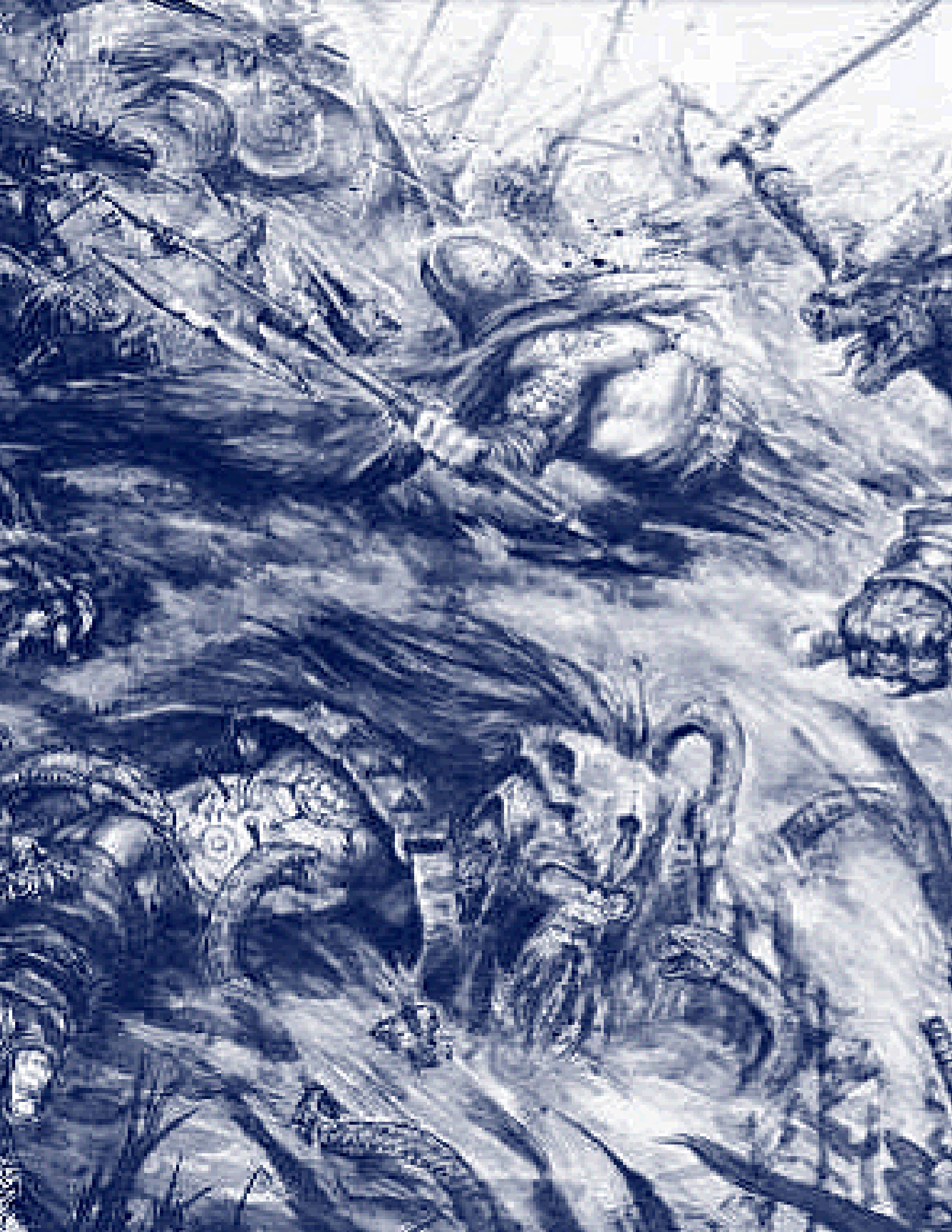




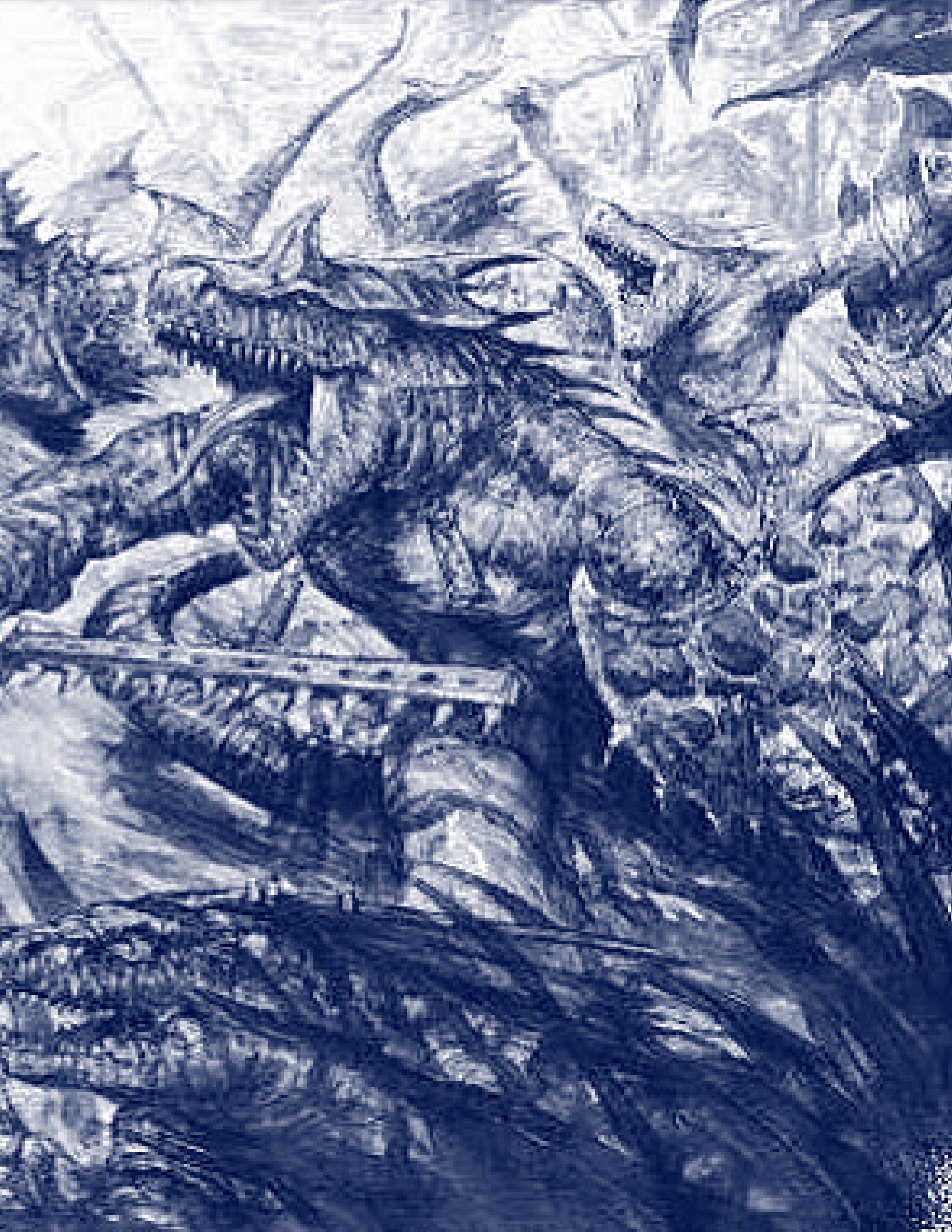
WARHAMMER ARMIES NORSE  
**WOLF BORN**

















WARHAMMER ARMY NORSE  
**WOLFBORN**



By Grim Squeaker



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# INTRODUCTION

Welcome to Warhammer Armies: Norse Tribes. This book is a guide to build a battle-line consisting of the brute Norsemen of the frozen north. All the information you need are provided by this book. I do, however, strongly recommend the 8th Edition Warhammer Basic Rule Book as this army book is written to supply those rules created by Games Workshop. I also like to note that this is an unofficial army book and is not supported by Games Workshop.

## WHY COLLECT TRIBES OF NORSCA?

In the cold north of the Old World lay the land of Norsca. Cold and forbidding it would seem unlikely that people could live there in any significant numbers. However, the Norse are a populous race and their settlements reach towards the pole to the very borders of the Chaos Wastes. Beyond the borders of the land lays the dangerous and treacherous seas of Old World. On these waters, the Norsemen sail their Longboats, Dragonships and Fleshreapers to all corners of the World, to raid and pillage. Their boats can sail the most unforgiving oceans, but they can also make passage up swallow waters. Hidden in a mystical mist, the Norse boats silently plow the riverbed, and before anyone can react, another village burns.

Within this book you will find the secrets of the Norsemen; why they seem so savage and brutally unmerciful when in battle, how they are able to use ancient runemarked powers and the Old Seidar to twist the very faith of men, the mysterious Volsong Forge of Thjazi Mountains and its magical relics of another age.

This army book contains two complete armies; Tribes of Ejsgard and Tribes of Midgard. Tribes of Ejsgard are based on the northern most part of Norsca where the three most savage tribes can be found; these tribes are: Graelings, Vargs and Aeslings. Tribes of Ejsgard have forsaken their old ways and embraced, or yielded to, the power of Chaos. Although not so different from their Northern brothers, Tribes of Midgard still worship their forefathers and the gods of old. The four tribes of Midgard can be found in the most southern part of Norsca; these tribes are: Sarls, Baersonlings, Bjornlings, and Skaelings.

## HOW THIS BOOK WORKS

Warhammer Armies books are split into sections, each of which deal with different aspects of the army. Warhammer: Norse Tribes contains:

**Raider of the Old World and Beyond.** This section describes the history of both Tribes of Ejsgard and Midgard – stories of the mystical Winter's Fury, the various tribes, the harsh winterland and the many Sagas of Norsca.

**Norse Tribes Bestiary.** This section contains units that both Tribes of Ejsgard and Tribes of Midgard can use, with full description of each entry, along its complete rules. However, sections named Tribes of Ejsgard Bestiary and Tribes of Midgard Bestiary only contains units unique to that specific army. These sections also include legendary magic items, spell lore, House Oaths and mutations.

**Tribes of Ejsgard/Midgard Army List.** The army list takes all of the troop types, war machines, and renowned heroes presented in the previous section and arrange them so you can choose an army for your games. Units are classed as either Characters (Lords or Heroes), Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing.

## FIND OUT MORE

While Warhammer: Norse Tribes contain everything you need to play a game with your army, there are always more Norse information to be found. Warhammer: Warriors of Chaos, Warhammer Fantasy rulebook, WFRPG – Snow of the Ice Queen, WFRPG – Tome of Corruption, and the magnificent Liber Chaotica. Happy Gaming!



# SAGA OF WINTER'S FURY

According to the sagas, it is said that before the coming of Chaos the land was covered in ice and all seasons were winter. No Humans walked the world as the gods had not seen fit to create them. The Jotuns peopled the ice bound mountains and forests. Large, pondering, and cunning, these giants preyed upon the great beasts of winter and strove against each other. Soon the strife ended as the strongest came to rule over the rest. His name was Yagamir the Strong and he ruled with an iron fist for hundreds of years.

One day a stranger clad in the skin of the vicious Giant White Wolf and armed with a mighty axe appeared before Yagamir. Although smaller in stature than any Jotun, the stranger radiated a power that any, but the most blind, could sense. "You have a message for me, stranger?" grunted the Jotun king. "Spit it out and be gone. I have other things to do."

"Have you noticed that the ice which dominates the land is retreating northward? Or that the world has become warmer?" Replied the stranger

"What care I for such things? It is of small consequence. And who are you to bother one such as I with trivial matters?" Yagamir asked testily.

"I am 'Winter's Fury'," responded the stranger. "I came to tell you that a time of testing approaches. The large-eyed gods that you worshipped have failed, and through their failure a time of strife is assured. Soon a great enemy will appear in the North. You and your people will be the first to feel the weight of their presence. Upon your shoulders will the outcome of the ensuing war be determined. Great will be your honour should you throw them back into the darkness. Far will be your fall should you fail. And with your fall, others will come to rule your realm."

"Be gone, 'Winter's Fury', I care not for your warnings! They are not but the ramblings of a madman or a drunkard!" taunted Yagamir.

In response, a blast of icy wind tore open the doors of Yagamir's stronghold and filled the audience chamber. Undisturbed amid the wind, 'Winter's Fury' replied in a cold, harsh voice edged with anger, "Mock me at your peril, fool! Heed not my warning if you choose! It is by your own actions that your race will be judged!" The stranger then vanished with the wind.

As 'Winter's Fury' foretold, the Jotuns were the first to face Chaos when it entered the world. Too confident were they that the Jotuns were overwhelmed by Chaos. The surviving Jotuns were scattered, their minds snapped by the horrors of Chaos. No longer would these giants be noted for their cunning, nor would they join together as a common people. Instead, the Giants became a dying race noted for their dim-wittedness.

Only Dwarves and Elves remained to oppose Chaos in the world. In the worlds beyond, the Raenir led by Olric fought the Four Powers of Chaos. Great was the fury of the battle that Chaos was driven back to the Northern Wastelands whence they entered the world.

With his cloak about him, Olric surveyed the land from which Chaos retreated and found it empty save for the Dwarves who fought the Great Enemy. The leader of the Raenir did not find this to his liking. He knew that Chaos would again threaten the world. He also knew that the great alliance between Dwarf and Elf would not be seen again. Even then, he could see that the relationship of the two Elder Races would begin to fray, and then break, in the near future.

Long did Olric hold council with the rest of the Raenir upon the eventual return of Chaos? Another race would be needed to stand against those would plunge the world into eternal darkness. One that would be more adaptable than Elf and Dwarf, one whose very diversity would create the Great Heroes would oppose Chaos in this unforgiving land. Thus it was that the Norscan race came into being. The first Norse learned to survive in the harsh land from the Raenir themselves and the heroes that they spawned.

## YAGAMIR'S CORRUPTION

For some time the warrior trekked across the Jotunheimen Mountains, seeking any sign that his quarry survived the onslaught of Chaos. He seemed oblivious to the frigid winds and driving snow which marked winter's fury. Clearly, the warrior did not need to seek shelter behind his cloak made from the pelt of the Great White Wolf. Now and then he stopped to sniff the air as if searching for a familiar scent.

Finally, Olric came to a large opening on the northern face of a large mountain peak. His quarry's scent was strong at the opening. Armed with his great axe, Kaosfaenir, the Raenir descended into the darkness. His journey into the heart of the mountain twisted ever deeper until Olric came upon a cavern illuminated by the fungi within.

"So you have come," rasped a voice from the darkness beyond the dim light. "Have you done so to gloat at my failure? Or, do you have some other business?"

"Failure would be too light a word to describe your feeble efforts against the Great Enemy. Nor do I need to gloat over one who would hide in the darkness to lick their wounds. My sole purpose was to seek you out, Yagamir, and warn you to stay far from the lands along the sea.

"Failure would be too light a word to describe your feeble efforts against the Great Enemy. Nor do I need to gloat over one who would hide in the darkness to lick their wounds. My sole purpose was to seek you out, Yagamir, and warn you to stay far from the lands along the sea. They will be given to a race which will not repeat your utter failure," replied Olric. "The Dwarfs? Hah! I will make the sea run red with their blood. Those diggers and tinkerers cannot withstand my wrath!" roared Yagamir.


"You may have been able to defeat the Dwarfs in your prime with your army. Now, I doubt if you can make them quiver. Your kingdom has been destroyed, your people struck dumb and scattered, and you hiding here having fled battle. The Dwarfs mock you and your name rather than fear you. In fact, their Slayers seek you even now," stated the Lord of the Raenir. He continued to the shifting shadow, "The Dwarfs are not the ones to inherit the land you forfeited. A new race, one of my choosing, will be the guardians of this land."

The once Jotun King leapt into the dim cavern light roaring "they will be crushed by me as surely as the darkness swallows the light!" Olric faced the giant and noted that the struggle against Chaos had greatly changed Yagamir. His flesh was covered with oozing blisters and his hair streaked with unearthly colors. Odd bones, skin protrusions, and twisting muscles erupted and changed continuously over the giant's flesh. The eyes burned with a fire that would not be easily quenched. "Unlike the others who died fighting your enemy, I grasped where the true power awaited and knew that it was destined to be mine. A pact did I make with the Powers to see your precious race destroyed before you. But now I look upon you and realize how truly puny and insignificant you are. How much greater would be my reward if you were dispatched!"



A multicolored bolt of energy raced from Yagamir's fingertips towards Olric. The Raenir Lord merely raised Kaosfaenir before him and dispersed the bolt into shards of colored light. The lights flickered briefly before they were absorbed into Kaosfaenir. "Your newly found allegiance to Chaos, coupled with your foolish attack, is proof enough that I cannot let you live. Yet, I will not give you the gift of death which would release you from your torment. There is, of course, a third choice." From his sack, Olric brought forth heavy chains and said, "These were crafted for me by the Dwarfs you so despise. Mark you that these chains carry not only Dwarven runes of power, but also runes of my devising. Thus, you shall spend your misbegotten life bound in these chains. Even your new patrons have not the power to free you before I return to pronounce judgment upon you." Although Yagamir struggled with all his titanic might, he could not prevail against the will of Olric. The mutated giant was bound and sealed in that cave by the God of Wolves. Moreover, Olric placed wards on the seal of the cave to ensure that the servants of Chaos could not enter. The exact location of the mountain was not even revealed to Olric's most devout follower and is only known by its name: Steinfensor.





## SAGA OF HJORIX

The Age of Giants had ended and mankind began to tread on newly-made Norsca. With the defeat of great Yagamir and his chaos minions, a few surviving giants sought shelter in the wastelands of the North. Yagamir's general Knutgrim, and his sons Harall and Hjorix, were three such exiles. They had escaped with their lives, their treasure and a vast trove of jotun-lore. They hid in the northern mountains until men and gods lost interest in the feud. Morrigander was seeking runes to aid mankind, and mankind were plundering the halls of the defeated giants. In time, Knutgrim took a promising half-caste as an apprentice. This giant, Vipunen, soon outstripped his master in smiting and rune-craft. For his masterpiece, Knutgrim asked the young Vipunen to forge a sword - a weapon worthy of giant-kings.

"Why did you ask me to forge such a sword?" Vipunen asked his master, as steam gushed from the quenching trough. "As an amulet, gold or silver would have been more appropriate." "Wise Knutgrim has his reasons. Do you forget that I merely dabble in smiting while my true skills are knowledge and foresight? I predict the day when I will be slain; this sword will prove the means of avenging my own death. You will name it Hevning."



That day soon came to pass. Knutgrim's first-born, Hjorix, was hateful, greedy and jealous. He conspired with Morigander for the downfall of his father. In exchange for revealing the hidden cave, Hjorix would keep the gold- hoard; Morigander would imprison Knutgrim for his vast knowledge and an ancient artefact named the Zirkhune. When Morigander and Hjorix confronted Knutgrim in the cavernous smithy, the jotun only laughed. Hjorix became enraged, grabbing the first available weapon. Hevning struck off Knutgrim's head. Knutgrim's second son, Harall, was no better than his brother; but cowardice eclipsed his other faults. During the confrontation, he hid behind a charcoal bin. Now fearing for his life, he fled. Hjorix would have cut him down as well, but Morigander shattered Hevning with his sword, saying,

"Nay, Hjorix! A coward's death is an unworthy sacrifice to the Winter's Fury."

Morigander took Knutgrim's head, planning to return life into it with his power as Herjan of Helgrim, Lord of the Slain, but he could not find the artefact he came for. Hjorix gathered up the gold-hoard and went forth to find a new hiding spot. When he arrived in what is now called Drakeberg, he built a mighty barrow and entered it with the treasure. Over the years, a transformation occurred. Perhaps the gold was cursed, or Hjorix became overthrown by the Wind of Chaos; or most likely, the blade crafted by Vipunen was cursed with horrid affliction upon the murderer of Jotuns. Now a greater black dragon, Hjorix continues to guard his ill-gotten gold.



# SAGA OF THE END TIMES

Vaino felt the influence of the gods guiding him to a deep sleep. Vaino let it happen; slowly he closed his eyes and sunk into a bottomless darkness...

He set out on his way to a land unknown. Vaino awoke on a shore of sand and skulls. He could feel a strange pull towards the north, and as he succumbed to its will, he could feel the heavy weight of the brazen sky upon his shoulders. The trail of black flowers, showing him his way, was buzzing with crimson-flecked flies breaking the stillness of the blood tasting air. For each step towards the destination, Vaino felt the heavy burden of the world's destiny lay fickle on his path. Before him at the path's end stood a tree with living souls hung upon its branches and living souls that had fed its roots in ages past. Twisted with the pain of their misguided loyalty, the shades had made their pact and now had their reward. Those same shades moaned their regrets and agony, pleading for pity from every branch and twig. Among the agonized souls sat three corpses of what were once heroes of Norsca...and they spoke. 'Who stands before the three, and will he listen?'

Vaino answered: 'I am Vaino, Valgaldrer of the North, Druid of Ice and snow, and my awareness spans beyond time and place. Who are you that speak through the tongues of dead men?'

The three men opened their eyes and spoke in turn: 'We are dead yet alive. We speak the words of the Allfather. We wield a tale of forewarning; the coming of End-times.' The man sitting in the middle introduced himself first. 'Don't you recognize me, dear friend? I bore the name Morrigander by friends, and Ravenswyrd by many. I was the warden of Norsca.' Vaino sank to his knees. Any fraction of hope left in his body slipped through his word of disbelief: 'How?' 'Does it matter?' answered the dead Aesir. The moaning of the lost souls up in the branches seemed to enliven as Vaino felt a leeching force feeding upon his despair. With an unearthly vigour Vaino broke the channel which sapped his will, regained his focus and spoke: 'Who of you go by the name Beowulf?' The man to Morrigander's left answered: 'I do, and Ingrid is the name of my brother.' Vaino let his eyes shift to his left, resting on Ingrid's dead corpse. 'So this is truly the end?' asked Vaino. 'It is the end of what is' said Morrigander.

## VAINO VALGALDRER

Vaino is believed to be born near the beginning of this decade, somewhere in the land of the Bjornlings. Many seem to think his hometown was located near the coast of Taaketskog, which is true, but many Skald stories tell us otherwise. His early years are unknown to us all. Norsca's first encounter with Vaino didn't happen before two-hundred years later when he came forth to warn his people of the upcoming chaos invasion. In the following years, up to very recently, he has made various appearances. His last was before and during Archaon's invasion, where he fought and killed the famous Khorne champion - Traknar Fellblade. Sadly, the invasion was not to be stopped, and Vaino had to watch his homeland be subdued under the power of chaos, once more...Vaino hasn't been seen since, but his work is far from done, the power of Chaos does not rest for long!

## THE RAVENSWYRD

Morrigander is a mythological character in the Norscan sagas, where he is always referred to as the Ravenswyrd. The name Ravenswyrd means; the raven that turns the tide of battle, or the raven that commands the faith of men. Many a time has the Ravenswyrd entered the battlefield in the darkest of hours to help the Norse to victory, and as swiftly as he came - he disappears.

The Norse do not worship the Ravenswyrd and do not believe he is the one who controls faith, which really is the Nornes, but they hail him as a hero chosen by the Gods to protect the Norscan lands. The Ravenswyrd is truly a guardian of the high, cold mountains of Norsca. He is the keeper of the ancient relics, prophesied to slay the great Galrauch in a single blow and summon a vast army of the godly Raenir as allies in the last battle. The Ravenswyrd is one of the few key individuals the Old World's survival depends on when the final Chaos invasion begins.

#### JORMUNGAND SAGA PROPHET

Up in the realm of Ejsgard walks a man known as the Sagaprophet. He wanders the high mountains, deep forests, and the great white winter tundra in search of knowledge to unriddle the secrets of the ancient stone in his possession; determined to unlock the untapped power of the Zirkhune. A power he will use to launch Ragnarok upon the world of the southern men.

Some men say he is doomed to walk the land of the Norse until he draws his last earthly breath, and others believe he is the incarnation of Beowulf himself, and believe he will find the secrets of the stone of moon and sun – these men all carry the mark of the bloodlord, they are the Bloodsworn. Those of the Bloodsworn, who blindly follow Jormungand's path, are known to be even more closely tied to their god, and the weave of the Norne's web are likely to remember their names in the Sagas to come.

Jormungand is the greatest wielder of magic known in Ejsgard, only rivalled by his adversary, Vaino Valgaldrer, in whole of Norsca. He has received the blessing of foresight and with a maw of daemonkin. He wields a stave which is perceived as old and gnarled, but wields potent incantations able to devour the souls of men, and yet, safeguard its wielder. The two men aware of the danger Jormungand pose to the lands of the north, is Vaino and mystical creature known as the Ravenswyrd. Aided by shadow hags, these men oppose the retinue of the Sagaprophet whenever they can, wherever they must. Even with divine aid of the Shadowy Hags, Jormungand's quest has not yet been thwarted.

Up high the mountains of Jotunheim, the ancient bloodfather stood overlooking the Aesir Pass where a gruesome army of the Glotkin marched towards the Troll Country. He sensed the presence of the vile creature named Gudrun. The tribe of Baersonlings would meet her unpleasant gifts if they didn't not subdue to the will of Nurgle. He let his eyes wander beyond the green tide of plague to the River Dypvann. Thoughts transfixed on the river's current leading down west towards the city of Olricstad, from where high king Eric Redaxe ruled his minions of Olric.

'Lord Jormungand.' The leader of the Bloodsworn was trying to get his lord's attention. Jormungand slightly turn his head in the grunt's direction, given no more indication he was listing. 'Someone is approaching, my lord.' Jormungand turned his head towards the river again and wondered what the einherjar king was doing at this very moment. Was he prepared for what would come to pass?

A vast shadow overcast Jormungand. 'King of Trollbloods, keeper of the compass, can you see what I see?' asked Jormungand. The giant king took a step towards the mountain edge and viewed the scenery ignorantly. 'What?' uttered Agnar in a guttural voice. Jormungand could feel his blood vessels close to his skin start to constrict at the very presence of the trollblooded. 'And that is the very reason why you need me, Agnar. By the current of the winds, I can foresee events not yet come to pass, I can twist the fate spun by Nornes, and I can alter your destiny so that you may accomplish your dreams, but most importantly, I can open your father's prison - the Steinfensor. Is this a bargain you can agree too?' Agnar hulked over Jormungand while opening his palm where the Compass of the Jotun King lay comfortably. 'Daemon mouth of Ejsgard, I have searched for Steinfensor for two centuries and taken every opportunity unfolded to me. I will not stop today.' Agnar lets the compass fall into the Sagaprophet's hand. Jormungand reached into his leather bag and brought out the Zirkhune, which he then placed on top of the compass – a perfect match. After few seconds of silence, Jormungand cast his eyes on Agnar. 'I know where we must go...'

---

Imagines of a world in frost flickered in Vaino's mind. 'What tidings are to be told concerning the wyrd of men? Never before have I heard aught said of this.' Morigander answered: 'Great tidings are to be told of it, and much. The first is this, that there shall come that winter which is called the Wintergrim: in that time snow shall drive from all quarters; frosts shall be great then, and winds sharp; there shall be no virtue in the sun.'



In that time brothers shall slay each other for greed's sake, and none shall spare father or son in manslaughter. Then shall happen what seems a great tidings: the black wyrm shall swallow the sun; and this shall seem to men a great harm. Then the black wyrm shall seize the moon, and again he shall work great ruin; the stars shall vanish from the heavens. Then shall come to pass these tidings also: all the earth shall tremble so, and the crags, that trees shall be torn up from the earth, and the crags fall to ruin; and all fetters and bonds shall be broken and rent. Then shall Yagamir get loose; then the sea shall gush forth upon the land, because the Jormungand serpent stirs in giant wrath and advances up onto the land. Then that too shall happen, that Dreadnail shall be loosened, the ship which is so named. Yet in this sea-flood Dreadnail shall float. Ragnar is the name of the king who steers Dreadnail. Yagamir shall advance with gaping mouth, and his lower jaw shall be against the earth, but the upper against heaven, he would gape yet more if there were room for it; frost blaze from his eyes and nostrils. The Jormungand serpent shall blow venom so that he shall sprinkle all the air and water; and he is horrifying, and shall be on one side of the Giant. In this din shall Asgard be cloven, and the sons of wastelands ride accordingly: Archaon shall ride first, and both before him and after him, burning fire.'

---

Drageberg towered before the army of Jormungand and Agnar. The ancient home of the largest dragon in the frozen north was sickening, even for the most hardened of warriors. Jormungand hesitated for a second before he started the summoning of Hjorix, the Devourer. Before long, the ground started to tremble, the mountain erupted black smoke, and the air felt void of oxygen. Suddenly a booming voice roared from Drageberg: 'who seeks to venture into an afterlife of eternal torment and pain?!' Jormungand sensed Agnar and the army were about to run off. 'Hold your ground!' yelled the Sagaprophet. Jormungand tried not to give away the tremble in his voice as he answered. 'Hjorix, slayer of Knutgrim, wealthiest creature of the north, we have come to deliver a bargain on behalf of your father.'

A giant creature of black muscle and sinew erupted from the mountain, wings spread like a blanket covering the moon and stars; the darkness was all the mortals could see and sense until the dragon landed on the mountain floor, scattering rocks beneath the snow like it were mere glass. His piercing evil eyes locked upon Jormungand: 'what of my father!?' roared the dragon. Jormungand mustered the courage to answer: 'Harall was the son of Knutgrim, but still he was only your half-brother. Your true father was



#### AGNAR GRAYSKIN

Only one Trollblooded is of pure Jotun blood and his name is Agnar. His skin is pale as the snow, his eyes blue as the winter sky, his breath cold as the Fimbul Plains, but his rage can boil the northern seas. He is war embodied, but it has not always been so...

King Agnar, chief of the Trollblooded, was a highly respected warrior and leader among his Norse kin. He was considered to be a good friend of Eric Redaxe and even leading his tribe alongside the other Tribal Kings of Norsca, but as his forefathers of old, Agnar fell to the tempting whispers of Chaos... or rather the whispers of Yagamir.

Ever since the first dream where Yagamir appeared before him, Agnar has been wandering the Mountains of Norsca, trying to decode his compass that shall lead him to the Steinfengsor – the prison of Yagamir the Jotun-father. The cost of reaching his goal will be fatal for his people but Agnar is passed caring, Chaos is ever growing in his mind.





### ERIC REDAXE

The Norse sagas speak of many great heroes, some were greater than Erik, while some were less, most however are unknown to any but the Norse themselves. Where Erik Redaxe differs is the profound effect he had on the other nations of the Old World.

Erik Redaxe is the latest Norseman to unite the many southern clans of the Norse under one banner. His career began as do most Norse sagas, when Erik grew restless of life in the cold realms of Norsca and decided to go raiding, together with some close comrades. Erik left Norsca with only one longship and a score of men, Erik arrived two years later with a dozen ships all loaded down with booty, he had sailed and raided all along the coasts between Kislev and the Bay of Corsairs, having beaten off the foul pirates, smugglers and vile criminals that inhabitant the isles of that region, Erik's Reavers were finally turned aside by a determined Sea Elf fleet.

It was after the raid upon Middenheim that Erik's rise to power amongst his own people. The Norse had been more than a century with no High King and the increased frequency of Chaos marauders in the north and cold hard winters were beginning to take their toll on the Norse. Erik returned home with untold riches, but he realised quickly that gold didn't feed people.

Knowing that the Empire would pay dearly to get a strangle hold on its former city state. Erik sent word immediately to the leader of the Empire, then Wilhelm the third. Erik ransomed the Guy du Lac to the Empire, not for Gold, but for full food Stores. Erik was hailed as the saviour of the Norse people and when he assumed the title of High King no one stood to oppose him.

Yagamir, the Jotun king.' Hjorix seemed surprised but not yet convinced: 'Human trickery. I can sense your deceiving soul wrapped with self-serving goals, which you need the mighty Devourer to accomplish.' Answered Hjorix with a sound in his voice that he was about to crush the mortals before him. 'True, I have my own agenda, don't we all? But I can prove my claim to you' Jormungand brought forth the Zirkhune and said: 'the stone of sun and moon, the artefact Knutgrim hid from you. Glance into its void and it will reveal the truth of your heritage.' Hjorix held back his aggressive stance and glared into the truth of what had been hidden from him for too long.

'What does Yagamir, father of Hjorix demand?' asked the mighty dragon. Jormungand lifted his head to meet the dragons gaze: 'Destroy what is left of Karak Drak, the dwarfen fortress that guards Steinfengsor, remove the rock that door the prison and Yagamir will gift you with the sun and moon.'

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An infected howling wind swept through the city of Olricstad. Eric Redaxe turned his head towards the northeast, to where his reports from his Norulves had located an army of the plague god. For the time being the sword from the chaos wastelands would just slash a single flesh wound into Midgard's land. Only the tribes of Baersonlings will feel the tide of war, but those savages are probably half way into Kislev by now. They never possessed any kind of patience for tactical warfare; they had always been an obstruction for Eric Redaxe's vision of a new Norsca. Eric lowered his head in disappointment, for his einherjar instincts told him he would never accomplish his dream. The Gods were growing weaker and he could no longer sense the herjan in his lands - the raven that protected his realm. Nor had Vaino sent any forewarning of this coming storm of chaos. The high king was troubled.



Vaino leaned on his staff as if he needed support to endure the outcome of his next question. 'What will stand against such evil?' whispered Vaino while staring at the brazen sky.

'When these tidings come to pass, then shall a king rise up and blow mightily in the golden horn named Horn of Callewyr, and awaken all the immortals of Asgard; and they shall hold council together. Then they shall ride to the Well of Wisdom and take counsel for themselves. Then the Ash of Tree of Ages shall tremble, and nothing then shall be without fear in Asgard or in Midgard. Then shall the Shadow-hags put on their war-weeds, and all the Champions, and advance to the field: Eric Redaxe will lead the assault as a fearsome wolf. He shall go forth against the Devourer, and Hjalmar stands forward on his other side, and can be of no avail to him, because he shall have his hands full to fight against the Serpent. The dead spirit-tongue shall contend with the servant of the trickster Yagamir, and a hard encounter shall there be between them before the hag falls: it is to be her death that she lacks those good swords, which she gave to the king of trollbloods. Then shall Yagamir be loosed, which is bound before Winter's Fury's cave: he is the greatest monster; he shall do battle with a god and it shall be his end, but not before he destroys the mind of the wolf. Hjalmar shall put to death the Serpent, and shall stride away nine paces from that spot; then shall he fall dead to the earth, because of the venom which the snake has blown at him. The Devourer shall swallow the king; that shall be his ending but straight thereafter shall the oldest of giants stride forth and set one foot upon the lower jaw of the Devourer. With one hand he shall seize the dragon's upper jaw and tear his gullet asunder; and that is the death of the Devourer. The giants, the first to stand on the ground of Norsca, shall also be the last; they shall be locked in an epic battle among corpses of men as the Dreadnail sails into the waters of formless limbo.'

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Black smoke rose from the former re-built fortress of Karak Drak. The corpses of the inhabitants formed piles upon piles in the scorched streets. Not a single dwarf had survived the wrath of Hjorix; the once mighty fortress lay in total ruins and would never again be rebuilt.

Hjorix lay in front of dwarf king's hall, indifferent to the destruction he had wrought with him. Jormungand glanced over the dragon, but could not find any wounds inflicted upon him. He smiled and said: 'Impressive, mighty Devourer. You are even more ferocious than I could ever hope to imagine. Now I will lead you to your father.' The mighty dragon rose to his feet and said: 'Show me his prison, mortal.'

#### HJALMAR GRANRAUDE

Hjalmar's size and strength is known far beyond the borders of Norsca. By Norsemen, he is known as Granraude which is the same name he goes by outside Norsca - the Great Red. Hjalmar stands 7 feet over the ground and with his red beard and long hair make his name quite fitting.

His great strength is also known in lands far and wide from Norsca - the sage of his father Gorm, the man who killed the famous giant Hrungrner in a Holmgang. Unfortunately, Gorm was struck by the giant's breathless fall after Gorm crushed its head with his hammer. The saga further reveals that no man in Gorm's village could lift of the great body of the Giant. Not until Gorm lay breathless under the Jotun's enormous weight did fourteen year old Hjalmar arrive. He walked quickly up to his father, quietly lifted the immense body and threw it on the ground as if it were the easiest thing in the world, saying as he did so, "It was a great mishap that I came so late, father; for I believe I could have slain this giant with my bare fist."

Now, as an adult Norse, Hjalmar has become the most active and successful reaver in Norsca, after Wulfrik turned to the Chaos Gods. His sails flag a black raven on a blood red banner, crossing waters-unknown to hunt relics, treasure and rare creatures. Hjalmar, the great red reaver, has the Old World as his own personal playground.



### GROA SPIRIT-TONGUE

Groa was born in the tribe of Skaeling in the year of 2360, Norse timeline. She was married away to a Bjornling Jarl right after she reached adulthood and gave birth to her son Erik shortly after. While the years passed and Erik had almost grown to a man, Groa suddenly fell ill and had to retire from her wifely duties. The Jarl Egil, her husband, forthwith married a new wife to take Groa's place. Groa turned her attention to her newly discovered talent, the Seidar.

Three years hence, Groa was growing weaker and knew her time was brief. Egil's new wife, Huldre was in the mean time trying to steer Erik to the same end as Groa - so her sons could take Erik's Jarl title. The cunning Groa then used her final strength to create a necromantic item to her son, so he could bring her back from the dead. Shortly after, Groa died and Erik was sent on an impossible quest to prove his Jarl title worthy; to find Yagamir's own prison, Steinfensor.

Groa then crafted a potion to her son and told him to pour it into Huldre's cooking. So he did. Groa had foreseen Egil's fat appetite would seal his fate, and so it happened. Erik was given the Jarl title and banished his stepmother with her kin, but his mother he never saw again...

Groa would wait forty years before emerging from the forest of Heimseter, same day as her son died. Now, 100 years later, she has become a powerful recognized Vólva in the Norse society, lending her wisdom and prophecy to Kings and Jarls.



Jormungand brought forth the compass, which now was merged with the Zirkhune. A glow of athyric magic spun the compass-rose northwards guiding the three who would now free Yagamir from his chains. As Hjorix ascended the skies and the army of Agnar and Jormungand found quarters in the dwarfen city, the two generals followed the compass to a hidden trail leading to a mountain peak overshadowing Karak Drak; the Steinfensor was within their grasp.



The trail up the peak was of no dwarfen-make. The natural path circled the mountain for miles upon miles until it finally reached a vast clearing. Upon the mountainside stood a huge rock engraved with runes from times beyond human, dwarfs and elves. Upon the peak plateau a freezing gale screamed as if it bore a pain which could not be amended. Rocks enclosed in crystal clear ice covered the floor making it hard for Jormungand to find steady footing. 'Hjorix!' hollered Jormungand. The great dragon emerged from the sky and landed as a thunderstruck. 'So, this is the palace father has called home for so many years...' mused the dragon. Jormungand gave away a modest smile as he viewed Hjorix uttered the sarcastic comment. He shielded his face from the cold wind with one hand and presented the now dismantled Zirkhune to Hjorix with the other. 'This will grant you the strength to destroy the wards of Winter's Fury. Consume it and melt the rock with your newly gained power.' Jormungand threw the Zirkhune up into the wind; the dragon snapped its jaws around the magical stone of sun and moon, and within seconds let out a roar of both might and ache. The dark skin of the dragon turned ashen gray, within and between its massive scales burned a force of flame and light. Its size grew even larger and its breath lay heavier in the air, it was a most horrifying sight to behold.

A torrent of blazing heat erupted from Hjorix's maw, the ice and snow vanished in a blink of an eye, and the barrier, which enclosed Yagamir's prison, melted into a lump of molten rock. As the rising damp was rushed away by the wind, a blanket of silence fell over the plateau.

Eric Redaxe planted his feet on the cold wooden floor, resting his weary head in his worn hands. "The Horn of Callewyr" he whispered to himself. The dream, which awoke him, repeated itself in his thoughts. Vaino had appeared, dragging the corpse of Ravenswyrd along with him through a Norse barrow, and in his other hand he bore the golden horn. Eric recognized the barrow. He'd been there as a child with his father visiting famous forefathers of old. It was the dreaded Varaland island just south of Olricstad; an island that had been overrun by the undead and draugirs in years of late. Eric knew what had to be done and for the first time in his extended Einherjar life, he knew why the Gods had spared him – he was destined to blow the golden horn and ride to war against an army which marched to end a world.

'Ragnar!' hollered Eric. Eric entered his son's house. A broad shouldered man with long blond hair and a full braided beard greeted his father half way down a set of stairs. 'I need you to gather your best Oathsworn and make preparations to set off to Varaland before midday'...



Leaning far out over the Dragonprow of his Kingship, Ulfric Grondal shielded his eyes from the spray and pulled his furs around him. Four months earlier he and three other captains had set sail from Norsca in search of booty, plunder and more hospitable climes; three Kingships crammed with proud Norse warriors and their war gear, with enough supplies to last and eventuality. The Legends of Varaland beckoned them, telling of glory beyond measure that were theirs for the taking.

No one could have foreseen the wild shifts in temperature and changes in the weather as the ships had skirted the seas of Chaos, nor the all-consuming storms which ravaged the fleet, ripping sails from masts and snapping oars as if they were matchwood. No one had expected the distorting effect of these dread waters on the fabric of time itself and its effect on the men. The three ships had drifted through storms and had been becalmed for months.

Disorientated, tired and hungry the proud warriors had run the gamut of emotion from frustration and wild-eyed anger, to despair and hopelessness. Now all thought of the Island of the Dead were gone from their minds. Their only hope lay in finding land – any land. After months at sea, the Norsemen resembled wildmen or animals; their furs were matted, their chainmail battered and rusty, their faces weather-beaten, and their hair straggling and unkempt.

Squinting through the murky fog bank, Ulfric's suspicions were confirmed: he spotted the hazy outline of a headland, no more than two leagues distant. Turning to face his crew, he cupped weather-calloused hands in front of his mount to help his words carry over the crash of the waves

and the harsh shrieking of the wind,

"Land ahead lads. Make fast for beaching!"

The words had a profound effect on the crew; where there had been tired, beaten men, rowing mechanically with no aim or direction, now there were ranks of steely-eyed warriors, shrugging off their fatigue as if waking from a terrible dream.

A wild-looking warrior, clad in thick, matted pelts leapt up beside Ulfric.

"Where are we by your reckoning, Lord?" he addressed Ulfric. His eyes gleamed in anticipation.

Ulfric pointed towards the land, now scarcely ten ships lengths away, before replying in a fierce whisper.

"I know not, Haftagg, but be sure that whatever lives on these accursed shores will fell the wrath of the Ulfwerenar before the day is out."

Haftagg grinned wildly, revealing sharply-pointed canine teeth. Throwing his head back, he let out an ear-splitting howl – a feral hunting scream to any that might hear. As one voice his hunting pack in the bows replied, and the sound of howling carried over the water from the two other Longships.

Soon swords were drawn and shields buckled on, with all thoughts of fatigue or despair forgotten. The Berserkers were nearly uncontrollable; their hideous warcries joined the rising battlesong of the Huskarls and Reavers standing ready at their battlestations...



Jormungand had walked for days without rest. The land of Norsca was almost deserted. All creatures of the icy mountains had joined either the forces of the Glottkin, Valkia or Archaon. The handful of Bloodsworn he had handpicked before splitting up with Agnar, Yagamir and Hjorix, had been of no use; better safe than sorry, Jormungand thought to himself.

Yagamir, after his release from Steinfensor, gave each of the warlords a task to complete. Agnar took the army and advanced upon Olricstad; on the way there, his task is to destroy every village, town and city that belongs to the people who took this land from Yagamir. Hjorix will join Agnar after he destroys the army of Giants, lead by Stormjarl, which was on their way to Eric Redaxe's aid; Stormjarl's foresight had not failed Norsca in the past and yet again, Stormjarl's powers serves the High King. Funnily enough, Jormungand was on his way to Stormjarl's home of Ejsgard, to the Ice Fields of Drergen Mort. There he would summon the most gigantic apparitions Norsca had ever seen; an apparition of Jotuns. Yagamir had revealed the secret burial ground of his lost kin, below the surface of the ocean and its floor, laid giants of an ancient time, waiting to be summoned and wreck havoc upon the southern coast of Norsca – at Olricstad's harbours.



...As the hulls of the ships grated on the sands, Ulfric could see no sign that any alert had been raised by the dead inhabitants of this gloomy island. The Norse warriors leapt over the side into the freezing high waters as the ships ground to a stop.

Fog swirled about them, and a sharp tide tugged at his legs, but Ulfric laughed and led his men up the beach towards the lights. With swords drawn, and battle lust coursing through their veins, they ran.

There were over a hundred Norse warriors in all – as fine a fighting force would be seen anywhere in the Known World. The shadowy forms of the werewolves bounded ahead of the main force, closely followed by the screaming, enraged Berserkers.

The lights of the building loomed near, and through the fog Ulfric discerned a wall. Beyond it huddled what could be a temple. Pale lights gleamed in the window and a sad, mournful chanting carried on the wet air. Ulfric urged the Berserkers to smash down the stout gates.

The gates collapsed inwards under the force of the blows, and the Norsemen streamed into the darkened courtyard beyond. Dimly lit figures emerged from the building, their heads bent as if in prayer. Not one of the Norsemen noticed the great gates swing shut behind them, so intent were they on revenge.

Then the fog cleared for a moment, and Ulfric screamed. He stared at the rictus grin of a long dead skeleton, whose grasping fingers had a firm grip on his ankle. Around him, the cowed corpses began to move. His men backed off, fear in their eyes.

Around the Norsemen the earth was moving, fingers poking through the soft soil like worms surfacing after a rain-shower.

"Make for the ships. This is the island of the Lord Helenir Himself," Ulfric shouted.

He knew he had to stop the retreat becoming a rout. Grabbing the skeleton hand at his ankle free, he held it aloft and hurled it into the air.

"Stick together, for our sword smash bone as well as flesh," he shouted, grinned at the nearest Warriors. Taking heart, they re-grouped and began a swift retreat to the gates.

But the gates had locked behind them, and this time, Ulfric realised they would not open so easily. All around, cowed figures staggered towards them through the fog.

"From a Shieldwall," he cried. "If we are to die, let us go to the Gods with honour, standing on a pile of bones and broken skulls. Unfurl the banner and sound the Warcry; we are Norsemen and will not be taken lightly!"



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# WOLFBORN

## FIRST ERA

The Norsii inhabitant the Lands which would later be named Norsca. All tribes banner under one king. First Norse migrations to foreign lands starts, which results in many colonies around the world of Warhammer. A capital is raised along with laws, but unfortunately, King Beowulf dies and the tribes, again, split up and the three northern-most tribes neglect their olden ways and embrace the chaos gods as their new deity.

**1300 FIRST CAPITAL OF NORSCA:** City of Olricstaad founded by King Magnus IV

**1755 A SAGA IS BORN:** High King Beowulf leads his men to north towards the Chaos Wastes, fighting beside his brother Ingrid at the battle of Norduven, where they slew a Greater Daemon of Khorne. After the battle, they pursue the fleeing Chaos Warriors and Beastmen into the depths of the Chaos Wastes and were never seen again.

**1035 RUNES AND LAWS:** High King Magnus Lawmaker recreates the Kingdom of Norsca, with all tribes under one strong leader. The rune language of the Norse is created and Magnus also creates the Norse calendar. But most importantly, he writes down a law called Wergild. This is second time all tribes are united under one High King.

**1115 BLACK PLAGUE:** The Black Plague spreads to Norsca. Death of High King Snorri the Unlucky, who is killed by the plague. Kingdom of Norsca breaks up into original tribal lands.

**792 FIRST HIGH KING:** Knut Thorisson begins 5 year campaign to unifying Norsca. He becomes the first High King of Norsca that truly unites all the tribes.

**888 COLONY OF SKEGGI:** Losteriksson steps upon the shores of the New World and establishes the colony of Skeggi, and begins an era of Norse raiding throughout Lustria.

**-1500 THE NORSII:** Human tribe called Norsii live peacefully in the Empire lands now called Forest of Shadows. They were race of Humans who were blond, large and well-formed. They harvested the bounty of the seas, hunting in the woods and ate what they could coax from the ground through crude farming techniques. Norsii worshiped strange Gods and followed even stranger customs.

**1 PEOPLE OF NORSCA:** The Empire is founded by Warrior-King Sigmar. He scatters the ancient Norsii people, who still lived on the shores of Sea of Claws. These people fled to east. The Ungols of the Kislev-lands drove them to north into Norsca. Greatest hero of the Norsii, Ekil Bloodheart, is killed during these battles. Norsii refugees found the original Norsii people from Norsca. With wandering tribes of Kurgans, that have migrated from Chaos Wastes, all these people mix and finally creating The Norse people.

START



# TIMELINE

**2250 VAINO:** First legends about Vaino, who is also called "Valgalder of North" and later "Northern Druid".

**2505 TZEENTCH AND EJSRGARD UNITE:** Chaos Champion of Tzeentch Arek Demonclaw gathers great Chaos horde among the lands of Kurgan. This army is joined by the Aeslings, Sarls and Vargs. They enter Kislev from Blackblood Pass and finally attack Praag. The chaos army is defeated.

## SECOND ERA

The Norsii inhabitant the Lands which would later be named Norsca. All tribes banner under one king. First Norse migrations to foreign lands starts, which results in many colonies around the world of Warhammer. A capital is raised along with laws, but unfortunately, King Beowulf dies and the tribes, again, split up and the three northern-most tribes neglect their olden ways and embrace the chaos gods as their new deity.

**2514 A WAR ENDS:** Jarl Gustav "Holy Warrior" Swer ends his crusade against the Chaos forces of Aeslings, Graelings and Vargs. He returns to Gottborg and soon after is crowned as king of Bjornlings. He renames Gottborg as Swerborg making it his capital. After four months he is crowned as the High King of Midgard - High Kings realm.

**2506 MIDGARD WAGE WAR ON EJSRGARD:** Jarl Gustav Swer continues his revenge against the Chaos forces and against the Northern Tribes. He unites many clans under his flag.

**2524 THE END TIMES:** The end of all that was started the year of the imperial calendar 2524. The Chaos Gods destroys the Old World and turns their attention to other worlds while only a spark of life is left in the darkness that followed.

**2518 A NEW HIGH KING:** Erik Redaxe returns home from his many year raids, is quickly crowned High King and tries to re-open trade-relations with Marienburg, the Empire and Kislev. Especially Jarl Larus Haraldursson, son of Jarl Thur Haraldursson, new jarl of Turui makes contacts to ravaged Kislev.

**1 START OF A NEW CYCLE:** The new Gods leads the Drailnail back to, or shows the Norse their lost land. A re-settlement starts, expanding quickly over the lands they now rule. The people is divided into Kinships ruled under a single king - the bloodline of Rangnar Redaxe.

**2526 ERA OF DRIFTING:** The Dradnail sailed the Realms of Chaos in a era when time was not measured. Everything stood still; no aging, hunger, words or thoughts, only an empty space where a tree of ages grew and formed to what is now a world of worlds.

END





# THE WOLFBORN

The Norse are a warrior race that live in a realm of northern lands. They are famous throughout the World as great fighters and magnificent sailors. Norse Wolfships have crossed the oceans of the world roots to raid all races known to the wolfborn. Few races are unknown to the mighty steersmen of the Norse, because they have created maps since the Era of Drifting. The Norse themselves are tall and fair-skinned.

They have piercing blue eyes, blond hair and broad muscled chests. They favour moustaches and long beards and are frequently seen with braided hair. When not gathering for a battle or raiding down the world roots, the Norse spends their time hunting, drinking and fighting amongst them self. When they go to war the Norse gather in huge bands and set off to find the enemy. They have few subtleties about their tactics, preferring to rush headlong at their enemies and overwhelm them with the force of the charge and their innate ferocity. The Norse are raised from an early age to wield a sword and shield, and many of their youngest warriors are but 14 or 15 years old. The harsh climate and rugged lifestyle of the Norse means they are used to hardships, and their love of battle means there are few inexperienced warriors in a Norse Warhird. The reason they excel at war is due more to the fact that they are ferocious and well trained fighters, rather than any particular wealth of tactical skill or strategic knowledge.

The Norse people live in kinships, each of which consists of a number of houses. The smallest kinship have but a single house, but some of the most dominant kinships, such as Ulfkin and Volvakin number over a hundred houses and thousands of warriors. Each house is a wholly self-contained entity, but the leaders of each house owe fealty to the Wolf Earl, the kinship leader. A kinship's day to day life is supervised at a local level, but overall hunting rights, organisation of Warhirds and similar large scale enterprises is made at the council of elders who advise the Wolf Earl.

Sometimes two or more kinships unite for a common cause or against a particularly dangerous foe and one of the Wolf Earls have to become the overall general of the contingent. This is usually sorted out fairly quickly. Each Earl aspiring to the position simply states to the assembled warriors why he should be in charge, what victories he has won before and why he thinks the other aspirants should be under his command. The other warriors then choose which of the leaders they want. If the decision is still disputed the contested Earls sort out their rights by trial of combat. If one manages to kill the other he gains the position of Wolf Earl.

In battle, Norse manage to sweep away their foes simply by the raw aggression they unleash. Since they are raised from birth as fighters they are highly skilled with all manner of weapons, though swords, axes and hammers are favourites





# WOLF BORN HOUSES

## KINSHIP

The new Norse settlement is comprised of one big tribe, which is again divided into house kinships. Unlike pre-End Times, the Norse were split into seven major tribes and hundreds of thousands different clans. The Wolfborn didn't want to divide their people again after experience the fall of their northern kin; now which is just re-told in sagas. As a result, the Wolfborn have closer loyalties to family, kinship and tribe.

Kinships are groups of families tied together by a common cause, like raiding, crafts, and saga keeping to name a few. The head of the kinship is the Wolf Earl, and his rule within the kinship is absolute. Under him are nine War Chieftains selected by the Wolf Earl. Each of these of War Chieftains owns a Wolfship and a retinue of warriors, which is a part of the Wolfborn standing active army.

Although kinships have a vast army of trained and experienced warriors, most of the kinship members are put to work providing the necessities to provide a life in their new homeland. Trade of goods are handled between house kinships, as kinships produce a certain set of products necessary for the Wolfborn.

**VARNAKIN**

**BERSERKIN**

**SKOGULKIN**

**GODAKIN**

**ULFKIN**

**MALKIN**

**VOLVKIN**

**FAERKIN**

**DAINNKIN**



**ULFKIN:** This is the kinship of the current king, Ragnar Ulfgrim- decentdant of the ancient High Kings. The Ulfkin has the largest standing army of the Wolfborn kinships and the largest amount of members are affected by the wolf-spirit; Ulfjarls, Ulfwerenars and Skin Wolves - therefore they have taken the symbol of Grylysa.



**GODAKIN:** The Godakin is the kinship of Rune Priests that does not have a Wolf Earl. This kinship does not provide any goods or merchandise, but rather use their time to do the work of Grylysa and Ravenswyrd, crafting Rune Sticks and Tempest Runes. They have taken the symbol of the Storm-Beast.



**VOLVKIN:** As the Godakin, the Volvkin does little to contribute to the continuous life in the Wolfborn society or have a Wolf Earl, but these individuals are the house that prophesise the future, do predictions for their warrior leaders. They use the symbol of the dead, those who speak to them.



**MALKIN:** Malkin is the keepers of the ancient sagas. They guard the shrines where these old texts lay – the most precious to the Wolfborn. This kinship's Wolf Earl is Invaldir Bookbearer. The kinship has taken the symbol of the Spirit-Skjald.



**FAERKIN:** The Faerkin is the kinship of the raiders, but these world-faring warriors also build and repair all Wolfships. This kinship is currently lead by a Wolf Earl named Egil Faerfang, famous for being a cunning and deadly warfare stagiist. Carries the symbol of the Silent Wolf.



**SKOGULKIN:** Skogulkin is the kinship of the maiden warriors. The shield-bearers are both of mortals and immortals as Shadow Hags walk among them in everyday life. Currently the Wolf Earl is a mortal maiden named Hildni Skogulkin . mother of Thora Skogulkin. Carries the symbol of the Fanged Shield.



**BERSERKIN:** Berserkin is an unusual kinship lead by the moonstruck Skard Ironbear. This kinship house is responsible for the entertainment in the gladiator arenas, which the Wolfborn call Bloodfields; here they fight all sorts of beasts, captured enemies and other Wolfborn. They bear the symbol of the Fenrisian Rage.



**VARNAKIN:** Varnakin is the kinship of crafters – those who protect and use the ancient Forge of Thjazi. Varnakin is the richest kinship in relics, weapons and magical artefacts. The Wolf Earl is the famous smith Yrjarl Redhammer, the man who re-forged the Battle-Troll. Carries the symbol of Grylysa's paw.



**DAINNKIN:** Dainnkin is the house of Beastmasters. The kinship that is responsible for hunting, domesticating, and taming wild beasts. The Wolf Earl in this kinship is a grimly figure named Ketil Bloodmaw, although the more famous icon is this kinship is jokull. These beast-tamers carry the symbol of the Wolf's Trail.







## RAVENSWYRD

Ravenswyrd is the God of death and fate. When Grylysa and her Valkyrkin decent on a battlefield after the encounter were fought to feed upon the fallen enemies of the Wolfborn, Ravenswyrd walks among the dead Wolfborn and brings them to his hall of victory. Here the newly dead can enjoy the company of women, fight in Bloodfields all day long, while drinking and eating the meals of Gods.

Ravenswyrd is often viewed as a raven, and therefore, whenever a Wolfborn sees a single raven sitting on the ground, it is regarded as a symbol of life changing event is about to occur. Ravenswyrd is the God who cares for the Vikti Seers and bless them with foresight and the ability to control, summon and invoke the spirits of their forefathers. As the warriors of steel are considered to be the children of Grylysa, so the warriors of the magic belong to Ravenswyrd.

Ravenswyrd's immortal servants are Shadow Hags of the Herjankin. Unlike the Valkyrkin, the Herjankin are black haired and shadowy in their form. They dance, almost invisible, on the battlefield, raising the dead back to life or descending doom upon the enemies.



# GRYLYSA

Of the two Gods of the Norse, Grylysa seems to be the most understood. She howls to her pack on the battlefield like a mother to a cub, driving them forth in a battle-lust few races can mirror. She represents War and Winter, and unlike her husband and lover, Ravenswyrd, she only cares for the living – those who still able to swing their axes in war.

Grylysa is a nurturing and loving God for her pack. She protects them like any other mother would do, and with her, rides the Shadow Hags of the Valkyrkin – the servants of Grylysa. The Valkyrkin are beautiful immortal warrior hags with canine fangs and greyish long hair. When they ride to battle with the Wolfborn, they sling spells of wolf and winter, charge head-on into mortals with their spears and godly mounts. Most Wolfborn leader take pride in defeating their enemies without celestial help - a sacrifice to their God-mother, so it's a rare sight to behold a charge of the Valkyrkin.

Grylysa still mourns the loss of Olric. The mind of the former God was broken, but that does not lessen the pain of killing her teacher, lover, companion and friend. Now, after the End Times of men and Gods, she plays her roles as a God in a same manner as Olric did, only she takes much more part in the affairs of men – they are not on their own anymore. A mistake Olric did last cycle of men and Gods; a mistake Grylysa will not make.





## ARMY OF THE WOLFBORN

The Norse value heroism and glory above all other things. Advancement within the Wolfborn ranks is decided by a mixture of experience, ability and renown, while promotion to command will often go hand in hand with possession of suitably impressive saga. There are many stages a Norse must pass through on his way to a Wolf Earl's throne, growing from a wild and reckless new recruit as a hirdsman to an Ironcarl, possessed by temper and guile. If he is counted amongst the most acclaimed heroes of his Wolfborn pack, he may then be inducted into the unique brotherhood of deadly warriors called the Wolfborn.

Wielding iron-forged weapons from the Armoury of Thjazi and a heavy fur mantle covering their massive frames, the Wolfborn army serves the Wolf Earls and King in hope to die gloriously in battle.

The ranks of World Reavers and Royal Hirdsmen form the reliable mainstay of every Wolfborn army. These capable and versatile warriors have already served as oarsmen or shield bearers, years of battle teaching them patience and wisdom. This is not to say that World Reavers and Royal Hirdsmen are anything other than deadly at close-quarters - they are still Wolfborn, after all. Rather, a pack of World Reavers and Royal Hirdsmen will know when to charge headlong into the foe, and when to hold back from the fight and counterattack at their leader's command.

It is from the ranks of these Wolfborn that most of the more veteran Wolfborn formations are drawn. Nearly all Wolfborn will be World Reavers or Royal Hirdsman before they adopt or inherit their more specialised roles, such as an Ironcarl. For this reason, the World Reavers and Royal Hirdsmen train hard to hone all the manifold skills required in war. They can track the enemy through howling blizzards or steaming jungles alike. They can fight with a wide variety of specialised hand-to-hand weaponry with equal skill. Most importantly, they learn to read the ebb and flow of battle, remaining calm and in control of themselves no matter how much their feral nature may howl for bloodshed.

There are many specialised ranks among the Wolfborn, but the most ferocious of them are the blessed Children of Grylysa. These are soldiers who have no control over their feral nature and charge head-on without any wisdom or guile. The Warhirds of the Wolfborn use these warriors as a vanguard blitz force. Ulfwerenars, Skin Wolves and Feiknaulf are the most notorious of them, but the house of Berserkerkin also have the Vanguard Berserker formation, which is almost even more savage than the Children of Grylysa.

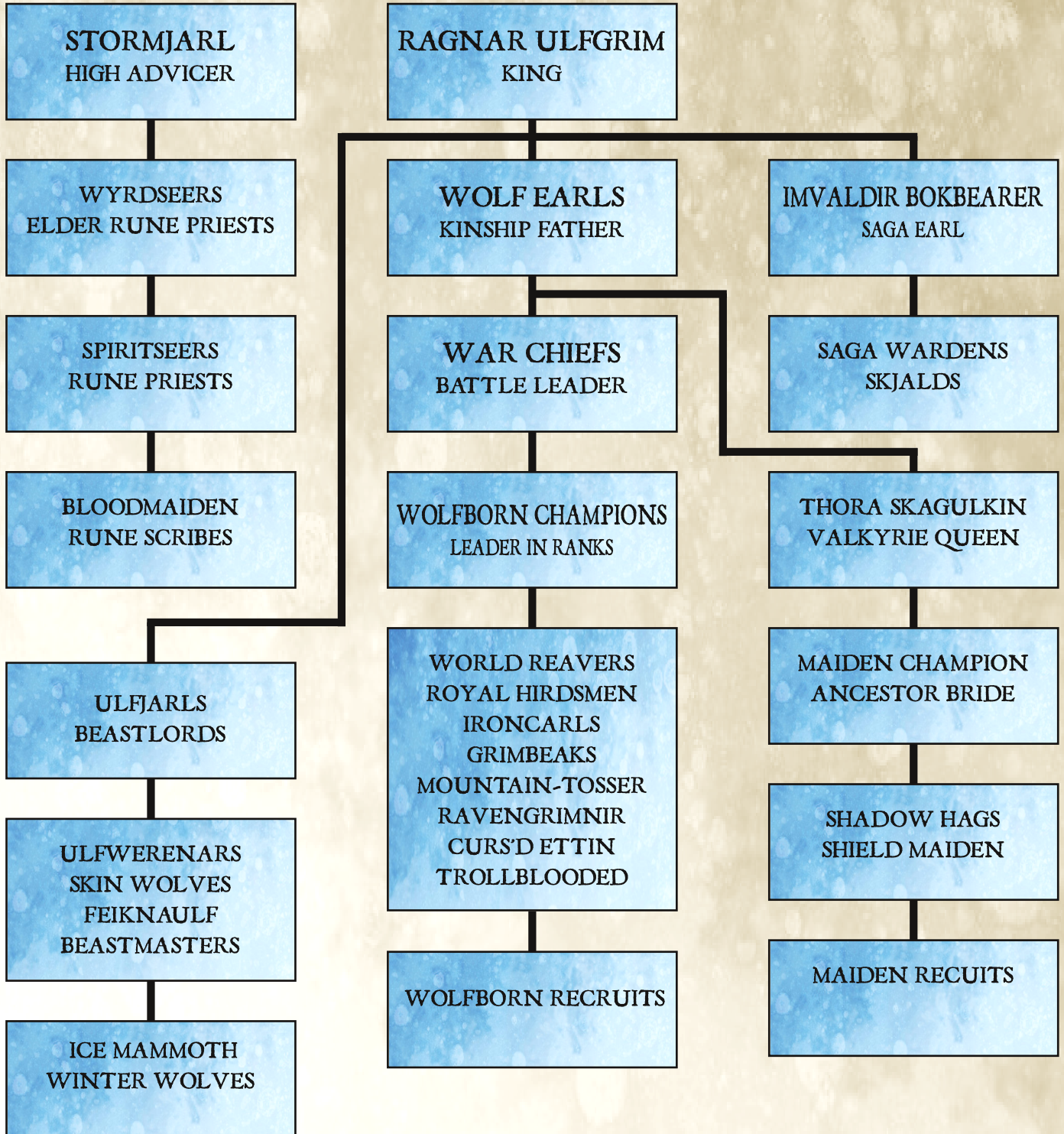
Among the warhirds walk giants of various sort; Mountain-tosser and Ravensgrimmir are the most numerous. While the Mountain-tosser often can be found behind the ranks of Wolfborn, hewing giant boulders upon the enemy, the Ravensgrimmir is a swift and deadly fiend, flying amidst the battle shrieking the call of the dead.







# RANKS OF THE WOLFBORN





## WYRD CHOSEN

Wyrd Chosen are the most fearsome Norse cavalry ever to stalk the land of mountains and snow. On top of the gigantic Fenrisian wolf sits the Einherjars, immortal warriors who have already been chosen by Grylysa to join them in the Great Hall as their hirdmen. Usually, warriors who are selected as an Einherjar by their God, immediately journey to their god to serve. But, sometimes the spirit of these chosen warriors is too strongly attached to the Old World, usually due to unresolved injustice towards the warrior's God, family or himself. In these cases, the warrior rises from his death merely seconds after his final earthly breath and continues his life as an immortal warrior in search of his destiny, which will release him from the world, and send him to join his forefathers in feast and battle. To aid the Einherjars on their quest for blood and vengeance, Grylysa gifts her children with wolves known as the Fenrisian Wolf, or the Great White Wolf.

Although the Wyrd Chosen are immortal beings, which cannot be killed by any means, they are not beings of the unliving. They breath, bleed and can be cut down as a normal man, but there stops the similarities. Both the Einherjar and the Fenrisian wolf will immediately start to heal their wounds at the moment they go unconscious and will be fully restored at the moment they awaken. Some Wyrd Chosen are known to have lived for decades before for filling their destiny – these warriors reach the martial perfectness of Elven warriors.

## FENRISIAN WOLF

Fenrisian Wolves are white coloured monstrous beast a lot more bigly than Giant Wolves. Norse calls these creatures pets of God Grylisa. Fenrisian Wolves are intelligent creatures and totally immune to the coldness of the north. They also possess strange ability to create deadly Frost Breath that they use to freeze their enemies and then eat them.

The Fenrisian, often called the Great White Wolves, are very rare, almost legendary. Even many imperial scholars think they are product of Chaos; they probably have existed before the coming of the Chaos. It could be that their race just mutated during the times after the first Great War against Chaos like mighty Jotuns.

Even these huge wolves are rare some still live in the highest and isolated corners of Norsca. Some travel in the Chaos Wastes time to time (these usually mutate even further). Mighty Frost Giants sometimes train these wolves like humans would train normal wolves. Because Great White Wolves are very intelligent they make very loyal allies.





# ULFWERENARS

Unlike the Werewolves known elsewhere in the Old World, the Ulfwerenar is a purebred species, untainted by the influence of the Chaos Moon.

The Ulfwerenar are the Wolf Warriors of Norse legends and are the fiercest berserkers and warriors the land has ever known. In their Wolf-form, the Ulfwerenar are almost the size of Dire Wolves with brownish or greyish pelts. Occasionally Ulfwerenar are born who have black or white pelts, and such individuals are considered both rare and very special; Ulfwerenar with black pelts often become great warriors and leaders, while white-furred Ulfwerenar often become visionaries and mystics of great power.

Ulfwerenar in Human form are undistinguishable from other Norse – to an outsider at least. To another Norse, however, it is a different matter; from an early age the Norse are taught how to recognize the Children of Olric so that they may be treated with the respect that they deserve. Also, for the male Ulfwerenar bodily hair is more prominent and the eyebrows more bushy than normally seen. Unlike the Chaos-inflicted Werewolves, the Ulfwerenar is completely in control of their shape changing abilities and are never subject to changing shape because of the influence of the moon, a state of frenzy or some similar cause – in fact, some of the Ulfwerenar are so proficient in the ways of shape changing that they can chose to only change part of their body – such as turning their hands into claws, which is very practical in combat.

Both male and female Ulfwerenar are more tightly muscled than ordinary Humans, and tend to be larger and stronger too. The degree of this depends entirely on how much time they spend in their animal form; it would seem that the more time they spend in animal form, the more this strengthen their physical aspect – but it also makes them less human and more atavistic, as it unleashes the divine Wolf Spirit in them.





## SKIN WOLVES

Many were the foul cults of Chaos, and many were the dark horrors of twisted flesh and nightmares made real that the Ruinous Powers have visited upon the world; few though was as strange as the Skin Wolves of legend. Witch-cursed and Chaos-tainted, these men and women, half feral and subject to savage appetites, carried within them a taint in the blood, a mutation that shows not readily as stigmata on their flesh, but slumbers within, a beast waiting to be unleashed by blood and unspeakable ritual.

Now, after the End Times, the chaos-taint of the Skin Wolf has vanished, but the wolf-beast within are still present. These frenzied creatures, whose packs are formed by kinships ties bloodlines and slaughter, care not what they kill in their bloodlust and bear no loyalty to any master, save the Ulfjarl and Wolfborn chieftains.

Only once battle is spent and a Skin Wolf has glutted itself on the raw and dripping gore of its enemies will the terrible transformation be reversed and the bubbling and overworked flesh of the Skin Wolf collapse, then like a newborn the human must tear its way out of the monster it once was.



## BERSERKER

The Berserkers are a fanatical group of warriors dedicated their lives to Grylysa – the wolf goddess. Only very few are strong enough, both physical and mentally, to become one of the Berserkerkin. It is also very common for warriors who have lost their kinships, warhird or honour to try and enter the Berserkerkin. The initiation to enter the Cult of Grylysa is one of the hardest undertakings a single warrior can experience during his life-time. Without armour or weapons, the warrior has to defeat a crazed bear that no longer belong in the wilderness. If the warrior is victorious, he will wear the skin of the defeated bear and call himself a Berserkerkin for the rest of his short-lived life.

The greatest honour they can achieve is to die gloriously in battle and then in the afterlife, step through the door of Grylysa's great hall to join her immortal warhird.

Although these men and women long for a glorious death, their lust to kill the enemy is stronger. The berserker can sustain a large amount of lethal punishment through pure psychological willpower. Needless to say, this group of warriors have no leadership other than their goddess Grylysa.





## RUNE SCRIBE

Before a initiate can become a Rune Scribe, he has to succeed a trial the Norse call 'Galderaun', which basically means 'Trial of the Song'. These apprentices wander the mountains of their land looking for artefacts of times before the new cycle. Studying what they find and surviving the trials they encounter. These journeys can be very hazardous and deadly even for a determined Norseman.

If a initiate survives the trial, he gains the title Rune Scribe and is ready for the final stage of his learning – the study in use of magicks. Before a Rune Scribe can learn the secrets of a Rune Priest, he has to learn and control the Dhar; during this process the Rune Scribe learns Dhar-protecting songs, called Galdrer, and the ancient Norse chants, The Norse chants are very basic magicks that open to the influence of Dhar. Their purpose and use is to infuriate the Norsemen into a berserk frenzy; it's the Dhar that ignites and corrupts their soul like a drug. This is another make or break point in a Rune Scribe's apprenticeship. Either they fall to the Dhar and become mind-broken or they learn to keep it at bay and become a Rune Priest.

In battle the Rune Scribes joins an army for their use of Norse chants to influence them with a magic drug that drives them into a killing frenzy.







## WAR DRAKE

In the cold and dark north, in the highest of peaks, lives Drakes that love the coldness found from those places. They are comfortable in the locations where most of the races would die for cold. Ice Drakes try to stay above the snowline during the warm summer months, but in the winter they descent even to the sea level, if it is cold enough. Storm Drakes glide in the highest peaks where magical lighting storms rages among the Athyric vortexes.

Northern Drakes are also known to be seen on the drifting Icebergs on the northern seas. Northern Drakes love Aurora Polaris, which are common sight in the northern winter sky. They seem to be mesmerized by the sight of these lights and gather to watch this phenomenon.

Not many Norse lords have the gold or man-power to breed a Drake. It requires professional hunters to find and transport the eggs, and the best of the Beastmasters to train the hatchling. When a Norse general mounts one these creatures to war, he flies over enemy regiment breathing vicious breaths of lightning and frost at them, or landing on advanced machinery, the Norsemen lack, ripping it to pieces – the terror and destruction a War-Drake can cause on a battlefield is endless.



## WARRIOR SKJALD

The general knowledge of the Skjalds of Norsca is that they are keepers of lore, the chroniclers of history. Part entertainer, part warrior, these individuals are held in high esteem. There are several different types of skjalds depending on to whom they are oath sworn. The most common type is a warrior skjald. He belongs to a warhird, raiding and pillaging the worlds of Warhammer. A warrior skjald is never put into much danger because he is a man with a gift to re-tell of their victories and heroic deeds to families and kinships back home.

The history of Norse is hidden in the many sagas and stories that are told during the long and harsh winter. The skjalds, as storytellers, were responsible for learning them word by word and later passing them on to the next generation. Now after the End Times, all sagas have been written down in great books, which is hidden and guarded by the Saga Wardens in temples of Ravenswyrd.

*The old Skjald, as Brage sometimes was called, was the Skjald of Storhalla for a long time. He was without a doubt the most skilled of them all and rightly deserved his position. Brage was also one of the wealthiest single people in Norsca, only matched by a couple of Kings. Truth be told, he didn't need any wealth considering that all his personal and professional needs was covered by Erik Redaxe, the high king. Brage's most famous work was a small poem he performed as an answer to a King of Kislev in a fete in Storhalla, who declared he was worthy of a place in the Hall of Gods.*

*Make yourself room; Here in Halls of Great;  
Whereas the Gods never will;  
For the Gods do know; Whom they caller;  
As brother to their hall*





# NORSCAN WARHIRD

## DETACHMENT

### BRANCH CHOICES (1-12 per Warhird of Norsca)

#### THE SUPPORT HIRDS OF NORSCA

##### DISIR GUARDIANS

- 1 unit of Shadow Hags or 1 unit of Wyrd Chosen

##### FORGOTTEN MAGIC

- 1 Draugmeidr

##### GATHERING OF GIANTS

- 1-3 models of Mountain-tosser, Curs'd Ettin or Feiknaulf (in any combination)

##### STEWARDS OF SAGAS

- 3 units of Saga Wardens  
• 1 Sagajarl

##### VOLVA COVEN

- 6 Vikti Bloodseers

##### BEAST PACK

- 1 Beastlord or Jokull  
• 3 unit of Beastmasters  
• 1 Norse Ice Mammoth  
• 0-3 units of Winterwolves

##### RAVENHIRD

- 2 units of Grimcrows  
• 1 Ravengrimnir

##### RUNECRAFTER KINSHIP

- 1 Elder Rune Priest  
• 2 Rune Priests

##### WOLF PACK

- 1 Ulfjarl  
• 2 unit of Ulfwerenars  
• 1 unit of Skin wolves  
• 0-1 Feiknaulf

##### BESERKER VANGUARD

- 2-5 units of World Reavers, Royal Hirdsmen or Beastmasters (in any combination)

##### WERESTALKERS

- 1 - 3 Ulfjarls

### IRMINSUL CHOICES (0-3 per Warhird of Norsca)

#### ICONS OF THE WARHIRDS

##### FATEWEAVERS

- 1 Vikti Spiritseer, Vikti Bloodseer, Stormjarl or Isdragua

##### HEROES OF NORSCA

- 1 Ragnar Ulfgrim, Wolf Earl, War Chieftain, Imvaldir Bookbearer or Thora Skogulkin

### ROOT CHOICES (1-3)

#### WARHIRDS OF NORSCA

##### RAIDING PACK

- 1 Wolf Earl or War Chieftain  
• 2 units of Norse Reavers  
• 1-3 unit of Ironcarls  
• 0-3 Welkin Dragonships  
• 0-3 units of Winterwolves

##### ROYAL HIRD

- 1 Wolf Earl or War Chieftain  
• 2 units of Royal Hirdsmen  
• 1-3 unit of Ironcarls  
• 0-1 unit of Ironcarl Cavalry  
• 0-3 units of Winterwolves

##### MAIDEN GUARD

- 1 Wolf Earl or War Chieftain  
• 1-3 Valkyrie Queen  
• 2 units of Shield Maidens  
• 1-3 units of Shadow Hags  
• 0-3 units of Winterwolves



# ARMY OF THE NORSE



The following section details background and rules information that describe the army used by the Norse Wolfborn - their warriors, their monsters, their constructions of old, and the characters that lead them to battle. This section will enable you to forge your collection of Norse miniatures into an army ready to fight battles in your games of Warhammer Fantasy Battles.

## CHOOSING AN ARMY

When choosing an army to play Warhammer Fantasy Battle, there are the Unbound method, which means taking whichever units you like, or by following the normal rules for creating a army list, which is described fully in the Warhammer Rule Book, page 134 & 135.

If you are using the Unbound method, simply use the battlescrolls later in this section. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and the Allied Detachments. Note that you can also include any of the Formations presented in this section as a part of a Battle-forged army.

The **Norscan Warhird** is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in Warhammer Fantasy Battles: the Rules, it has a Army Selection Summary Table whose slots are a combination of specific Formations and Army List Entries instead of Battlefield roles, like Lords, Heroes, Core, etc. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Warhird of Norsca are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your General is part of a Formation or an Army List Entry that makes up part of a Warhird of Norsca, that entire Warhird of Norsca is your Primary Detachment.

## NORSCAN WARHIRD DETACHMENT

The Warhird of Norsca allows you to represent the typical structure of a Norsca Wolfborn armies on the Warhammer Fantasy battlefield. Whether you wish to assemble a mighty force sent to tip the balance of fate with a vital attack, or a Norscan raiding party on the warpath, the choices on page XX will offer a great way to pick your army.

*For example, Eric's Norsca collection consists of Ragnar Bloodclaw, a Spiritseer, a Jarl, a Bloodseer, three units of Warp Reavers, three units of Winterwolves, a unit of Huscarls, a Curs'd Ettin and a Megalith Stormstone.*

*If Eric wished to organise his collection using the Warhird of Norsca Detachment, he needs to pick Raiding Pack as his Root choice where his Jarl, three Warp Reavers and Winterwolves are included. Then his Spiritseer and Bloodseer are two Fateweaver choices, Ragnar Bloodclaw a Heroes of Norsca choice, the Huscarls and Sagakeepers a Stewards of Sagas choice, and lastly, the Megalith Stormstone is a Ancient Constructs choice. Resulting in one Root, three Icons of the Warhirds, and two Branch Choices.*

### RESTRICTIONS:

This Detachment must include at least one Root choice. For each Root choice you must include between one and twelve Branch choices, in any combination, and you may also include up to three Icons of the Warhird choices, in any combination. Only the Battlescrolls listed here may be included in this Detachment.

### COMMAND BENEFITS:

**Norscan Warhird's Wolf Spirit:** Units with the Wolfborn special rule in this Detachment counts as double when calculating and consulting the Wolfborn's **Number of Units/Turns & Special Rules** table.



# BATTLESCROLLS

Each Norse unit in this book has a Battlescroll. Each Battlescroll contains a detailed description of each unit along with all the rules information that you will need to use that unit in your games of Warhammer Fantasy Battle.

## ARMY LIST ENTRIES

Each army List Entry contains the following information.

- A Race:** The unit's Race will be shown here by a symbol. All of the units described in this book have the Norsca Race.
- B Unit Categories:** The unit's Category is shown here. Units in this book have one of the following Unit Category: Lords, Heroes, Core, Special, Rare. Description for each of these categories are defined in Warhammer Fantasy Battles: *The Rules*.
- C Unit Name:** Here you will find the name of the unit.
- D Unit Description:** This section provides a description of the unit, detailing their particular strengths along with the tactics and methods they deploy to wage war in the grim world of Warhammer.
- E Point Cost:** This is the points cost of the unit without any upgrades used if you are choosing an army to a point value.
- F Unit Profile:** This section will show the profile of any model the unit can include. If mounted, use the profile with named mount in brackets.
- G Unit Type:** This refers to the unit type rules in Warhammer Fantasy Battle: *The Rules*.
- H Unit Composition:** This section will show the number and type of models that make up the basic unit, before any upgrades have been taken.
- I Equipment:** This section details the weapons, armour and other wargear the models in that unit are armed with, many of which are described in more detail either in the Glossary section of this book or in the Warhammer Fantasy Battles: *The Rules*.
- J Special Rules:** Any special rule that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are described either in the Glossary section of this book or in the Warhammer Fantasy Battles: *The Rules*.

**Profile**  
Norse Ice Mammoth  
Beastmaster

M	WS	BS	S	T	W	I	G
7	3	0	7	6	7	1	
4	4	3	3			4	

**EQUIPMENT:**  
Beastmasters  
• Spears

**SPECIAL RULES:**  
• Forefather's Call  
• Counter-attack  
• Hymns of Malice

**SPECIAL RULES:**  
• Terror  
• Large-Target  
• Scale Skin (4+)  
• Stormjari is a level 4 Wizard and uses spells from the Lore of Heavens.

**OPTIONS:**  
• May take a mount from the Norsca Mount list.

**Options:**  
May take upgrades from the Norsca Upgrade list.

**Unit Size**  
1 Norse Ice Mammoth  
8 Beastmasters

**Unit Size**  
1 (unique)

**MAGIC ITEMS**  
• **Wielder of Ejsgard (Magic Weapon):** This gives the wearer the parry special rule, as if bearer was armed with hand weapon and shield. In addition, the wearer can cast Frost Blades (see page 44) as a Bound Spell (Power Level 3).

- K Options:** A list of optional weapons and armour, mounts, and other upgrades for units and characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magical standard or take magic items at a further points cost.
- L Sagas:** Sometimes a character's Battlescroll will have a specific Saga, in which case it will be listed here.
- M Magic Items:** Some Battlescrolls have unique Magic Items, the description and rules for which will be listed here.

lives there however, border the Realm might last a whole of solace he and lies ancient lore, s the gods, casting abilities sgs and spells of is and

mjarl and l man and orse have rmjarl duous nd will door. e control go Loki stow ki it

Mammoth were once common creatures in the Warhammer world, before the Slann brought the planet closer to the sun, and driving back the frozen wastes. Today, only a few of these huge and majestic monstrosities survive to the northern world. The Mammoth is one of the largest Land bound creatures in the World. Descended from the truly huge of the time before the Elves, Mammoths are terrifying monsters to fight against.

An Ice Mammoth is often decked out in armour plates, with serrated steel sheaths on its tusks and spiked collars around its neck and ankles. They have a lone rider who steers his mount as much as he can, prodding the beast in the right direction and letting the animal's own ill temper drive it into (and usually through) the enemies. Another use for Ice Mammoth is as carriages for huge battle towers that contain archers or a large bolt thrower. These war machines trample into the midst of the enemy, causing havoc with cavalry as horses are terrified of the beasts.



## NORSCAN WARGEAR

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the battlescrolls that follows may include wargear options from one or more of these lists - in each instance, the battlescroll will tell you exactly which of these lists you may use. Rules for these items can be found in the Glossary or in the Warhammer Fantasy Battle: The Rules. Magic Items are not listed here, nor are their costs - they can be found on page XXX.

### Melee Weapons

A model may purchase one of the following weapons:

- Two Hand Weapons (*Infantry only*)..... 3 pts
- Spear (*Cavalry only*)..... 3 pts
- Great Weapon..... 6 pts
- Randgrid Axe..... 12 pts
- Valkyrian Steel (*Valkyrie Queen only*)..... 30 pts

### Missile Weapons

A model may purchase one of the following weapons:

- Throwing Axe..... 2 pts
- Warfalcon..... 10 pts

### Armours

A model may purchase one of the following armours:

- Light Armour..... 2 pts
- Heavy Armour..... 4 pts
- Aegis Helm (*Valkyrie Queen only*)..... 20 pts

A model may purchase a shield:

- Shield..... 2 pts

### Runics & Magic

A model may purchase one of the following options:

- Tempest Runes..... 10 pts
- Magic Level 2 (*Vikti Spiritseer only*)..... 35 pts
- Magic Level 4 (*Vikti Wyrkseer only*)..... 35 pts

### Norscan Mounts

A model may purchase one of the following:

- Warhorse..... 10 pts
- Fenrisian Matriarch..... 65 pts
- War Drake (*Lords only*)..... 200 pts
- Ice Mammoth (*Lords & Beast Lords only*)..... 305 pts

### Monstrous Abilities

A model may purchase one of the following:

- Gibberer (*Curs'd Ettin only*)..... 15 pts
- Winged Storm (*Ravengrimnir only*)..... 15 pts
- Battle Horn (*Ice Mammoth only*)..... 25 pts
- Tuskreapers (*Ice Mammoth only*)..... 25 pts
- Rune Caller (*Curs'd Ettin only*)..... 30 pts

### Gifts of Grylysa

A model may purchase any two of the following:

- Fenrisian Rage..... 10 pts
- Runic Claws ..... 10 pts
- Natural Predator..... 30 pts
- Throat Bite..... 30 pts
- Black Claws (*Ulfjarl only*)..... 45 pts

### Among the Ranks

A unit may purchase two of the following:

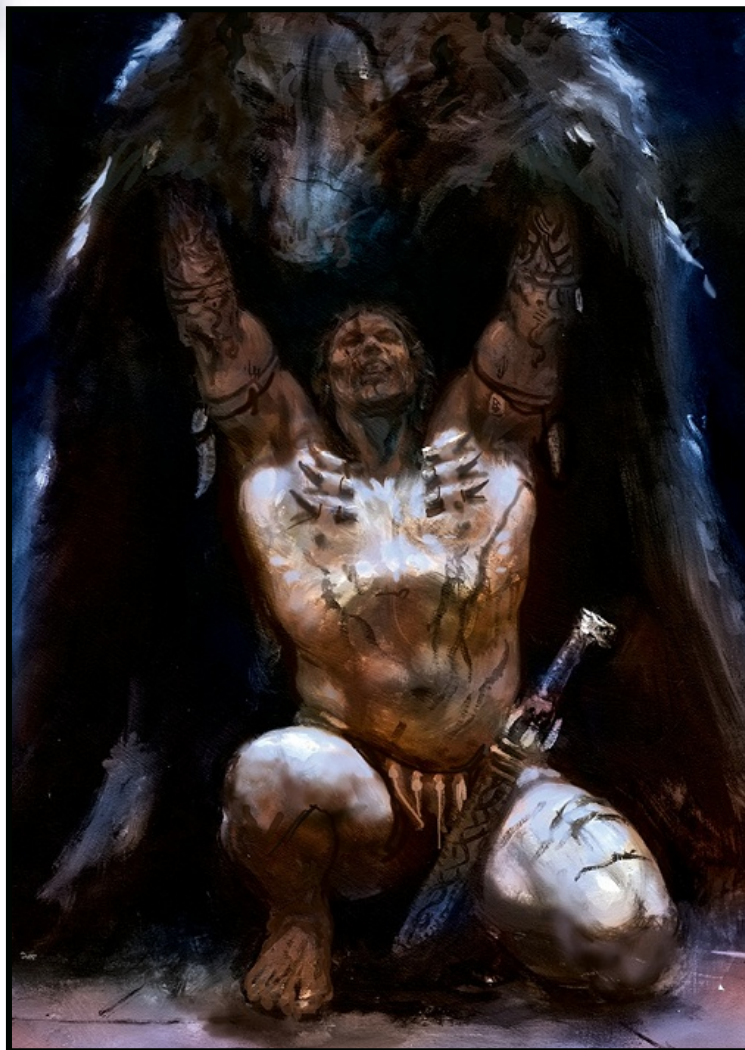
- Valkyrkin Spirit (*Shadow Hags & Valkyrie Queen only*)..... free
- Herjankin Spirit (*Shadow Hags & Valkyrie Queen only*)..... free
- Warrior Skjald..... 15 pts
- Berserker..... 15 pts
- Alpha Wolfs (*Characters only*) ..... 20 pts
- Rune Scribe..... 25 pts



LORD  
CHOICE

# KING RAGNAR ULFGRIM

265  
POINTS



Ragnar Ulfgrim is not only of royal blood but also of the Ulfkin. He is pure wolfborn, meaning he has full control over his shape-changing abilities and even possess all his ulf powers when not in wolf-form. Often Ragnar is seen in battle as a giant yellow furred wolf, leaping through ranks of hapless victims as he tears flesh and metal asunder, other times he rides is fenrisian wolf, swinging his axe of his forefathers, the Battle-troll Reforged, but also at rare times he stands within his infantry leading the charge into the fray of battle, as a spear through the heart of a beast.

There are many sagas of the young king's hunts in the wilderness of Norsca, but there are not other sagas told as often as the Fall of Yrknark, the Chimera. It happened a late summers day when Ragnar was still just a prince. Ragnar was out hunting with his Ironcarls cavalry retinue close to a village near the world's rim. The hunting party suddenly heard screams of horror and roars of destruction. Riding as fast as the steeds could carry them, they emerged out of the forest border to see a great Chimera attacking the defenseless farmers of the village. The cavalry, lead by Ragnar, charged the beast but was swept aside by the three headed monster. Most of the retinue was killed instantly, while Ragnar was thrown off his horse. As he rose, diarmed, anger and ferocity flowed through his body. without any wit or tactical prowess, Ragnar charged the beast barehanded. Midway, the young prince's body started to transform into a large wolf, and as he crashed into the Chimera, he had fully evolved into a Ulfjarl. The fight was of those of giants. Thunder struck as the blows landed, roars boomed in the mountains, but in the end the Chimera fell dead and the yellow wolf-beast howled to the sky in triumphant ecstasy.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Ragnar Ulfgrim	9	7	4	5	5	3	7	5	9	4+	Infantry (Character)	1 (unique)
Ragnar Ulfgrim (Fenrisian Matriarch)	8	7	4	5	5	6	7	8	9	3+	Cavalry (Character)	1 (unique)

#### EQUIPMENT:

- Fur mantle
- Heavy armour

#### SPECIAL RULES:

- Wolfborn
- Counterattack
- Swiftstrider
- Frenzy
- Always Strike First
- Regeneration
- Fenrisian Rage

#### NORSCAN SAGA:

King Ragnar Ulfgrim has the **Saga of the Wolfkin**.

#### OPTIONS:

- May take a Fenrisian Matriarch mount from the **Norsca Mount** list.
- May take Alpha Wolves from the **Among the Ranks** list.

#### MAGIC ITEMS

**Runic Tattoos:** Wearer has the Magical Resistance (2) special rule. In addition, Runic Tattoos provides a 2+ Ward save vs Flaming attacks.

#### Battle-troll Reforged:

Name	Range	Strength	Special Rules
Battle-trolls	-	User	Paired Weapons Ruin

**Ruin:** Successful armour saves taken against wounding hit from Battle-troll must be re-rolled. In addition, if a 6 is rolled To Wound, this weapon ignores Ward and Regeneration saves.



LORD  
CHOICE

# STORMJARL

275  
POINTS



*Stormjarl is a solitary character who lived deep in the realm of Ejsgard in the north of Norsca. Ejsgard was largely uninhabited even by the hardy Norse; it was the realms of packs of wolves, Snow Trolls, and the hunting grounds of Dire Wolves. Stormjarl lived there however, high on the mountains that border the Realm of Chaos, where days and nights lasted a whole season. During long periods of solace he and his Jotun friend Gubben, studied ancient lore, composed sagas and worshiped the gods. Stormjarl used his great spell casting abilities to shroud his home in thick fogs and spells of illusion to keep the wild animals and unwanted guests away. Very few Norse knew about Stormjarl, and those that did considered him a mad man.*

*Now after the End Times, Stormjarl is the lead adviser to King Ragnar Ulfgrim. He is the only Norse to still remember the age before the reckoning, his knowledge of races, ancient lore and olden gods is too valuable to ignore for the Ulfking. Stormjarl was the first to drink from the Sacred Mead of Ravenswyrd, as a result he has outlived generations of kings and men, he views the cosmos of the world tree in colours based on emotions, where new dimensions spring to life or civilisations are removed as a broken branch. It is Stormjarl who rule each spring where the next raids shall befall, which worlds destined to feel the wolf's wrath - this command is never questioned, even by the Volvkin or King Ulfgrim.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Stormjarl	4	6	3	4	4	3	4	3	9	4+	Infantry (Character)	1 (unique)

#### EQUIPMENT:

- Fur mantle
- Heavy Armour
- Tempest runes
- Rune Sticks

#### SPECIAL RULES:

- Wolfborn

#### NORSCAN SAGA:

Stormjarl has the **Saga of the Stormcaller**.

#### MAGIC:

Stormjarl is a level 4 Wizard and uses spells from the **Lore of Heavens** and/or the **Lore of Ice** in any combination.

#### MAGIC ITEMS

##### Gnosta, Runestaff of Ejsgard :

*A heavy gnarled staff from the pre End Times era.*

Name	Range	Strength	Special Rules
Gnosta	-	+2	Parry Always strike last Froststorm

**Froststorm:** When resulting **magic missile** and **direct damage** spells cast by Stormjarl, the spell is resulted with one higher strength than normal.



LORD  
CHOICE

# IMVALDIR BOOKBEARER

295  
POINTS



The book bearer of the first book of sagas is an immense figure, even by a Saga Warden standard. His pale white eyes could indicate him blind but that would be a mistake; his bloodline's gift after drinking the Mead of Ravenswyrd was witch sight – a vision that can view the wind of magic. As the chief guardian of sagas, he leads the Saga Wardens in the defence of temples and Saga shrines with their Skalds.

Sagas recite Imvaldir as a warrior that cannot be killed. One tell a tale when Imvaldir took volley after volley of Elven arrows upon himself as his Norse army pushed on to flank the Elven host.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Imvaldir	4	6	3	5	5	6	5	5	9	4+	Infantry (Character)	1 (unique)

#### EQUIPMENT:

- Fur mantle
- Heavy armour

#### SPECIAL RULES:

- Wolfborn
- Counterattack
- Berserker's Endurance

**First Book of Sagas:** The bearer can choose one of the following special rules at the beginning of the controlling player's turn. Effect last until the start of his next turn.

**Stubborn, Hatred or Magical Resistance (2).**

#### NORSCAN SAGA:

Imvaldir Bookbearer has the **Saga of the Oathed Bearkin**. (Additional wound already included in Imvaldir's profile).

#### MAGIC ITEMS

##### Malmaul, Hammer of Storms:

An imposing great hammer with olden Norscan runes.

Name	Range	Strength	Special Rules
Malmaul	-	+2	Always stike last Requires two hands Tempest

**Tempest:** For each rolled 6 To Wound, this weapon inflicts additional D3 automatic Strength 4 hits to the unit that suffered the hit(s).



LORD  
CHOICE

# WOLF EARLS

125  
POINTS



*The most powerful Norseman in every House is the Wolf Earl. Most Wolf Earls were once War Chieftains, but occasionally, one inherits the title from his father. Rules of succession vary a great deal. In the Norse culture, the kinship leader is always the victor of a bloody contest, with all claimants battling for control. Most Wolf Earls bear the favour of their Gods, having a famous saga and a binding oath to show their rule.*

*There are only nine Wolf Earls at power at any given time, one for each Kinship House - only King Ragnar Ulfrim rule over these sagas written heroes. Once a year, if not more councils are needed, a royal meeting called Irminsul is held. Here the King, Stormjarl and the nine Wolf Earls council events of the Norse. When the council is over, which can last for days even weeks, a great feast is held, which lasts for nine days and nice nights.*

*A Wolf Earl is the supreme battle leader, an iconic figure for any Norse Warrior on the battlefield. The legacy he leaves behind will echo through history for generations to come.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Wolf Earl	4	7	4	5	4	3	6	4	9	6+	Infantry (Character)	1 Wolf Earl
Wolf Earl (Warhorse)	8	7	4	5	4	3	6	5	9	5+	Cavalry (Character)	1 Wolf Earl
Wolf Earl (Fenrisan Matriarch)	8	7	4	5	4	6	6	7	9	5+	Cavalry (Character)	1 Wolf Earl
Wolf Earl (War Drake)	6	7	4	6	5	8	6	9	9	4+	Monster (Character)	1 Wolf Earl
Wolf Earl (Ice Mammoth)	7	7	4	7	6	10	6	4*	9	5+	Monster (Character)	1 Wolf Earl

#### EQUIPMENT:

- Fur mantle

#### SPECIAL RULES:

- Wolfborn
- Counterattack

#### NORSCAN SAGA:

Can take one **Sagas of the Warriors** if this model is your Army **General**.

#### OPTIONS:

- May take items from the **Melee Weapons**, **Missile Weapon**, **Armours** and/or **Norscan Mounts**.
- May take Alpha Wolves from the **Among the Ranks** list.
- May take a combination of **Magic Items** up to a total of 100 points.



LORD  
CHOICE

# VIKTI WYRDSEERS

170  
POINTS



*Vikti Seers are solitary men and women who live far away from the other Norse in secluded valleys and high mountain caves, but share a common familiarity with each other in the house of Volvkin. It is in their dank and dark hovels that the Vikti Seers carve grotesque relics, perform magic rituals and commune with their God, Ravenswyrd. Any Norse who wishes to ask for the aid of a Seer must travel across treacherous country, fending off savage beasts. Some Seers set further tests to prove the worth of the supplicant, creating horrible monsters to hunt them down, or afflicting them with the curse of the Ulfwerenar.*

*Once the Norse has survived all the trials there is no guarantee the Seer will help. Even when a Seer helps the degree of aid varies on the whim of the moment. Sometimes they will give advice locked within complicated prophecies or riddles, while other times they will pack their few things and leave with the Norse to personally defeat his enemies, bless the crops or perform some other task...*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Vikti Wyrdseer	4	4	3	3	4	3	4	1	8	6+	Infantry (Character)	1 Vikti Wyrdseer
Vikti Wyrdseer (Warhorse)	8	4	3	3	4	3	4	2	8	5+	Cavalry (Character)	1 Vikti Wyrdseer
Vikti Wyrdseer (Fenrisian Matriarch)	8	4	3	5	4	6	4	4	8	5+	Cavalry (Character)	1 Vikti Wyrdseer
Vikti Wyrdseer (War Drake)	6	5	4	6	5	8	4	6	8	4+	Monster (Character)	1 Vikti Wyrdseer

#### EQUIPMENT:

- Fur mantle

#### SPECIAL RULES:

- Wolfborn

#### NORSCAN SAGA:

Can take one **Sagas of the Shamen** if this model is your Army **General**.

#### MAGIC:

A Vikti Wyrdseer is a level 3 Wizard and generates spells from the **Lore of Beast, Lore of Death, Lore of Life, Lore of Ice, Lore of Old Seidar, or Lore of Shadow**.

#### OPTIONS:

- May take items from the **Melee Weapons, Runes & Magic** and/or **Norscan Mounts**.
- May take a combination of **Magic Items** up to a total of 100 points.



LORD  
CHOICE

# ELDER RUNE PRIESTS

205  
POINTS



*Among the Wolfborn reside a mysterious individual that is so close to the Gods that the Norse people treat the Rune Priest's word as divine. They are touch and blessed with arcane powers of storms and ice, but also with runic magic; a magic that curse it's victims to die by the Norscan blade. The Elder Rune Priests are not ruled by any mortal or king and only heed the word of the Gods.*

*When the Wolfborn board their ships to raid, Rune Priests often accompany them. Clad in heavy armours, an array of various weaponry and their runic artefacts, they inspire confidence into the raiding warriors by showing that the Gods take interest in their sagas.*

*Unlike other Priests around the cosmos, Rune Priests do not follow only one god, or focus only on a single God in a polytheistic belief, but rather follow Grylysa and Ravenswyrd equal. Grylysa is a part of their warrior aspect and Ravenswyrd is a part of their arcane aspect. Combined they form a formidable warrior-wizard that an opponent cannot deny or ignore on a battlefield...*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Elder Rune Priest	4	5	3	4	4	3	4	3	8	6+	Infantry (Character)	1 Elder Rune Priest
Elder Rune Priest (Warhorse)	8	5	3	4	4	3	4	4	8	5+	Cavalry (Character)	1 Elder Rune Priest
Elder Rune Priest (Fenrisian Matriarch)	8	5	3	5	4	6	4	6	8	5+	Cavalry (Character)	1 Elder Rune Priest
Elder Rune Priest (War Drake)	6	5	3	6	5	8	4	6	8	4+	Monster (Character)	1 Elder Rune Priest

## EQUIPMENT:

- Fur mantle
- Rune sticks

## SPECIAL RULES:

- Wolfborn

## NORSCAN SAGA:

Can take one **Sagas of the Warriors** or **Sagas of the Shamen** if this model is your Army **General**.

## MAGIC:

A Elder Rune Priest is a level 3 Wizard and generates spells from the **Lore of Ice** and/or the **Lore of Heavens** in any combination.

## OPTIONS:

- May take items from the **Melee Weapons**, **Missile Weapon**, **Armours** and/or **Norscan Mounts**.
- May take **Tempest Runes** from the **Magic & Runes** list.
- May take a combination of **Magic Items** up to a total of 100 points.



HERO  
CHOICE

# JOKULL DAINNKIN

120  
POINTS

Jokull is the hero of House Dainnkin, the brothers of Beasts. Jokull was given this name because his legendary axe is known to turn its foes to statues of solid ice, in addition to Jokull's preference for fighting amid the fury of the Norsca snow. Most sagas of Jokull tell stories of his tracking skills, his ability to hunt down his prey while riding his huge bear, Fellclaw at full speed.

In battle, Jokull will circle his foes searching for weakness until he decides to strike his fatal blow.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Jokull	4	5	5	4	4	2	6	3	8	5+	Infantry (Character)	1 (unique)
Jokull (Fellclaw)	6	5	5	6	5	5	6	6	8	4+	Cavalry (Character)	1 (unique)

#### EQUIPMENT:

- Fur mantle
- Light armour

#### SPECIAL RULES:

- Wolfborn
- Vanguard
- Berserker's Endurance
- Beastspeaker
- Devastating Charge (mounted)
- Fear (mounted)

**Jokull's Pack:** As long as Dainn is in a unit of Winter Wolves, all models in that unit is affected by Vanguard and Pack Hunter special rules. In addition, Jokull successfully pass look-out rolls on a 4+ as long he is in unit with Warbeast Troop Type.

#### OPTIONS:

- May take a Fellclaw as a mount for an additional 100 points.

#### MAGIC ITEMS

##### Winter's Bite:

Name	Range	Strength	Special Rules
Winter's Bite	-	+2	Always strike last Requires two hands Frostbite

**Frostbite:** On any attack a 6 is rolled To Hit, that attack is resolved at Strength 10.

HERO  
CHOICE

# THORA SKOGULKIN

145  
POINTS

*Thora is the daughter of Hildni, Wolf Earl of the Skogulkin. Right from birth Thora was trained as a shield maiden, but she wasn't comfortable with carrying a shield. Thora preferred tactics usually used by the World Reavers; one weapon in each hand. Quickly she learned the way of the Reaver and was unmatched in single combat. Her ability to defeat any opponent who challenged her to a dual has been saga-written many times over.*

*The most famous saga written of this heroine, is the story called 'Battle of a four headed dragon', a battle against a gruesome army of the Undead where Thora defeated four martial vampire generals in single combat. After the four beheaded monstrous blood drinkers lay defeated, the army of the undead host crumbled to a pile of bones and dried flesh.*

*Among the Shield Maidens, Thora is even more respected than her mother. This is why Thora is the individual that most of the times joins when the House of Skogulkin sail to war. She inspires her maidens to fight with endless fury and tenacity, because Thora was blessed by Grylysa herself when the goddess last visited the Wolfborn.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Thora Skogulkin	4	6	4	4	4	2	6	3	8	4+	Infantry (Character)	1 (unique)

**EQUIPMENT:**

- Fur mantle
- Heavy armour
- Two hand weapons

**SPECIAL RULES:**

- Wolfborn
- Counterattack

**Whirling Steel:** Thora has a 4+ Ward Save during the Close Combat phase. In a challenge, this Ward Save is increased to 3+.

**Maiden Queen:** Any Shield Maiden unit joined by Thora, gain the Stubborn special rule as long as Thora is in the unit.

**SAGA:**

Thora Skogulkin has the **Saga of the Oathed King Slayer**

## MAGIC ITEMS

**Sylra's Barrette:** *When the Norse first re-settled after the End Times, Birgit Grylysa came to visit the mortals. During that time she saw young Thora, braided her hair and gave her a Barrette she said once belong to her mother. Thora gain +1 to her Strength characteristic per successful roll To Hit in Close Combat .*



HERO  
CHOICE

# ISDRAUGA VOLVKIN

175  
POINTS



One of the most prominent new Vikti seers coming from the Volvakin's ranks is the young Isdrauga. She is most definitely god-touched by both Grylysa and Ravenswyrd. She changes between being the aspect of winter and spirit based seasons, frame of mind, and will of the gods. Each aspect drastically alters her appearance and demeanour, where the winter aspect brings out a temper that can only be compared to a winter storm, the spirit aspect changes her into a mind of the riddles and beguile.

On the battlefield she will hurl ice spirits from her ancient magic sword at her enemies, either freezing them in position or divining the future by the power she holds as her current aspect. Her lore of her athyric spell-weaving is unparalleled by any Norse Shaman, even Stormjarl. Some say that she will soon replace the old adviser of the King in just a few years, a prophecy Stormjarl does not dismiss as plain drivel. It is however uncertain if even the young Seer want Stormjarls position, as she have shown no interest in the respectable seat as High Adviser.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Isdrauga (Lore of Ice)	4	3	5	3	4	2	3	1	8	4+	Infantry (Character)	1 (unique)
Isdrauga (Lore of Seidar)	4	5	3	4	4	2	3	1	8	6+	Infantry (Character)	1 (unique)

#### EQUIPMENT:

- Fur Mantle

#### SPECIAL RULES:

- Wolfborn
- Loremaster

#### NORSCAN SAGA:

Isdrauga Volvkin has the **Saga of the Wyrd Weaver**.

#### MAGIC:

Isdrauga is a level 2 Wizard and uses the Lore of Seidar or Lore of Ice.

In addition, based on which Lore of Magic you choose, Isdrauga has a specific Profile linked to that Lore. See Profile above.

#### MAGIC ITEMS

**Gramteine, Sword of the Frozen Dead:** *The fury of winter and the lost spirits resides within this sword.*

Name	Range	Strength	Special Rules
Gramteine	24"	4	Multiple Hit (2d6) Affinity
Gramteine	-	User	Armour Piercing Affinity

**Affinity:** Whenever Isdrauga successfully do one or more hit to a unit, Isdrauga can immediately after resulting hit(s) benefit from her chosen Spell Lore attribute.

**Shamanic Tattoos:** These tattoos provides Isdrauga with Magical Resistance (1) and Ward Save (5+) special rules.



HERO  
CHOICE

## WAR CHIEFTAIN

60  
POINTS

*The War Chieftain is a great warrior loyal to his Wolf Earl and King. In exchange for his devoted service, the Wolf Earl grants the War Chieftain his own Wolfship, warriors, treasure, and glory. The War Chieftain is the absolute ruler of his ship but is expected to be subservient to his master, and when the winds of war blows, the War Chieftain is expected to yield his rule on his ship to his Wolf Earl or King if asked to, and lend his warriors for the cause. Should the Wolf Earl die without an heir, the War Chieftains will fight a bloody contest to take the rule over the Kinship House.*

*Whilst it's expected that War Chieftains be utterly loyal to their Wolf Earls, it's not unheard of for a War Chieftain to slay his master and take over his position. Such an overthrow is always done with the approval of the King and the War Chieftain challenge the Wolf Earl to the Bloodfield. On the Bloodfield, the two combatants fight to the death and the winner seize the rule over the Kinship House. It is the winner's duty to continue the care for the family of the dead challenger – a challenge of power is not viewed upon as treason but rather a sign of strength.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
War Chieftain	4	6	4	4	4	2	5	3	8	6+	Infantry (Character)	1 War Chieftain
War Chieftain (Warhorse)	8	6	4	4	4	2	5	4	8	5+	Cavalry (Character)	1 War Chieftain
War Chieftain (Fenrisan Matriarch)	8	6	4	5	4	5	5	6	8	5+	Cavalry (Character)	1 War Chieftain

## EQUIPMENT:

- Fur mantle

## SPECIAL RULES:

- Wolfborn
- Counterattack

## NORSCAN SAGA:

Can take one **Sagas of the Warriors** if this model is your Army **General** or **Army Battle Standard Bearer**.

## OPTIONS:

- May take items from the **Melee Weapons, Missile Weapon, Armours** and/or **Norscan Mounts**.
- May take Alpha Wolves from the **Among the Ranks** list.
- May be upgraded to an **Army Battle Standard Bearer** for additional +25 points.
- May take a combination of **Magic Items** up to a total of 50 points.



HERO  
CHOICE

## VIKTI SPIRITSEER

70  
POINTS

...Vikti Seers also create small items of power, most notable Rune-Bones and Rune-Rings. Rune-Bones are made of the finger of dead warriors, covered in runic inscriptions that grant the bearer some measure of power. These Rune-Bones also determine whether their spells are cast as curses or blessings; runes inscribed backwards cause ill effects. Rune-Rings are made only occasionally, as conditions for their forging are rare. Some must be smelted in the breath of a drake, others carved while the two moons shine full. To be given one of these items is a singular honour, reserved only for the most deserving, saga-written of the Norse.

The Vikti Seers themselves are ragged and disgusting men and women; dressed in uncured skins and hides, carrying belts hung with foetid fetishes, ram skulls, dead ravens and the like. When a Vikti Seer fights he or she is wild eyed, mouth frothing and battle cry a haunting, ululating screech. Vikti Seers inspire the Norse around them, reminding them that the Gods is watching and they should give their lives in the most honourable fashion.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Vikti Spiritseer	4	3	3	3	3	2	3	1	7	6+	Infantry (Character)	1 Vikti Spiritseer
Vikti Spiritseer (Warhorse)	8	3	3	3	3	2	3	2	7	5+	Cavalry (Character)	1 Vikti Spiritseer
Vikti Spiritseer (Fenrisan Matriarch)	8	4	3	4	4	5	4	4	7	5+	Cavalry (Character)	1 Vikti Spiritseer

## EQUIPMENT:

- Fur mantle

## SPECIAL RULES:

- Wolfborn

## NORSCAN SAGA:

Can take one **Sagas of the Shamen** if this model is your Army **General**.

## MAGIC:

A Vikti Spiritseer is a level 1 Wizard and generates spells from the **Lore of Beast**, **Lore of Death**, **Lore of Life**, **Lore of Ice**, **Lore of Old Seidar**, or **Lore of Shadow**.

## OPTIONS:

- May take items from the **Melee Weapons**, **Runes & Magic** and/or **Norscan Mounts**.
- May take a combination of **Magic Items** up to a total of 50 points.



HERO  
CHOICE

# RUNE PRIEST

90  
POINTS

...Every Rune Priest is born with the innate power to summon lightning or snow storms. When a child is recognised as god-touched, he is removed from his current kinship house and put to service and education in the house of Godakin – the House of Storms. Here the child will learn to harness and control his powers through the use of galder and chants, as well as to learn how to craft and use the famous Rune Sticks.

After the apprentice have gone through the various trials to the path of a Stormcaller, and lived, he's entitled to call himself a Rune Priest. During the time of learning, he has become a warrior and a priest; he is able to perform stratagems of high skill while being a roaring, raging incantation of storms.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Rune Priest	4	4	3	4	4	2	4	2	7	6+	Infantry (Character)	1 Rune Priest
Rune Priest (Warhorse)	8	4	3	4	4	2	4	3	7	5+	Cavalry (Character)	1 Rune Priest
Rune Priest (Fenrisan Matriarch)	8	4	3	5	4	5	4	6	7	5+	Cavalry (Character)	1 Rune Priest

**EQUIPMENT:**

- Fur mantle
- Rune sticks

**SPECIAL RULES:**

- Wolfborn

**NORSCAN SAGA:**

Can take one **Sagas of the Warriors** or **Sagas of the Shamen** if this model is your Army **General**.

**MAGIC:**

A Elder Rune Priest is a level 1 Wizard and generates spells from the **Lore of Ice** or the **Lore of Heavens**.

**OPTIONS:**

- May take items from the **Melee Weapons**, **Missile Weapon**, **Armours** and/or **Norscan Mounts**.
- May take Tempest Runes from the **Magic & Runes** list.
- May take a combination of **Magic Items** up to a total of 50 points.



HERO  
CHOICE

## SHADOW QUEEN

135  
POINTS

Among the shadowy hags of Hel stands a Shadow Hag more graceful than the others. Her elfish beauty and summer hair is protected by the golden Aegis-helm, silvery armour, and an enchanted maiden shield. In her hand rests a weapon of Godly creation; She walks in both awe and fear among the Wyrd Chosen, and only the greatest of Norse kings see themselves worthy of her nightly services.

On the battlefield the Queen is a herald of Ravenswyrd and Grylysa, leading her Shadow Hags to war with swift aerial assaults with magic and spear, when the worshippers of her elders are in dire need of divine help. A Queen Maidens most potent power is in her very being. Norse warriors grow back lost limbs, fatal wounds enclose within seconds and even some rise from the embrace of death.

Some Shadow Queens spend most their time living among the Wolfborn, residing mostly within the House of Skogulkin, but they grow weaker and weaker while living on the mortal plane, so they have to travel home to Doedigard to regain their strength.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Shadow Queen (Disir steed)	9	6	6	4	3	2	6	4	8	5+	Cavalry (Character)	1 Shadow Queen

## EQUIPMENT:

- Spear
- Shield
- Disir steed

## SPECIAL RULES:

- Unstable
- Unbreakable
- Fear
- Ward Save (5+)
- Magical Attacks
- Flying Cavalry

**My forefathers have awaken me!:**

Any unit with within 12" of one or more Shadow Queens at the start of the turn, and posses the Forefather's Call special rule, are affected by this special rule. My forefathers Have Waken Me! lasts until the start of the next controlling player's turn.

Any units affected by this special rule gains the Regeneration (6+) special rule. If a unit already have the Regeneration special rule, My forefathers have awaken me! improves the regeneration save by one point up to a maximum of 4+.

## OPTIONS:

- May take items from the **Melee Weapons, Armours** list.
- May take a combination of **Magic Items** up to a total of 25 points.

## NOTE:

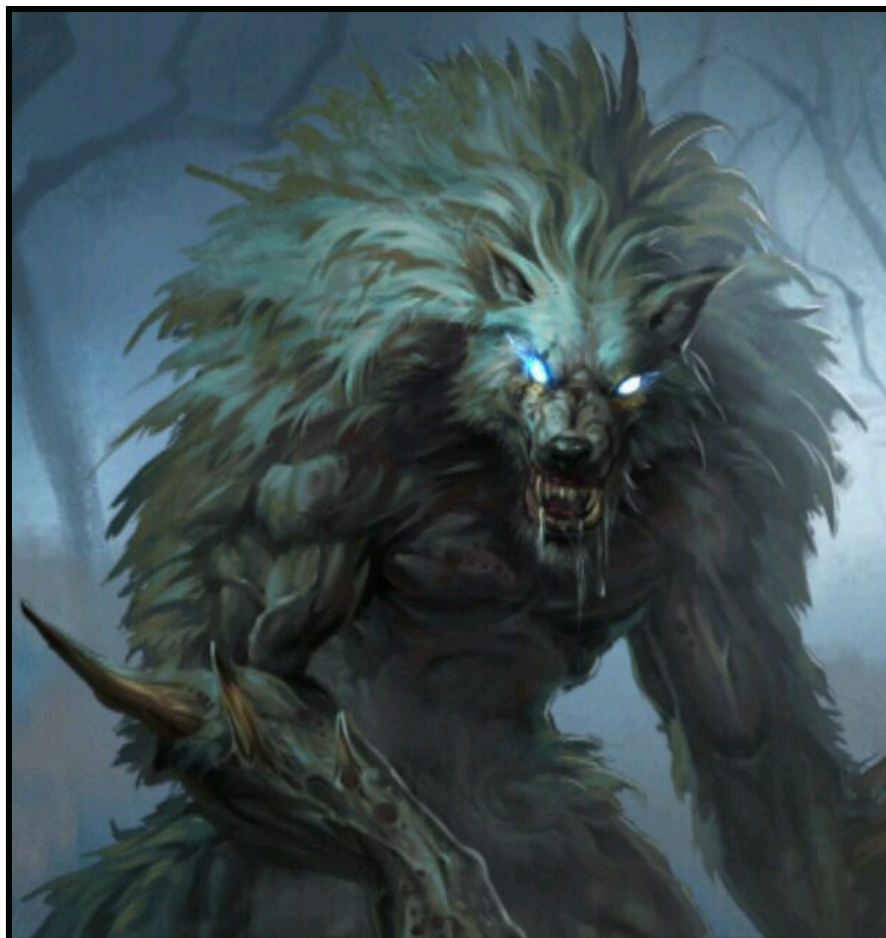
*Shadow Queens can join units of Shadow Hags, even though a character is not normally allowed to join a unit of flyers.*



HERO  
CHOICE

# ULFJARL

145  
POINTS



*Ulfjarl are the princes of the Ulfwerenar. They are descendants of some of the most ancient and honoured families in Norsca. They have been Ulfwerenar for so long they have completely mastered the control it requires to change form, and can even stop at middle stages to become half-man, half-wolf.*

*Although Ulfjarl have been known to accompany regiments of Ulfwerenar, they are equally at home with other warriors as well. Before the battle they can be seen sitting in a quiet corner summoning the mental energy and willpower for the change, or carousing in the beer tents with the other warriors, building up a state of mind that will bring about the transformation in the midst of the battle.*

*In battle the Ulfjarl accompany units of ordinary warriors, hiding within their ranks until they are close enough to strike. Just as the opposing army comes into contact with the unit the Ulfjarl is hiding in, he invokes his powers and turns into his were-form. Slashing left and right he leaps into the opposing unit and gorges himself in an orgy of bloodletting, letting the wild side of his mind free for a short while.*

## Profile

Ulfjarl

M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
9	6	3	5	5	2	7	4	8	—	Infantry (Character)	1 Ulfjarl

## EQUIPMENT:

- Claws

## SPECIAL RULES:

- Wolfborn
- Swiftstrider
- Scout
- Always Strike First
- Regeneration

## OPTIONS:

- May take items from the **Gift of Grylysa** list.

**Wolf Form:** At the start of the game the Ulfjarl may start concealed within another unit. A single regiment may conceal up to one Ulfjarl. Do not place the Ulfjarl model on the table, instead make a note of which unit he is hiding in. The Ulfjarl cannot be targeted separately until he is revealed, and moves and acts as the unit he is hidden in. If the Norse unit is forced to flee they drag the Ulfjarl along with them. If the unit is destroyed then any Ulfjarl within the unit are also killed.

The Ulfjarl are revealed and placed on the table once the unit is fighting in hand to hand combat. The player declares that the regiment conceals an Ulfjarl and places the model in a rank where they can fight, moving other models if necessary. The Ulfjarl can make any attacks against models in base to base contact, so it is useful to place them next to a character or other important figure.



HERO  
CHOICE

# BEASTLORD

60  
POINTS

The Norse have few laws, and none of them are written. They do have quite a few unspoken customs and taboos, however, and many young warriors find they have fallen foul of some tradition they never heard of and are cast out of their current Kinship. Other banished individuals are fully guilty and many a rash Norse has been thrown out for having an illicit affair with a noble's wife or daughter.

A Kinship would never take in the outcasts of another, as this would be a great insult to the kinship that turned them out, and a blow to the dignity of the kinship that accepted them. No Norse would ever want to take in somebody who had besmirched their honour.

These young men grow older, living in the wilderness and learning the ways of nature. They have now formed their own Kinship House, which is not recognized as a house of power, but is allowed to take in outcasts when they have self-taught the way of the Beastmasters. Very few live to become a Beastlord.

After the battle, Beastmasters and Beastlords do not join in with the drinking and boasting with the other Norse; they quietly make their way back to their own camp, taking with them any loot they managed to snatch from the fallen enemy. The Beastmasters and Beastlords are treated by the rest of the army as an unpleasant but useful element, and they receive no thanks or reward for risking their lives on the field of battle. This does not bother them at all, as they are still Wolfborn and the call of battle still flows strongly through the blood in their veins.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Beastlord	4	5	5	4	4	2	5	3	8	6+	Infantry (Character)	1 Beastlord
Beastlord (Fenrisan Matriarch)	8	5	5	5	4	5	5	6	8	5+	Cavalry (Character)	1 Beastlord
Beastlord (Ice Mammoth)	7	5	5	7	6	9	5	3*	8	5+	Monster (Character)	1 Beastlord

### EQUIPMENT:

- Fur mantle

### SPECIAL RULES:

- Wolfborn
- Beastspeaker
- Berserker's Endurance
- Scout

### OPTIONS:

- May take items from the **Melee Weapons**, **Missile Weapon** and/or **Norscan Mounts**.
- May take Alpha Wolves from the **Among the Ranks** list.
- May take a combination of **Magic Items** up to a total of 50 points.



CORE  
CHOICE

# BEASTMASTERS

50  
POINTS



*The Norsemen are not a particularly accomplished race when it comes to farming or animal husbandry, but they are expert hunters. There is a small group of men in each settlement that devote their entire lives to training beasts to hunt, herd slaves and war.*

*The time spend in the wilderness have heightened their senses to almost animalistic prowess, allowing them to track and hunt on the run, just following the scent of their foe. One of the Beastmasters favourite games when on raids is to hunt down the escapees by just following the scent of soap and perfume.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Beastmaster	4	4	4	3	3	1	4	1	7	6+	Infantry	5 Beastmasters
Sniffer	4	4	4	3	3	1	4	2	7	6+	Infantry	

**EQUIPMENT:**

- Fur mantle
- Throwing Axe

**SPECIAL RULES:**

- Wolfborn
- Scout
- Skirmishers

**OPTIONS:**

- May include additional Beastmasters..... 10 pts/model
- Entire unit may take additional hand weapons..... 1 pts/model
- One Beastmaster may be upgraded to a **Sniffer**..... 10 pts
- May take items from the **Among the Ranks** list.



CORE CHOICE

# WORLD REAVERS

70 POINTS



The coastal clans of the Norse lay claim to large fleets of *Wolfships* and *Kingships* which carry their war parties all over the known world. The Norse Reavers are the scourge of the world roots, pillaging towns and villages all along the every world they encounter. Their raids and attacks are not just restricted to just known worlds, but they also explore the frontiers of the outer branches. Norse Reavers have attacked worlds other races know nothing off or will know for ages still.

The Reavers are utterly fearless, and their pride rests on how much booty they can take during a raid. Most of the time the Norse Reavers ply the worlds, raiding convoys, villages and even large cities, foolish enough to be out on their own. The pattern is simple and has worked for them on countless occasions. The Reavers defeat any seaborne force on the water and then run their ships aground. With characteristic Norse enthusiasm they then storm the town or village, burning the houses, stampeding the animals and killing all who try to stop them.

A favourite tactic of the Reavers is to kidnap some local dignitary and hold them to ransom. They return to their ships with the burgomaster or noble and demand that the settlement empty their coffers for his safe return. There have been occasions when the Norse have been forced to execute their captive, purely to maintain their reputation.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
World Reaver	4	4	3	3	3	1	4	1	7	5+	Infantry	9 World Reavers
Oath-braided	4	4	3	3	3	1	4	2	7	5+	Infantry	1 Oath-braided

**EQUIPMENT:**

- **Fur mantle**
- **Light armour**
- **Two hand weapons**

**SPECIAL RULES:**

- **Wolfborn**

**OPTIONS:**

- May include additional World Reavers..... 7 pts/model
  - Entire unit may exchange one hand weapon for shields..... free
- One World Reaver may be upgraded to a **Musician**..... 10 pts
- One World Reaver may be upgraded to a **Standard Bearer**..... 10 pts
  - May take a **Magic Standard** worth up to..... 25 pts
- May take items from the **Among the Ranks** list.

CORE CHOICE

# ROYAL HIRDSMEN

60 POINTS



Royal Hirdmen are warriors in service to the Wolfborns ruling Ragnar Ulfggrim or a Wolf Earl. They are expected to live in their leader's Hall, share his food, and be steadfastly loyal. In exchange for their oath-bound pledge of loyalty, their regal chieftain rewards service with gifts, such as weapons and armour, and to the very best, land and title. The worth of the gift is never measured in actual value, but rather the prestige it bestows on the Hirdman.

The oath that binds these men together with their chieftain is braided either in the beard or hair of their Oath-braided – the strongest and most skilled Norseman among the Hirdmen. This oath cannot be broken and binds the Hirdmen to a lifetime of servitude. The size of the Royal Hirdmen household depends of the wealth of the ruling chieftain, but any Norse leader of royal blood with less than two-hundred men, are considered to be weak.

Some Hirdmen after decades of loyal service are rewarded with land and the choice of releasing themselves from their oath – these men are called Ironcarls. Even though they are freed from their oath and now posses their own household, they can still be called upon in times of war, to join their chieftain in a solid Shieldwall once

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Royal Hirdsman	4	4	3	3	3	1	3	1	7	5+	Infantry	9 Royal Hirdsmen
Oath-braided	4	4	3	3	3	1	3	2	7	5+	Infantry	1 Oath-braided

**EQUIPMENT:**

- Fur mantle
- Light armour

**SPECIAL RULES:**

- Wolfborn

**OPTIONS:**

- May include additional Royal Hirdsmen..... 6 pts/model
- Entire unit must take one of the following:
  - Spear and shield..... 2 pts/model
  - Great weapon..... 3 pts/model
- One Royal Hirdsman may be upgraded to a **Musician**..... 10 pts
- One Royal Hirdsman may be upgraded to a **Standard Bearer**..... 10 pts
- May take items from the **Among the Ranks** list.



CORE CHOICE

# SHIELD MAIDENS

80 POINTS



*Occasionally, settlements are attacked when the men folk are away, and the Norse women are forced to take up arms to defend themselves. Though there is no direct problem with this, it does awaken the latent Norse warrior blood that pumps through the women's veins. The women become restless, looking forward to the next battle. To the Norse this is a bad state of affairs and almost all the women affected in this way eventually leave the settlement. In the world of warriors and wars they find other women with the same battle craving and they form bands of Shield Maidens. The Shield Maidens are skilled fighters, and their lithe grace and effortless economy of movement moves them swiftly from one foe to the next.*

*They are fierce warriors, but don't appear to be as barbaric as their male counterparts, and they know they lack the strength of a Norscan male, so they tend to use a little more wits and tactic in battle. They are known to be experts with their shield, able to block hails of arrows, magical missiles and even the Empire's advanced artillery seems to have very little effect on them. They have earned themselves much respect and have proven themselves as solid additions to the male dominate Norse army.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Shield Maiden	4	3	3	3	3	1	4	1	7	4+	Infantry	9 Shield Maiden
Oath-braided	4	3	3	3	3	1	4	2	7	4+	Infantry	1 Oath-braided

**EQUIPMENT:**

- Fur mantle
- Light armour
- Shield

**SPECIAL RULES:**

- Wolfborn

**Shield Oath:** *In the land of Norsca, the women wields weapon in war as their male counter parts. They are not possessed by bloodlust and all out attack as the males, but rather form a defensive stance to protect themselves and their companion.*

A model with this special rule has a 6+ Ward Save. This is improved to a 5+ ward save during a Close Combat phase.

**OPTIONS:**

- May include additional Shield Maidens..... 8 pts/model
- One Shield Maiden may be upgraded to a **Musician**..... 10 pts
- One Shield Maiden may be upgraded to a **Standard Bearer**..... 10 pts

# WINTER WOLVES

**CORE CHOICE**

**30 POINTS**



*In Norsca though the wolf is still in huge numbers and can roam freely without being hunted by men. In fact, the Norse views the wolves as equals and is the only creature, other than the Norse, to be considered a child of Grylysa. The Winter Wolves also feel a spiritual connection to the Norse, and will never attack one unless he shows weakness. For the Wolfborn, the Winter Wolf has proven to be a valuable friend and ally, protecting the borders of their villages and lands, packs of wolves always joins the Norse when they march to battle to feed on the fallen.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Winter Wolf	9	3	0	3	3	1	3	1	3		War Beast	5 Winter Wolves
Blackmane Alpha	9	3	3	3	3	1	3	2	3		War Beast	

**EQUIPMENT:**

- Claws and fangs

**SPECIAL RULES:**

- Pack Hunters

**OPTIONS:**

- May include additional Winter Wolves..... 6 pts/model
- One Winter Wolf may be upgraded to a **Blackmane Alpha**..... 10 pts



**SPECIAL CHOICE**

# ICE MAMMOTH

**305 POINTS**



*Ice Mammoths were once common creatures in the Warhammer world, before the Slann brought the planet closer to the sun, warming the climate and driving back the frozen wastes. Today, only a few of these huge and majestic monstrosities survive to rove in the northern world. The Mammoth is one of the largest land bound creatures in the World. Descended from the truly huge Maakil of the time before the Elves, Mammoths are terrifying monsters to fight against.*

*An Ice Mammoth is often decked out in armour plates, with serrated steel sheaths on its tusks and spiked collars around its neck and ankles. They have a lone rider who steers his mount as much as he can, prodding the beast in the right direction and letting the animal's own ill temper drive it into (and usually through) the enemies. Mammoths are very thick skinned and their layers of fur also prevent them from damage, but their truculence and difficulty to control makes them less useful than many outsiders suspect. Despite their disadvantages, the Ice Mammoth is extremely dangerous, especially against heavily armoured foes, which it crushes underfoot.*

*A Beastmaster can regain some respect from his fellow Norsemen by capturing and training an Ice Mammoth for war. This is probably one of the most dangerous endeavours a group of Beastmasters can try to accomplish, but if successful, they mount a monster which is unstoppable and possess a fury only equalled by the Wolfborn themselves.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Norse Ice Mammoth	7	3	0	7	6	7	1	*	5	4+	Monster	1 Norse Ice Mammoth
Beastmaster	4	4	4	3	-	-	4	1	7			8 Beastmasters

**EQUIPMENT:**

**Beastmasters**

- Spears
- Throwing Axes

**SPECIAL RULES:**

- **Wolfborn** (*Beastmasters only*)
- **Terror**
- **Large Target**
- **Scaly Skin (4+)**
- **Immune to Psychology**
- **Mammoth Attacks**
- **Battle Howdah**

**Gigantic Monster:** A model with this special rule can Thunderstomp any unit type except Monsters.

**OPTIONS:**

- May take items from the **Monstrous Abilities** list..



**SPECIAL CHOICE**

# CURS'D ETTIN

**275 POINTS**



*Even amid the troll-haunted Chaos-tainted wastes of Norsca, few creatures are feared and hated as the Curs'd Ettin. Renowned in dread Norscan saga and tale, the twin-headed Curs'd Ettin are terrors of the high moorlands and mountains of the Northlands, dwelling in lonely caverns and forlorn and scattered fortresses, daubed in the blood of their former owners. Hulking, twisted creatures, these towering monstrosities are easily distinguished from the more commonplace lumbering giants of the Old World by their singular deformities and their cruel intellect, although they share both their size and great hunger for flesh.*

*The curse of Jorundr harrows the people of Norsca in all four corners of their land. No major tribe has escaped the burden of dealing with a flesh-hungry and lonely Curs'd Ettin; because so is the paradox of this cursed giant - eager to rejoin a tribe, but his hunger torments him to gulp and devour whole villages of his own people. Still there are jergs and kings who manage to solve this problem; his price, a powerful ally in times of war and strife.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
The Betrayer	6	4	3	6	6	6	3	5	7		Monster	1 Curs'd Ettin
The Savage	6	4	3	6	6	6	3	6	7		Monster	

### EQUIPMENT:

- **Lumbering fists**

### SPECIAL RULES:

- **Terror**
- **Large Target**
- **Swiftstrider**
- **Regeneration (5+)**
- **Stubborn**
- **Eternal Hatred** (The Betrayer only)
- **Stupidity** (The Betrayer only)
- **Immune to Psychology** (The Savage only)
- **Berserk Rage** (The Savage only)

**Two-headed:** The Curs'd Ettin has two different distinct personalities which constantly war for dominance and control. During set-up the controlling player select which personality is to be in control at the start of the game - either The Betrayer or The Savage. At the end of any turn in which the Curs'd Ettin suffered a wound, it must take a Leadership test. If passed the Curs'd Ettin retains its current personality, if it is failed the other takes over.

**Hammer Hand:** *Degenerated and debased Curs'd Ettin are often plagued by deformities. One of the most common is the twisted club-like arm known amongst tribes as a Hammer Hand.*

The Hammer Hand is represented by a single additional attack made at Strength 8 with the Heroic Killing Blow special rule.

### OPTIONS:

- May take items from the **Monstrous Abilities** list.



**SPECIAL CHOICE**

# IRONCARLS

**120 POINTS**



*Ironcarls from the warrior elite of the Norse armies. They vary in background from accomplished veterans to minor nobles. Of all the Norse, the Ironcarls have the most flexible tactical possibilities. They can charge headlong in the foe with the rest of the army, or they can slowly advance under the cover of a well made shield wall, allowing them to penetrate deep into the enemy's battle line.*

*The Ironcarl have no formal organisation in social terms, but are simply a unit formed when the best of the army's warriors get together prior to the battle. they greet old friends, swap boasts and generally look forward to the coming fray with delight.*

*The warriors of the Ironcarl are highly trained and motivated, and although they are an informal unit they can act together with perfect coordination, only achieved by years of battlefield experience and mutual trust. When they march to war, they march to win, and the timely intervention of the Ironcarl has swung many battles in favour of the Norse.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Ironcarl	4	4	3	4	3	1	3	1	8	4+/3+	Infantry	9 Ironcarl
Oath-braided	4	4	3	4	3	1	3	2	8	4+/3+	Infantry	1 Oath-braided

**EQUIPMENT:**

- Fur mantle
- Heavy armour
- Randgrid Axe
- Shield

**SPECIAL RULES:**

- Wolfborn

**OPTIONS:**

- May include additional Ironcarls..... 12 pts/model
- One World Reaver may be upgraded to a **Musician**..... 10 pts
- One World Reaver may be upgraded to a **Standard Bearer**..... 10 pts
- May take a **Magic Standard** worth up to..... 50 pts
- May take items from the **Among the Ranks** list.



**SPECIAL CHOICE**

# IRONCARL CAVALRY

**105 POINTS**



*Long ago, some Ironcarls decided to bring their axes to war, mounted on huge war-horses. It was considered not Norse-like, but the clan known as the Red-Snow Clan, from the Tjazi Mountains, thought otherwise.*

*In present day, all the Kinships initiated a title to every Ironcarl who wish to honour them self with a new binding oath and can afford their own war mount. They are given a armour and weapons crafted from the famous Volsung Forge.*

*The Ironcarl Cavalry have shown to be a great asset in the war against invading forces; running down the flanks, diverting enemies astray, and even setting opponents up against each other if multiple forces invade simultaneously.*

*When the Ironcarl Cavalry ride to battle, trampling thunderous sounds reflect from the mountainsides; this is why many Norse calls them Avalanche of Thjazi. On the attack or while defending an area, the Ironcarl and Ironcarl Cavalry are a force which is formidable. Their blood freezing war cries as they charge makes seasoned opponents pale, while their stubbornness makes them virtually impossible to shift once they have taken ground.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Ironcarl Cavalry	8	4	3	4	3	1	3	2	8	3+/2+	Cavalry	4 Ironcarl Cavalry
Oath-braided	8	4	3	4	3	1	3	3	8	3+/2+	Cavalry	1 Oath-braided

**EQUIPMENT:**

- Fur mantle
- Heavy armour
- Randgrid axe
- Shield
- Warhorse

**SPECIAL RULES:**

- Wolfborn

**OPTIONS:**

- May include additional Ironcarl Cavalry..... 21 pts/model
- One Ironcarl Cavalry may be upgraded to a **Musician**..... 10 pts
- One Ironcarl Cavalry may be upgraded to a **Standard Bearer**..... 10 pts
  - May take a **Magic Standard** worth up to..... 50 pts
- May take items from the **Among the Ranks** list.



**SPECIAL CHOICE**

# TROLL-BLOODED

**120 POINTS**



*Not long after the Jotun King, Yagamir, ignored the warnings the uninvited guest named Winter's Fury delivered, a foul wind began to sweep over the Norscan lands. The wind of magic started to corrupt the minds of the giants and even though they were pure of heart, they quickly changed to follow a more sinister and evil path. The Trollblooded seemed unaffected by the chaos corruption and stood by watching their master's fall slowly to chaos.*

*Shamans of the Jotuns tried to create large enchanted stone structures, known as Stormstones today, to halt the chaos wind's corruptions. The Stormstones only manage to slow the inevitable, and the jotuns fell to chaos. Their loyal servants, who were created in the image of the non-corrupted Jotuns, would not serve their creators anymore. As the Jotun king marched to war with his new chaotic allies, the Trollblooded stood on the other side of the battlefield alongside the new race of man, lead by the Winter's Fury.*

*Still to this day, the Trollblooded live among the Norsemen, fighting enemies of the Wolfborn whenever they get the chance.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Troll-blooded	6	4	1	4	4	4	2	3	7	5+	Infantry	3 Troll-blooded
Soothsayer	6	4	1	4	4	4	2	3	8	5+	Infantry	

**EQUIPMENT:**

- **Fur mantle**

**SPECIAL RULES:**

- **Fear**
- **Stubborn**

**Acumen of Storms** (*Soothsayer only*): Innate Bound spell (power level: 3). The unit champion can cast Harmonic Convergence or Urannon's Thunderbolt from the Lore of Heavens as innate bound spell once per Magic Phase. If a Miscast should occur the unit suffers D6 Strength 4 hits.

**OPTIONS:**

- May include additional Troll-blooded..... 40 pts/model
- May take items from the **Melee Weapons** list and/or **Armours** list.
- One Troll-blooded may be upgraded to a **Soothsayer**..... 25 pts
- One Troll-blooded may be upgraded to a **Musician**..... 10 pts
- One Troll-blooded may be upgraded to a **Standard Bearer**..... 10 pts

**SPECIAL CHOICE**

# GRIMBEAKS

**96 POINTS**



*Called the children of Ravenswyrd, these creatures are grim warriors indeed. Their reputation and Sagas proceed them in every battle they join their fellow ally by Gods. Wielding their raven silver crafted swords, their ebon wholeness casts a gruesome fate upon their enemies. Flying swiftly across the field, shrieking and slashing their blades into the enemy they consider weak and easy prey, because Grimbeaks are cowardly in war, only targeting opponent they consider easy victims.*

*After the battle, while the Shadow Hags escort the fallen Wolfborn to Doedigard, the Grimbeaks enjoy the flesh of the enemy's corpses, as well as the incapacitated living. It is said that Grimbeaks see the dead as they see the living; therefore they are considered enchanted creatures. As a result, Vikti Seers often ask for a single feather from a Grimbeak's back, which is given in return of a favour.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Grimbeaks	2	4	4	4	4	2	4	2	6	6+	Infantry	3 Grimbeaks
Draugbeak	2	4	4	4	4	2	4	3	6	6+	Infantry	

**EQUIPMENT:**

- **Two hand weapons**

**SPECIAL RULES:**

- Fly
- Fear
- Scaly Skin (6+)

**Corpse Eaters:** Any unit within 6" of one or more units of Grimbeaks, cannot benefit from Inspiring Presence or Hold Your Ground special rules. In addition, if an enemy unit breaks from close combat, all units taking Panic tests as a result of that unit breaking must re-roll successful Panic tests.

**OPTIONS:**

- May include additional Grimbeaks..... 32 pts/model
- One Grimbeak may be upgraded to a **Draugbeak**..... 10 pts



**SPECIAL CHOICE**

# ULFWERENARS

**75 POINTS**



*The Ulfwerenar are the Wolf Warriors of Norse legends and are the fiercest berserkers and warriors the land has ever known. In their Wolf-form, the Ulfwerenar are almost the size of an Ogre with brownish or greyish pelts. Occasionally Ulfwerenar are born who have black or white pelts, and such individuals are considered both rare and very special; Ulfwerenar with black pelts often become great warriors and leaders, while white-furred Ulfwerenar often become visionaries and mystics of great power.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Ulfwerenar	9	4	3	4	4	2	5	2	7		Infantry	3 Ulfwerenars
Ulfcarl	9	4	3	4	4	2	5	3	7		Infantry	

**EQUIPMENT:**

- Claws and fangs

**SPECIAL RULES:**

- Wolfborn
- Fear
- Swiftstrider
- Regeneration (5+)
- Frenzy
- Skirmishers

**OPTIONS:**

- May include additional Ulfwerenars..... 25 pts/model
- One Ulfwerenar may be upgraded to a **Ulfcarl**..... 10 pts
  - Ulfcarl may take items from the **Gifts of Grylysa** list worth up to..... 10 pts

**SPECIAL CHOICE**

# SKIN WOLVES

**126 POINTS**



*When the horror of the Skin Wolf is released, no mere transformation of man into beast is effected. Instead the humanoid wolf-thing, lean and half-insane with insatiable hunger, rips its way fully formed from the body of the man, which is left little more than shredded flaps of skin and chunks of bloody gristle by the freeing of the monster. It is these clinging shrouds of skin that give the beast their common name.*

*One of the very few races Skin Wolves are able to feel kinship and loyalty to, is the Wolfborn. Skin Wolves and Norsemen' affinity to Grylysa, mother of the Were, binds them together as allies.*

*In battle, this alliance have proven to be valuable, especially when paired with the monstrous Feiknaulf; there are stories of armies from the north which purely contain wolves and Weres, lead by an Ulfking.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Skin Wolf	7	5	0	4	4	3	5	3	7		Infantry	3 Skin Wolves
Ulf Prince	7	5	0	4	4	3	5	4	7		Infantry	

**EQUIPMENT:**

- Claws and fangs

**SPECIAL RULES:**

- Wolfborn
- Fear
- Regeneration (5+)
- Frenzy

**OPTIONS:**

- May include additional Skin Wolves..... 42 pts/model
- One Skin Wolf may be upgraded to a **Ulf Prince**..... 10 pts
  - Ulf Prince may take items from the **Gifts of Grylysa** list worth up to..... 10 pts



**SPECIAL CHOICE**

# SAGA WARDENS

**200 POINTS**



*A Saga Warden is a keeper and protector of the original sagas written in their first years after the End Times. These sagas are hidden away in Norse temples and shrines. Those who swore to protect these scripts of Norscan events, were the first to drink from the Aesir Mead. As a result, they grew larger than any man, standing head to head with the Ogres who once dwelled in the Mountains of Mourn. As a result, the facial features also grew, in consequence many outsiders believe them to be of dwarf heritage; knowing how tense and unfriendly the relationship between the Norse and the Dwarfs have been in the past, the Saga Wardens take great insult in such claims. No Norse would dare utter such offensive remarks while a Saga Warden is within an ears reach.*

*On the battlefield, they act as an impossible to shift unit once they are locked in combat. They call out challenges to any opponent they engage hoping to write themselves into the sagas they as assigned to protect. They do not have any favourite weapon or armour, each individual unit can have different uniforms; some favour pairing weapons to overwhelm the enemies with a wall of whirling steel, others march to war with immense great weapons able to hack through any armour, while other enjoy the shield wall making them almost impossible to kill. They are also known for being able to shake off battle-wounds that would normally kill veteran-hardened warriors two times over; as the Norse saying goes: 'Fear the Saga Warden, for mountains are easier to budge.'*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Saga Warden	4	4	3	5	4	3	3	3	8	6+	Infantry	4 Saga Warden
Oath-braided	4	4	3	5	4	3	3	4	8	6+	Infantry	1 Oath-braided

**EQUIPMENT:**

- Fur mantle

**SPECIAL RULES:**

- Wolfborn
- Stubborn
- Hatred
- Stomp
- Berserker's Endurance

**Sagacarl's:** Any unit with this special rule must always include a Skald upgrade from the **Among the Ranks** list. In addition, as long the Oath-braided or Sagajarl in the unit has been removed as a casualty, any model left in the unit can issue and accept challenges, as a normal character model.

**OPTIONS:**

- May include additional Saga Wadens..... 40 pts/model
- May take items from the **Melee Weapons** list and/or **Armours** list.
- One Saga Warden may be upgraded to a **Musician**..... 10 pts
- One Saga Warden may be upgraded to a **Standard Bearer**..... 10 pts
- May take a **Magic Standard** worth up to..... 50 pts



RARE  
CHOICE

# WYRD CHOSEN

180  
POINTS



*A Wyrdrider is a fearsome knight, even among the Norse. It is not unheard of whole Kinship staying inside their houses and huts as a single immortal Einherjar enters their town or village on his wolf pet. As superstitious as the Norse are, one does not want the gods' wrath upon oneself for enraging their favoured men on mortal plains.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Wyrdrider	8	5	3	5	4	3	5	6	8	5+	Cavalry	2 Wyrdrider
Oath-braided	8	5	3	5	4	3	5	7	8	5+	Cavalry	1 Oath-braided

#### EQUIPMENT:

- Fur mantle
- Fenrisian Matriarch

#### SPECIAL RULES:

- Wolfborn
- Norse Icons
- Fenrisian Rage
- Fear
- Immune to Psychology
- Regeneration (5+)

#### OPTIONS:

- May include additional Wyrdrider..... 60 pts/model
- May take items from the **Melee Weapons** list and/or **Armours** list.
- One Saga Warden may be upgraded to a **Musician**..... 10 pts
- One Saga Warden may be upgraded to a **Standard Bearer**..... 10 pts
  - May take a **Magic Standard** worth up to..... 50 pts
- Oath-braided may take a **Magic Weapon** up to a total of ..... 25 pts



RARE  
CHOICE

# SHADOW HAGS

175  
POINTS



*Shadow Hags are the collector of souls slain in battle. These spiritual beings, mounted on their unworldly war-steeds, are sent from Gods to aid the Norse warriors in war, help the Wyrdridders to for fill their purpose and to guide those who have fallen with honour home to the hall of the Gods.*

*The Shadow Hags, when not helping their mortal friends, inhabits the kingdom of the God, Ravenswyrd. Ravenswyrd is the Norse god of the dead, and ruler of ravens and wielder of magic.*

*The demi-god status of the Shadow Hags is sometimes referred to as Disirs. Although there are two different groups of Disirs, the two most commonly known are the mentioned Herjankin and the other is the guardians of Grylysa, Valkyrkin. The most famous Herjankin was the Ravenswyrd who was sent down to mortals by the former god, Helgrim as an immortal guardian to the Norse.*

*The Shadow Hags fought alongside the Wolfborn before the End Times, and continue to do so in this new world. Now, after the re-settlement, the partnership of the Wolfborn and the Hags are stronger than ever, mostly because Ravenswyrd and Grylysa involve themselves much more than the older gods.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Shadow Hag	9	5	5	4	3	1	5	2	8	4+	Cavalry	5 Shadow Hags
Ancestor Bride	9	5	5	4	3	1	5	3	8	4+	Cavalry	

### EQUIPMENT:

- Light armour
- Shield
- Spear
- Disir Steed

### SPECIAL RULES:

- Unbreakable
- Unstable
- Ward Save (5+)
- Magical Attacks
- Spirits of the Great Halls
- Fear
- Flying Cavalry

### OPTIONS:

- May include additional Shadow Hags..... 35 pts/model
- One Shadow Hag may be upgraded to a **Ancestor Bride**..... 10 pts
- One Shadow Hag may be upgraded to a **Musician**..... 10 pts
- One Shadow Hag may be upgraded to a **Standard Bearer**..... 10 pts
  - May take a **Magic Standard** worth up to..... 50 pts
- Entire unit must take one of the following:
  - Herjankin Spirit or Valkyrkin Spirit..... Free

RARE  
CHOICE

# FEIKNAULF

225  
POINTS



The women of Norsca vexed with this curse grow into monstrous werewolves every time Morrslieb graces the sky. Cast from the society, not because of their curse itself but rather their uncontrollable thirst for blood and flesh, the cursed women find shelters in the wild only to be visited by family and friends trying to break the ancient curse by slaying their loved ones.

Recently, Rune Priests have conjured bracers and other jewellery with potent runes that can put the wolfed beasts into the control of Norse leaders – only the most heroic men are able to enforce or lure these magical bracelets upon the wrist of a Feiknaulf.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Feiknaulf	8	5	0	6	5	5	5	5	6		Monster	1 Feiknaulf

#### EQUIPMENT:

- Claws and fangs

#### SPECIAL RULES:

- Wolfborn
- Terror
- Swiftstrider
- Frenzy
- Regeneration

**Aura of Bestly Vigour & Horror:** A howl of savage vigour and stamina unleashes from the Feiknaulf, enforcing his allies with new strength. Enemies of the Feiknaulf are left weakened and horror-struck by its savage grim nature.

Enemies that choose a Flee reaction, or panics, from a charge declared by a Feiknaulf must roll 3d6 and discard the highest roll when determining the Flee distance. In addition, once per battle the Feiknaulf can unleash a howl that affects every unit from the Warhammer Armies: Norse within 12". Affected units gain Frenzy, and units which already are affected by Frenzy add D3 Extra Attacks instead of the normal single Extra Attack for being Frenzy. This effect last until the start of your next player turn or beaten in combat.

#### OPTIONS:

- May take items from the **Gifts of Grylisa** list.



RARE  
CHOICE

# MOUNTAIN-TOSSER

145  
POINTS



*In the former snowy Norsca a lesser race of giants lived peacefully as nomads high in the various Mountain ranges. Their way of life reminded little of the other giant races. They were vegetarians, living almost exclusively of a mushroom growing on the mountainsides and entrances of the numerous caves. They herded their sheep for clothes and milk, and when they migrated down to the lowlands they sowed their little fields of vegetables. They called themselves the Earth Giants, but they were known to the Norse as the Drudge Giant or Mountain-tosser.*

*Now after the End Times, the Mountain-tosser race has once again emerged from the land. They enjoy the company of Norse, working the fields and towns doing labour work too heavy for the Norseman to manage.*

*A Mountain-tosser very rarely join the Wolfborn on raids, but when they are attacked, the Mountain-tosser gather larger boulders and bombard the enemies with deadly precision; for the Mountain-tosser is a master of throwing huge boulder stones over great distances - It's a very popular sport in the Earth Giant society. From behind the many ranks of Wolfborn, avatars of Ravenswyrd and other giants, the Mountain-tosser is a very destructive instrument of war, which the assaulting force must reckon with quickly or be smashed under house-sized rocks.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Mountain-tosser	6	3	3	6	5	5	3	3	10		Monster	1 Mountain-tosser

#### EQUIPMENT:

- Giant boulders

#### SPECIAL RULES:

- Terror
- Large Target
- Fall Over

**Boulder Lobber:** A Mountain-tosser can make a shooting attack each turn as if it were a Stone Thrower, but with no minimum range. A misfire will do a single Wound to the Mountain-tosser. In addition, The Mountain-tosser can move and shoot, but he cannot shoot if he made a march move in the previous Movement phase.

RARE  
CHOICE

# RAVENGRIMNIR

240  
POINTS



*High in the mountainous landscape that soar above the cloud blanket, lives a monster the sagas tell with a grim tongue. The Ravengrimnir is a part giant and part raven. This monstrous fiend rule the highest part of Norsca alongside with Storm Drakes. The Volvakin worship these avatars of Ravenswyrd as demi-gods, as do many other kinship, but most kin treat this monster as a guardian for their people.*

*On the battlefield the Ravengrimnir is a troublesome opponent to tackle. His swift movement, terrifying shrieks and wind storms created by his enormous wings can alter any steadfast battle line.*

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Saga Warden	2	4	4	5	6	6	4	4	8	5+	Monster	1 Ravengrimnir

#### EQUIPMENT:

- Claws and razorsharp beak

#### SPECIAL RULES:

- Terror
- Large Target
- Scaly Skin (5+)
- Fly

**Corvus Shriek:** A Ravengrimnir may use this special rule once per shooting phase against a unit in his frontal arc and within range. Corvus Shriek can be used even if Winged Storm has been used in the same phase.

Name	Range	Strength	Special Rules
Corvus Shriek	-	6	Breath Weapon Shriek No Armour Save

**Shriek:** When rolling To Wound for this special rule, use the target's Leadership instead of its Toughness. In addition, unlike normal Breath Weapons this special rule can be used every friendly shooting phase.

#### OPTIONS:

- May take Winged Storm from the **Monstrous Abilities** list.



RARE  
CHOICE

# THE DRAUGMEIDR

160  
POINTS



After the End Times when Ravenswyrd came to the surviving Norse, they were given a bag of self-replenishing seeds. They were told to plant forests where they needed endless lumber for their huts, houses and great mead halls, and the Norse did so. But they noticed that some seeds were cursed and grew malignant trees that absorbed the life around them, killing all life around the Draugmeidr. The Norse quickly learned to recognize these seeds and began to use them as a war-machine instead.

When the Norse raids the foreign lands, they bring these seeds of corruption. Planting them during the battle, the Draugmeidr spring to full size within minutes and initiate an aura of dread and un-life upon Norse's enemy.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Draugmeidr	1	1	1	5	6	10	1	1	10		War Machine	1 Draugmeidr

## SPECIAL RULES:

- **Terror**
- **Large Target**
- **Unbreakable**

**Athyric Void:** If you have one or more Draugmeidr on the table at the start of your opponents Magic phase, you add D3 Dispel dice to your dispel pool. In addition, every model within 12" of the Draugmeidr cannot Channel Power dice.

**Seed of Tree of the Lost Souls:** The Draugmeidr is a level 3 Wizard with the following Spells: **Flock of Doom** (Lore of Beasts) and the unique spell **Amethyst Pulse**.

## Amethyst Pulse

Cast on a 18+

*A pulse of purple decaying wave washes over the land around the Draugmeidr.*

This spell is a **hex** spell that targets all enemy units within 24". Until the start of the caster's next Magic phase, all models in the targeted units suffers -1 to their Toughness (to a minimum of 1)

RARE  
CHOICE

# WELKIN WOLFSHIPS

300  
POINTS



The greatest wonders of the Northern lands are definitely the Welkin Wolfships. These flying longboats soar across the roots of the World Tree, reaching its destinations through sailing in the realm of Chaos. It's a realm where time stands still, where a Welkin Wolfship's crew will not age a day while they sail in the daemon world.

When the Wolf Earls or War Chieftains takes his Welkin Wolfship in the realm of Chaos, his oathsworn gather their courage and row as hard as they can, because in the realm of Chaos daemons will hunt them whenever they are spotted. Tear or swoop men overboard dooming them to eternal torment, some men even freely jump overboard so they can join their gods in the mead halls. Some of the souls of these fallen men stay with the boat to haunt and torment their enemies until their captain have met his end, releasing them from their oaths.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Welkin Wolfship	*			6	6	8				5+	Chariot	1 Welkin Wolfship
Steersman		4	3	3			4	2	7			1 Steersman

### EQUIPMENT:

- Steersman:
- Hand Weapon

### SPECIAL RULES:

- Large Target
- Impact Hits (2d6)
- Hover
- Unbreakable

**Athyric Movement:** The movement characteristic of a Welkin Wolfship is set by the number rolled in the last magic phase. If there hasn't been a magic phase yet, the Welkin Wolfship is considered to have a Movement of 2 until the start of the next magic phase.

At the end of the Welkin Wolfship's movement, the crew may leave the ship following the rules for abandoning a building, described on page 127 in the Warhammer Rulebook.

**Oathbreakers:** *Spirits of the dead oathbreakers are bound to their oath even in death.*

One enemy unit in base contact with a Welkin Wolfship suffers 2d6 magical Strength 3 hits at the same Initiative step as the Steersman.

**Crew:** A Welkin Wolfship can carry up to 30 models from the following unit entries: World Reavers and any character models.

Models carried by the Welkin wolfship are considered by be inside a building in the Shooting phase. This means a bouncing cannonball would hit both Welkin Wolfship and D6 models of the crew. Enemies can freely allocate their ranged attacks towards either crew or ship.

**Combat:** Unlike other chariots, models in base contact can choose to allocate their attacks towards either the Welkin Dragonship or its crew.

10 crew members can attack each enemy unit in close combat. Even though the Welkin Wolfship is unbreakable, the crew members are not. Follow the rules for Buildings; Combat Resoluton in Warhammer Rule Book page 128, except for enemy units cannot enter the Welkin Wolfship. Ignore the Other Outcome paragraph.



# BATTLESCROLL FORMATIONS

FORMATION

## FORMATIONS

Formation battlescrolls are identified by this symbol. The rules for Formations can be found in Warhammer Fantasy Battles: Archaon Book V. A Formation battlescroll will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules for the Formation's units gain.

- (A) Race:** The Formation's Race will be shown here by a symbol. All of the Formations described in this book have the Norsca Race.
- (B) Formation Symbol:** The symbol which indicates the Battlescroll is a Formation.
- (C) Formation Name:** Here you will find the name of the Formation.
- (D) Formation Choice:** Here you will find the type of Formation choice the Battlescroll belongs to.
- (E) Formation Description:** This section provides a description of the Formation, detailing its particular strengths along with the tactics and methods it deploy to wage war in the grim world of Warhammer.
- (F) Formation:** This section shows the number and type of units that make up the Formation.
- (G) Formation Restrictions:** This section details specific unit sizes, options, upgrades and any further restrictions that you may be required to adhere to in order to include the Formation in your army.
- (H) Formation Special Rules:** Every Formation includes one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army). Special rules that are unique to the Formation are described in full here, whilst others may be detailed earlier in this section or in the Special Rules section of Warhammer Fantasy Battles: *The Rules*



**(E)** Very few Norse know about Stürmjari and those that do consider him a mad man and steer well clear. Although many Norse have helped him in the past Stürmjari consider the trip to his home an arduous enough test of cause's worthiness and will only help those who make it to his door. Stürmjari is not however in complete control of his destiny however; many years ago he was granted a gift. If the need is great Stürmjari would never shirk from helping his people and has been seen in battle many times. Striking down foes with his Runestaff and using the enemy's own evil magic against them, Stürmjari is much feared foe.

<b>(F)</b>	<b>FORMATION:</b> 10 models of Mountain-tosser (page XX), 5 Cuts d Ettin (page XX) or Feiknaull (page XX), (in any combination)
<b>(G)</b>	<b>RESTRICTIONS:</b> None.

**(H)** **SPECIAL RULES**  
**Rank of Colossals:** Before the battle starts, you may form up any number of the models from this Formation to a single unit - see Forming Units on page 5 in the Warhammer Fantasy Battles: *The Rules*.

A unit of Giants also gain the Skrimisher special rule, except they do not benefit from the Light Troops rule.

Character models cannot join this unit.





FORMATION

# RAIDING PACK

ROOT



*The raiding pack is the most common war host in Norsca. It is a formation used when the Wolfborn gather their supplies when spring finally claims it hold over the winter, and the Wolfships lay at bay ready to set sea – the world lay at their feet for pillage.*

*When they attack, they rush their enemies in reckless fury, hoping to catch them off guard and the multiple small units' makes it hard for the victim to gather their wits to set a defence which will deflect the assault. They also send units of Wolfborn around the flanks, the surprise of such attacks can be devastating, and alone, crush armies alone.*

## FORMATION:

- 1 Wolf Earl or War Chieftain (page XX)
- 2 units of World Reavers (page XX)
- 1-3 units of Ironcarls (page XX)
- 0-3 units of Winter Wolves (page XX)
- 0-3 Welkin Wolfship (page XX)

## RESTRICTIONS:

If a War Chieftain is chosen, he cannot be your Army Battle Standard Bearer.

## SPECIAL RULES

**Sea Wolves:** Before the battle starts, you may select D3 units in this Formation to have the Ambushers special rule.

**Raiding Strategy:** As long the Wolf Earl or War Chieftain in this Formation is not been removed as a casualty, you may add 1 to your dice roll when determining if your Ambushing units arrives.



FORMATION

# ROYAL HIRD

ROOT



*The Royal Warhird is the standing army in any Norse town or city. It is the finest of warriors owned by a Wolf Earl or the glorious warhird of King Ulfgrim. Golden banners sway in the wind from each unit with the symbol of their leader, their armour shine brighter than any other Norseman and their shield always carry new colours painted by recruits.*

*They are the main defence that will repel any attack upon the lands of the Wolfborn, for this formation works together in perfect warfare; shield walls bolster the centre while the great weapon wielding crazed warriors conquer the flanks. They are the Royal Warhird.*

## FORMATION:

- 1 Wolf Earl or War Chieftain (page XX)
- 2 units of Royal Hirdsmen (page XX)
- 1-3 units of Ironcarls (page XX)
- 0-1 unit of Ironcarl Cavalry (page XX)
- 0-3 Winter Wolves (page XX)

## RESTRICTIONS:

None.

## SPECIAL RULES

### Counterattack

**King's Army:** All units that have the option to take a Standard Bearer, can do so for no additional cost.

**King's Guard:** All Royal Hirdsmen units in this Formation can take a Magic Standard worth up to 50 points.



FORMATION

# MAIDEN GUARD

ROOT



*Those who whisper of the Maiden Guard do so with a guarded glare, because they are warrior women of both mortal and immortal heritage under the protection of the Norse gods. The Shadow Hags ride to war with their mortal ally with combined tactics which is taught to each new recruit in the House of Skogulkin.*

*In blue war paint, the Shield Maidens usually hold the battle line behind their unparalleled shield wall and high above the battlefield, the Shadow Hags ride their Aesir steeds while casting deadly magic as the opponent march towards the wall of shields. When the armies crash, the enemy is so weakened that the warrior hags easily crush the hapless victims.*

## FORMATION:

- 1 Wolf Earl or War Chieftain (page XX)
- 1-3 Valkyrie Queen (page XX)
- 2 units of Shield Maidens (page XX)
- 1-3 units of Shadow Hags (page XX)
- 0-3 Winter Wolves (page XX)

## RESTRICTIONS:

None.

## SPECIAL RULES

**Aegis of the Gods:** All units in this Formation gain a Ward Save (6+). If the units already have a Ward Save, their Ward save is instead improved by 1.





*At one point in a Rune Priest later study, they learn to connect their magicks with other Rune Priests. When this lecture starts, an Elder Rune Priest gathers his Rune Priest stewards and binds an oath of a yearlong raid. During this year, the two Rune Priest stewards will learn the art of Triune Hugr, a practice that able the Rune Priests to act as one Stormcaller.*

## FORMATION:

- 1 Elder Rune Priests (page XX)
- 2 Rune Priests (page XX)

## RESTRICTIONS:

If any Elder Rune Priest or Rune Priest in this Formation take a item from the Norscan Mounts list, then all other models must also do so.

This Formation can only be taken once per Army.

## SPECIAL RULES

**Runecraft:** As long no models in this formation have been removed as a casualty, each model may Channel power and dispel dice on 5+ rather than 6+ as normal.

**Triune Hugr:** When a model from this formation is casting a spell, he may target a model in this formation. The caster may use the targeted model to measure range, line of sight, frontal arc, place vortex templates and cast magic missiles as if not locked in combat. If a miscast occur, the caster model suffers the miscast as normal.



FORMATION

# VOLVA COVEN

BRANCH



*Every so often, siblings are born that can only channel the Seidar magic through each other – the Wolfborn call this a Volva Coven. As an individual, each sibling is unable to invoke the magic of the ancient magicks, but as a coven they are a powerful entity to be reckoned with. No secrets of magic lore are hidden to them; they spin the wyrd wheel at the whim of their hand, together they call upon spirits from beyond, favour of the gods and deadly athyric winds that rip flesh asunder. Siblings that can form a Volva Coven is highly respected in the Norse society, when leaders need the most potent foresight, these siblings are often call upon.*

## FORMATION:

- 6 Vikti Spiritseers (page XX)

## RESTRICTIONS:

All models in this Formation must form a single unit, which no other model can join, nor can any model leave the unit. In addition, at least one model must be upgraded to a level 2 Wizard and no Magic Item may be taken.

This Formation can only be taken once per Army.

## SPECIAL RULES

### Skirmishers, Loremaster, Ward Save (4+)

**Coven of Spellcasters:** Before the battle, pick one spell lore for the entire Formation, allowed by the Vikti Spiritseer Magic.

When attempting to Cast or Dispel a spell, select one model in the unit as as your primary caster. For every additional model in the unit, the primary caster gains +1 to his level. You can select a new primary caster after each attempt.

Miscast affects the primary caster. If the result is Power Drain or a Broken Concentration is suffered, the entire unit cannot dispel or cast any more spells that phase. A Level 0 Wizard model cannot be chosen as a primary caster.



FORMATION

# STEWARDS OF SAGAS

BRANCH



Among the Saga Wardens stands a leader they call a Sagajarl. He is a powerful personality that is considered to be the next Bookbearer. A Sagajarl goes seldom to war. He is occupied with journeys around the Norscan land collecting new stories from the Norse people. Very rarely he is available to march to war with his fellow Saga Wardens, and when he do, he gathers his pack around and form a deadly war host that can stand against any opponent.

In battle, the Sagajarl recites one of the newly learned sagas to inspire greatness in his pack; Heroic sagas of monster killers, stoic lone warriors standing against certain death and of old enemies slaughtering defenceless villages are some of the many sagas recited.

Profile	M	WS	BS	S	T	W	I	A	Ld	Sv	Troop Type	Unit Size
Sagajarl	4	5	3	5	5	4	3	4	9	6+	Infantry	1 Sagajarl

## FORMATION:

- 3 units of Saga Wardens (page XX)
- 1 Sagajarl (*one Saga Warden must be upgraded to a Sagajarl for +25 pts/model*)

## RESTRICTIONS:

All units must upgrade to both Musician and Standard Bearer. In addition, only one unit in this Formation can include a Sagajarl. The Sagajarl can never leave that unit.

## SPECIAL RULES

**Wolfborn, Stubborn, Hatred, Stomp, Berserker's Endurance**

**Recite Sagas:** One use only. As long the Sagajarl has not been removed as a casualty, the controlling player may choose one of the following special rules, which affects all units in this Formation: **Eternal Hatred**, **Multiple Wounds** (D3) or **Unbreakable**. Last until the start of the opponent player's next turn.

## OPTIONS:

- Sagajarl may take items from the **Melee Weapons** and/or **Armours** list.
- Sagajarl may take a combination of **Magic Items** up to a total of 25 points.



# GATHERING OF GIANTS



*The gathering of giants is a sight to behold for both the Norse and any other foreign observer. The council of elder colossuses has become a Norse celebration, which lasts for weeks due to the giants unhurried debating. During the weeks of festivities, groups of giants are elected to serve in the army of the Wolfborn, and often chosen lumbering warriors choose to form units among themselves trying to seem more formidable as an opponent than they would as a single entity.*

## FORMATION:

- 1-3 models of Mountain-tosser (page XX), Curs'd Ettin (page XX) or Feiknaulf (page XX), (in any combination)

## RESTRICTIONS:

All models must be of the same battlescroll to form up as a unit following the rules for **Rank of Colossals**.

## SPECIAL RULES

**Rank of Colossals:** Before the battle starts, you may form up any number of the models from this Formation to a single unit - see Forming Units on page 5 in the Warhammer Fantasy Battles: The Rules.

A unit of Giants also gain the Skrimisher special rule, except they do not benefit from the Light Troops rule.

Character models cannot join this unit.



FORMATION

# WOLF PACK

BRANCH



*Among the Norse lives a type of creature that is called 'the Blessed'. They are blessed by the touch of Grylysa, enables them to shape-change into wolf-like creatures; sometimes becomes fully a wolf, half man – half wolf, or just their fangs and claws are transformed wolf-like. These blessed warriors are often the blitz force in the Wolfborn army; rushing at the enemy in a bloodlust frenzy. They are almost impossible to predict, therefore Wolf Earls are sometimes cautious when inviting the Blessed into his Warhird.*

## FORMATION:

- 1 Ulfjarl (page XX)
- 2 units of Ulfwerenars (page XX)
- 1 unit of Skin Wolves (page XX)
- 0-1 Feiknaulf (page XX)

## RESTRICTIONS:

The Ulfjarl must join the unit of Skin Wolves included in this Formation. The Ulfjarl can never leave the unit.

## SPECIAL RULES

**Vanguard, Fenrisian Rage**

**Warriors of Legend:** All models in this Formation add 1 to their Weapon Skill.



# BEASTMASTER HORDE



When the thunderous Ice Mammoths ride to war under the leadership of the Beastmaster Horde, a pack of various monsters follow suit with a vicious murder lust but also well trained and disciplined. The Winter Wolves are trained as units and not individual war-machine, which able them to move faster over the battlefield. Between the wolves, dashes crazed Beastmasters in special formations that can be combined into bigger units in a single command from their Beastlord.

The Beastlord can often be found on the prime Ice Mammoth or the alpha Beastmaster unit, leading his formation straight at the enemy, crushing them under enormous tusks and several ton of weight, outflanked by ravenous wolves and overwhelmed by the scouting Beastmasters. The Beastmaster Horde is highly respected part of the Wolfborn army.

## FORMATION:

- 1 Beastlord (page XX) or Jokull (page XX)
- 3 units of Beastmasters (page XX)
- 0-3 units of Winter Wolves (page XX)
- 1-3 Ice Mammoths (page XX)

## RESTRICTIONS:

None.

## SPECIAL RULES

**Pack Hunters, Fast Cavalry** (*Winter Wolves only*)

**Cunning Hunt:** Before the battle nominate one of the Beastmaster units in this Formation to be your Alpha unit. During any of the players' Start of Turn, any unengaged Beastmaster unit in this Formation within 3" of the nominated Alpha unit, can join the Alpha unit to form a single unit. This can even be done if the Alpha unit is locked in combat.



FORMATION

# BERSERKER VANGUARD

BRANCH



*Berserkers are special type of Norse warrior. They can work themselves into a killing frenzy that makes them awesome opponents in hand to hand fighting. Before a battle they have head-butting contest and vast quantities of strong beer, which leaves them wild-eyed and frothing at the mouth. Once they see their enemies they lose control completely, attacking foes many times more powerful than themselves. They have no regard for their own lives and throw themselves at the enemy without a trace of fear.*

## FORMATION:

- 2-5 units of World Reavers, Royal Hirdsmen or Beastmasters (in any combination)

## RESTRICTIONS:

All units must take two Berserker upgrades. In addition, no model can be upgraded to a Standard bearer or Musician, nor can any characters join these units.

Beastmasters lose their **Scout** special rule.

## SPECIAL RULES

**Vanguard, Regeneration (6+), Frenzy, Fenrisian Rage**

**Uncontrollable:** Models from this Formation cannot benefit from Inspiring Presence or Hold Your Ground special rule.

**The Berserker Lust:** Models from this Formation suffers a -2 penalty to their leadership when testing not to declare a charge because of the Frenzy special rule.







# GLOSSARY

This section of the book details many of the rules for using an army of wolfborn Norse in your games of Warhammer Fantasy Battles, including their unique Norscan Sagas, equipment and spell lores. The profile page at the end provides a list of units, equipment profiles, in addition, the base sizes used by models in this book.

## ARMY SPECIAL RULES

*A wolfborn Norse army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name - these are all described in full in the Special Rules section in Warhammer Fantasy Battles: The Rules.*

## BEASTSPEAKER

Any War Beast, Monstrous Beast and Monster units within 12" of a Beastlord model can re-roll failed panic tests.

In addition, once per battle the Beastlord may unleash a bestial scream that will affect every War Beast, Monstrous Beast & Cavalry and Monster units. All affected units gain the Hatred special rule until the start of your next turn.

## BERSERKER'S ENDURANCE

If a model with this special rule has not been removed from play at the end of any Close Combat phase, roll a number of D6 equal to the difference between the model's starting number of Wounds and its current number of Wounds. For each roll of a 6+, the model immediately recovers a single Wound lost earlier in the game.

## COUNTERATTACK

If an enemy unit declares a charge against a unit with the Counterattack special rule, and the unit with the Counterattack special rule does not flee as a charge reaction, each friendly unengaged unit with 3" can make a Counterattack action.

If a Counterattack action is declared, the unit makes an out of sequence move that is resolved as if it had just declared a charge against the charging unit. This move is made after your opponent has moved all his charging units, as long as one or more enemy units have successfully completed a charge against the unit that had the Counterattack special rule. The enemy does not get to make any charge reactions against a Counterattack, but otherwise all the normal charging rules and bonuses apply.

## FOREFATHER'S HOWL

All units and characters with the Forefather's Howl special rule always re-roll failed Fear and Panic tests they are required to take.

## FENRISIAN RAGE

For every To Hit roll of 6, a model with this special rule inflict an additional automatic hit upon its target.

## NORSE FURY

A model with this special rule has +1 to his Attack characteristic during the turn which they charged into combat, or successfully preformed a Counterattack action.

## NORSE ICONS

At the start of each phase, nominate the model that has the highest armour save in the unit, ignoring characters. This will be your armour save for the duration of the phase. When removing casualties, you must always choose models with the best armour save first, even if this means removing command group models, again, characters are ignored - You cannot apply individual Wounds to different models, or randomise Attacks, etc.

## OATH-BRAIDED

An Oath-braided is a type of champion upgrade that has already been upgraded with no additional cost.

## PACK HUNTERS

Any unit with this special may choose to hunt as a pack. Declare before any Close Combat phase that you are using the Pack Hunters special rule.

No Supporting Attacks can be made while fighting as Pack Hunters, but models in the front rank receives a bonus of +1 to their Strength characteristic for each full rank behind the first rank, up to a maximum of +3.

## SPIRITS OF THE GREAT HALLS

A unit with this special rule is considered to be a Level 2 Wizard that knows the spells depending on which type of upgrade given to the unit. This doesn't stop other Wizards from knowing those same spells. The unit receives an additional +1 to cast for each rank of 5 models in the unit, after the first, to a maximum of +3. Each time the unit casts a spell, you must nominate one model in the unit as the caster for the purposes of line of sight, range, etc. In the event that a miscast is rolled, so not roll on the Miscast table. Instead, the unit suffers D3 Wounds with no saves allowed. If the unit is targeted by a rule that affects Wizards, your opponent must choose one model in the unit as the target.

## WOLFBORN

*When the Wolfborn goes to war, they attack as a pack of wolves; most deadly in small units rushing towards their enemy, howling in a murderlust but also with cunning and guile.*

Count every unit with the Wolfborn special rule you have on the table and add the current turn number. Consult the table below. Effects lasts until the start of your next turn.

### Number of Units/Turns & Special Rules

**1-5 :** Forefather's Howl

**6-9 :** Forefather's Howl, Norse Fury

**10+:** Forefather's Howl, Norse Fury, Pack Hunters

## MAMMOTH ATTACKS

Norse Ice Mammoths do not attack in the same way as other creatures. They do not respond to orders and have no plans beyond violently crushing anything before them. When a Mammoth comes to attack, roll on the appropriate table to see what it does:

### Mammoth attacking Monsters:

**1-2:** Butt

**3-5:** Gore

**6:** Bellow

### Mammoth attacking anything else:

**1-2:** Trample

**3-4:** Stomp

**5:** Bellow

**6:** Pick Up And...

**Butt:** The Mammoth charges, ramming with its massive head. The Mammoth inflicts one automatic hit against one model in base contact (your choice), causing D3 Strength 7 hits with the Multiple Wounds (D3) special rule.

**Gore:** The Mammoth stabs at the enemy with its massive tusks. The Mammoth makes D6 attacks with the Heroic Killing Blow special rule.

**Bellow:** The Mammoth trumpets and bellows at the enemy. Neither the Mammoth nor any units in contact with it actually fight if they have not already done so this round. The Mammoth's side automatically wins the combat by 2 points (if both sides have a Mammoth that bellows the combat is a draw).

**Trample:** The Mammoth tramples the enemy, crushing them beneath its massive weight. Any enemy unit in base contact suffers D6 Strength 7 attacks for each rank of models it has.

**Stomp:** The Mammoth does not attack this turn, but gets carried away with stomping. This turn the Mammoth's Thunderstomp causes 4d6 hits.

**Pick Up And...:** The Mammoth uses its agile trunk to grab a hapless victim that either in base contact or touching a model in base contact (it has a long reach). The target can make a single attack to fend off the trunk. If it causes an unsaved wound, the Mammoth's Attack fails, otherwise the Mammoth grabs the model. Roll a D6 to see what happens next:

## D6 Result

**1 Throw Back Into Combat.** The victim is hurled back into his own unit like a missile. The victim is removed as a casualty, and 2D6 strength 4 hits are inflicted on the unit.

**2 Hurl.** The victim is hurled into an enemy unit within 18" of the Mammoth – randomly determine which. The victim is removed as a casualty and 2D6 Strength 4 hits are inflicted on the unit. Unsaved Wounds from these hits count towards the Mammoth's combat result. If no enemy units are in range, treat this as a Throw Back Into Combat result instead.

**3 Eat.** The Mammoth swings the victim up into its gaping mouth and munches him down with obvious satisfaction. The model is removed as a casualty. The Mammoth immediately regains a single Wound lost earlier in the battle. The Mammoth then picks another victim. This new victim makes a single Attack as usual to avoid being picked up – if he fails, roll again on this table to see what the Mammoth does with him.

**4 Flail Wildly.** The Mammoth swings its victim around with crazed abandon, slamming him repeatedly into rocks, trees, friends and foes. All units (friend and foe but excluding the Mammoth unit itself) within 2D6" of the War Mammoth suffer D6 Strength 5 hits. The initial victim then suffers a Strength 7 hit for each other unit that suffers one or more hits in this way (you need to do this at the end so you know how many other units have been hit). In the unlikely event that the initial victim survives, place him at the back of the unit from which he was removed. All unsaved Wounds caused count towards the combat result (unsaved Wounds to friendly models will count towards your opponent's combat result).

**5 Throw Into the Air and Swat.** With a triumphant trumpet, the Mammoth tosses the victim into the air and, with impeccable timing, bats him at another enemy unit. Place the small round template anywhere within 4D6" of the War Mammoth and scatter it D6". Any model under the template suffers a Strength 4 hit. The initial victim then suffers 2D6 Wounds with no armour saves allowed (D6 for the swatting and D6 for the impact, in case you're wondering). If the swatted model survives, place it within 1" of the template's final position, and at least 1" away from other units. If the model cannot be placed or is a non-character model, remove it as a casualty – it's been trampled!

**6 Squashed and Pick Another.** The Mammoth's strong trunk constricts the victim until it pops! The victim and the Mammoth roll a D6 and add their Strength characteristic. If the victim scores the highest value, nothing happens. Otherwise, for each point the Mammoth's value beats its victim's value, the victim suffers one wound with no armour saves allowed. The Mammoth then picks another victim. This new victim makes a single Attack as usual to avoid being picked up – if he fails, roll again on this table to see what the Mammoth does with him.



# FORGE OF THJAZI

This section of the book lists the equipment, special weapons & items, magical items, and mounts used by the Norse Wolfborn, along with the rules for using them in your game of Warhammer Fantasy Battle. Magical items used by unique characters are detailed in the appropriate entry in the battlescrolls (page XX to XX), while all other items are listed here.

## WEAPONS

Profiles for the following weapons are listed on the Weapons section in the Warhammer Fantasy Rulebook: The Rules.

Great Weapon, Spear, Throwing axe, Two hand weapons.

### RANDGRID AXE

In the Close Combat phase, before any blows been struck, a unit with this weapon must choose one of the following profiles to use during the next Close Combat phase.

Name	Range	Strength	Special Rules
Hand Weapon	-	User	Parry Save
Great Weapon	-	+2	Requires Two Hands Always Strike Last

### VALKYRIAN STEEL

*Weapons from Helgard are swift, cold and deadly. Made to drink the souls of mortals and bring them back to Helgard.*

Name	Range	Strength	Special Rules
Valkyrian Steel	-	User	Always Strik First Charge!

**Charge!:** A weapon with this special rule gain a +1 Strength bonus the turn they successfully charged or preformed a Counter-attack charge reaction.

### WAR FALCON

Name	Range	Strength	Special Rules
War Falcon	24"	4	Guided

**Guided:** A weapon with this special rule ignores all To Hit modifiers.

## ARMOURS

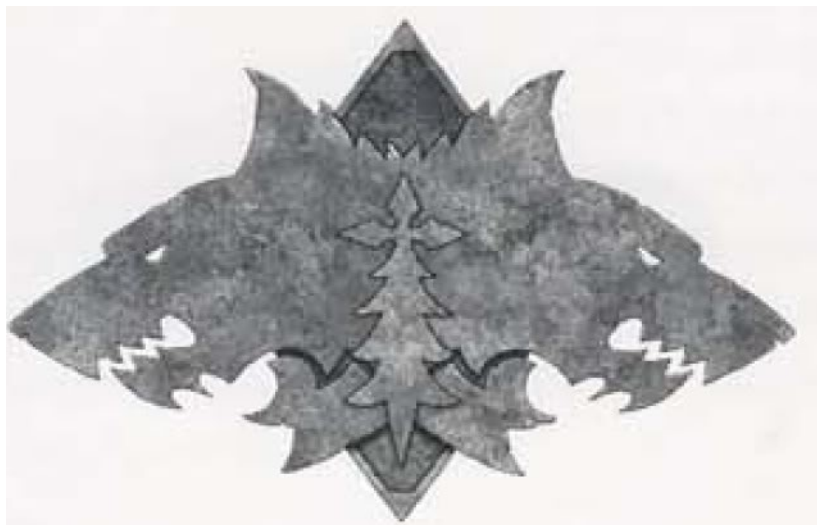
Profiles for the following armours are listed on the Saving Throws section in the Warhammer Fantasy Rulebook: The Rules.

Heavy armour, Light armour, Shield.

### VALKYRIAN STEEL

*A golden helm decorated with white wings on its sides.*

The wearer of the Aegis-helm counts her armour save being one point higher than normal. In addition, the helm has Magic Resistance (1).



## SPECIAL ITEMS

### ALPHA WOLVES

Some Norscan leaders, dedicated to Grylysa, bring their pet wolves with them as they ride their Fenrisian Matriarch into battle.

If a model brings his Alpha wolves into battle, he cannot join other units and will follow all the rules for Monsters and Handlers special rule with a few exceptions. The Alpha Wolves are considered to be the handlers and the Norse character is considered to be the monster. If both Alpha Wolves have been removed as casualties, the Norse character does not have to take a Monster Reaction test.



### FENRISIAN MATRIARCH (mount)

The Fenrisian Matriarch, often called the Great White Wolf. Even many imperial scholars think they are product of Chaos; they probably have existed before the coming of the Chaos. It could be that their race just mutated during the times after the first Great War against Chaos like mighty Jotuns.

This is a mount that can be taken by many character models. Use the model profile labeled as (Fenrisian Matriarch). In addition, the following Special Rules is giving to a model mounted on a Fenrisian Matriarch: **Fear**, **Stomp**, and **Frost Fury**.

### FUR MANTLE

A model equipped with a Fur Mantle counts his armour save being one point higher than normal.

### ICE MAMMOTH (mount)

This is a mount that can be taken by some character models. Use the model profile labeled as (Ice Mammoth). In addition, the following Special Rules is giving to a model mounted on a Ice Mammoth:

**Terror**, **Thunderstomp**, **Large Target**, **Gigantic Monster** and **Immune to Psychology**.

### RUNE STICKS

Rune Sticks is a shooting weapon with the following profile:

Name	Range	Strength	Special Rules
Rune Stick	12"	-	Runemarked Slow to Fire

**Runemarked:** A weapon with this special rule does not use Ballistic Skill when rolling To Hit, but instead must pass a successful Leadership tests to successfully hit its target. Model cannot benefit from Inspiring Presence or Hold Your Ground! special rules when shooting with this weapon. This shooting attack can be used if the model has marched, charged, against units that are engaged in close combat and if the user himself is engaged in combat.

Runemarked cannot not directly cause damage or Wounds. Instead, each time a unit suffers a hit with this special rule, place a Runemarked counter next to it. Runemarked counters remain next to their target until the end of the current player's turn or until they are used (whichever comes first)

Immediately before a unit from Warhammer Armies Norse, shoots or strike blows in Close Combat at a target that has one or more Runemark counters, it can declare it is using one or more of the Runemark abilities listed below. Each ability costs one Runemark counter - remove this number of runemark counters from the target immediately when the ability is declared. A unit can combine any number of Runemark abilities - provided that there are enough counters.

#### Runemark Abilities:

- The unit's shooting and close combat attacks receive a +1 bonus To Hit.
- The unit's shooting and close combat attacks receive a +1 bonus To Wound.
- The unit gain Magical Attacks special rule.

### TEMPEST RUNES

One use only. Can be used that the start of contolling player's turn. One additional dice is added to the Power Pool.

### WAR DRAKE (mount)

This is a mount that can be taken by some character models. Use the model profile labeled as (War Drake). In addition, the following Special Rules is giving to a model mounted on a War Drake: **Terror**, **Large Target**, **Thunderstomp**, and **Breath Weapon (strength 4)**.



## MONSTROUS WARGEAR AND ABILITIES

### BATTLE HORN

Counts as a Musician. Once per battle the Ice Mammoth may re-roll a failed charge.

### GIBBERER

All enemy units within 6" of the Curs'd Ettin cannot benefit from Hold your Ground or Inspiring Presence special rules.

### RUNECALLER

The Curs'd Ettin is a level 1 wizard and uses the Lore of the Old Seidar. Should the Curs'd Ettin miscast, their personality will shift (no Leadership test required).

### TUSKREAPERS

After rolling on the Ice Mammoth attack table the tuskreapers allows the Norse player to add or subtract one on the dice.

## GIFTS OF GRYLISA

### BLACK CLAWS

No armour saving throws can be taken against Wounds caused by a model with black claws.

### FENRISIAN RAGE

See page XX for details.

### NATURAL PREDATOR

The ulf-beast becomes a vicious killer of men. Model gains the Killing Blow special rule.

### RUNIC CLAWS

A model with this item gain the Magical Attacks special rule.

### THROAT BITE

One of the model's Attacks gain the Heroic Killing Blow special rule.



## AMONG THE RANKS

### ALPHA WOLVES

See page XX for details.

### BERSERKER

Any unit with a Berserker upgrade have additional D6 attacks. These additional close combat attacks must be directed against a single unit in base contact, and are distributed as shooting. Roll the additional close combat attacks at the start of each close combat phase. However, on a roll of 1 the Berserker momentarily suffers a blackout and instead inflicts D6 automatic Strength 3 hits on his own unit.

### RUNE SCRIBE

Any unit that includes a Rune Scribe are subjected to Frenzy special rule.

### WARRIOR SKJALD

Any character or champion engaged in a challenge in a unit with a Warrior Skjald can re-roll failed To Hit rolls.

### HERJANKIN SPIRIT

Cannot have Valkyrkin Spirit upgrade. A unit with this upgrade knows the spells Ancestral Spirits (Lore of the Old Seidar, see page 45) and Doom and Darkness (Lore of Death).

### VALKYRKIN SPIRIT

Cannot have Herjankin Spirit upgrade. A unit with this upgrade knows the spells Howling Winter's Fury (Lore of Ice, see page 45) and Regrowth (Lore of Life).







## SAGAS OF THE WARRIORS

The heroes of the Wolfborn have become so renowned for their incredible exploits, adventure and unique fighting style that they are recounted in endless stories - their names will linger in the sagas for decades. Each Saga can only be taken once per army.

**SAGA:** A paragraph listed as a Saga details the benefits the model gains from taken that particular Saga.

**OATH:** A paragraph listed as an Oath details how the model can break his Oath and lose glory.

**OPTIONAL:** You may instead roll a Saga randomly on the Sagas below, and by doing so, you can ignore the Oath included in the Saga. Roll a D6 and consult the numbered Sagas.

Special Characters with Saga and Oath will be noted as 'Saga of the **Oathed** Wolfkin', but if the Saga is noted as 'Saga of the Wolfkin' then it does not include the Oath part of the Saga.

### 1. SAGA OF AEGISHJALMAR

*The hero leads with great authority and is renowned for always holding the shield wall battleline steady.*

**Saga:** A model with this Saga increases his Inspiring Presence or Hold the Line range by + 6 inches.

**Oath:** If units from the Warhammer Armies Norse is fleeing when the game ends, you award your opponent(s) additional 100 victory points.

### 2. SAGA OF THE WOLFKIN

*The hero that been blessed by Grylysa takes great pride in charging into the enemy, and is renowned by such deeds.*

**Saga:** One use only. At the start of the Norse player's turn, the Norse Chieftain can let out a wolver howl. All units in the Warhammer Armies Norse gains Swiftstride special rule for the duration of the turn.

**Oath:** For any failed charge, the turn Saga of the Wolfkin is activated, your opponent(s) is awarded additional 50 victory points.

### 3. SAGA OF THE KING SLAYER

*The hero is renowned for being unbeaten in Bloodfields and striking down the enemey's leaders in duels of Holmgang.*

**Saga:** A model with this Saga has the Killing Blow special rule. In addition, any model will gain the maximum overkill bonus when slaying an opponent in a challenge with this model.

**Oath:** If this model refuse a challenge or is killed in a challenge, opponent is awarded additional 100 victory points.

### 4. SAGA OF THE KRAKEN SLAYER

*Few heroes have been able to kill a Kraken, but there are still many who fell other gigantic monsters that inhabited their lands.*

**Saga:** A model with this Saga have the Multiple Wounds (D3) special rules when fighting models with troop type: Monster. In addition, any unit in base contact with this model are considered to have two Runemark counters, which only this model can use.

**Oath:** Before the game ends, the model must have killed one or more models with troop type: Monster or your opponent is awarded additional 100 victory points. *(if no enemy monster is on the table at the start of the game, this Oath has no effect.)*

### 5. SAGA OF THE BEARKIN

*The hero renown for shrugging off mortal wounds with little concern.*

**Saga:** The model gain 1 additional Wound to his profile and Berserker's Endurance special rule, which recover wounds on a 4+ instead of a 6+. A model with this Saga cannot take mounts.

**Oath:** This model must be alive at the end of the battle or award the opponent additional 200 victory points.

### 6. SAGA OF THE REAVER KING

*The hero have sailed the roots of the World Tree in more years a youngling can count; raided and plundered riches beyond imagine.*

**Saga:** A model with this Saga can spend 25 points more on Magic Items than normal.

**Oath:** The model must prove his rading prowess by ending the battle in the opponent's deployment zone or award the opponent additional 100 victory points.





## SAGAS OF THE SHAMEN

The Shamen of the Wolfborn have become so renowned for their vast knowledge, adventure and magical prowess that they are recounted in endless stories - their names will linger in the sagas for decades. Each Saga can only be taken once per army.

**SAGA:** A paragraph listed as a Saga details the benefits the model gains from taken that particular Saga.

**CURSE:** A paragraph listed as a Curse details how the model can suffer ill effects from the use of their Saga.

**OPTIONAL:** You may instead roll a Saga randomly on the Sagas below, and by doing so, you can ignore the Curse included in the Saga. Roll a D6 and consult the numbered Sagas.

Special Characters with Saga and Curse will be noted as 'Saga of the **Cursed** Stormcaller', but if the Saga is noted as 'Saga of the Stormcaller' then it does not include the Curse part of the Saga.

### 1. SAGA OF THE ELDER DAYS

*The hero holds secrets from the days before the reckoning, summoning protective magics to shield himself and his unit.*

**Saga:** The model and any unit he has joined benefit from a Ward Save (5+).

**Curse:** If a unit that benefit from this model's Saga is destroyed, your opponent(s) is rewarded additional 100 victory points.

### 2. SAGA OF THE RUNE MASTER

*Few are able to master the art of Norse runes, but those that are able can predict and control the winds of magic with impressive skill.*

**Saga:** A model with this Saga can re-roll dice results of 1 when determining Casting Values.

**Curse:** If any re-roll from use of this Saga result in another 1, this model must roll on the Miscast Table after spell effect is resolved.

### 3. SAGA OF THE STORMCALLER

*Those that are called a Stormcaller are individuals that can summon storms which are beyond natural powers; tearing structures apart with ease.*

**Saga:** A model with this Saga add +1 to all attempts to cast spells from the Lore of Heavens and the Lore of Ice. In addition, when determining the amount of hits inflicted by Direct Damage and magic missile spells, a model inflicts an additional D3 hits.

**Curse:** If a model with this Curse roll a 1 when determining the number of hits inflicted by direct damage and magic missile, the additional D3 hits are instead inflicted on the caster's unit.

### 4. SAGA OF THE GALDRER

*The art of galdring still lives strong in the heritage of the Norse. The magical singing empowers the incantations and helps discover new spells which was unknown to the galdrer.*

**Saga:** When a model with this Saga generates spells, she can choose one spell - the rest must be generated following the normal rules.

**Curse:** Every time this model does not manage to roll the casting value of the spell chosen by rules of this Saga, the model suffers a single Strength 3 hit.

### 5. SAGA OF THE WYRD WEAVER

*The hero weaves the web of fate to his own favour, making him an unpredictable opponent.*

**Saga:** This model can re-roll a single dice when rolling to Dispel, Saves, To Hit or To Wound, once each turn.

**Curse:** When this model choose to re-roll a dice by using this Saga and still fails the roll, the model suffers a single Strength 4 hit.

### 6. SAGA OF THE SKJALD SHAMAN

*The knowledgeable shaman is probably the most respected sorcerer among the Norse, for he can wield most magic known to mortal man.*

**Saga:** When generating spells, a model with this Saga can generate all spells from same lore, or any number of spells from any lore in any combination as long the model can generate spells from these lores. Declare how many spells he or she will generate from each lore before spells are generated..

**Curse:** If a model with this Saga lose one or more spells during the battle, the opponent is rewarded 25 victory points per spell lost.



## MAGIC ITEMS

These are rare and incredible powerful relics, often from olden times - before the reckoning. Stored within the deepest amouries of Thjazi Forge, these heirlooms are only given to heroes when the need is most dire. See the rules for Magic Items in the Warhammer Fantasy Battle: *The Rules*. These Magic Items can be taken in addition to Common Magic Items, found in Warhammer Fantasy Battle: *The Rules*.

### BLOODZERKERS

70 Points

Magic Weapon

*The Bloodzerkers are two gruesome axes filled with forgotten blood magic. Along its blade run eight black runes on each side, and for each victim slain, is a tribute to the blades themselves. As the offering of blood continues, the black runes turns crimson. The Bloodzerkers was once the weapons of Ekil Bloodheart, a saga legend clan leader of the Norsii people. Some sagas also mention that these blades contain the soul of a murdered cursed hag.*

Name	Range	Strength	Special Rules
Bloodzerkers	-	User	Paired Weapons Frenzy Blood Magic

**Blood Magic:** A model with this special rule gain a +1 bonus to his Strength Characteristic for the duration of the next Close Combat phase per unsaved wounding hit he caused with his Attacks previous Close Combat phase (maximum Strength 10).

### WYRM BLADE

45 Points

Magic Weapon

*Wyrm Blade was forged in the freezing breath of a two-headed frost serpent and quenched in its blood. As the blade is wielded and struck with, it becomes almost as if the victim was attacked by a legion of men. Other blades of this kind have been crafted by many races; some forged by fire, other with sinister dark breath of a black dragon. By other races this weapon is called a Dragon Blade.*

Name	Range	Strength	Special Rules
Wyrm Blade	-	User	Dragon Rage Armour Piercing

**Dragon Rage:** Each successful hit from a weapon with this special rule is multiplied into D3 automatic hits.

### SCALES OF HJORIX

50 Points

Magic Armour

*One of the first relics to be crafted after the End Times. Hidden under his cloth, a peasant had five black scales, which he had stolen from the fallen ancient dragon, Hjorix. Now a magnificent piece of armour, displayed in Thjazi Forge main hall.*

The Scales of Hjorix is a Heavy Armour that grants the wearer a 4+ armour save. In addition, once per battle, the wearer may call upon the power of the Devourer at the start of any turn. While the power of the Devourer is active, the Scales of Hjorix grants the wearer a +2 bonus to Strength and Toughness. The Power of the Devourer lasts until the start of the controlling player's next turn.



### SHIELD OF THE VENGEFUL WOLF

35 Points

Magic Armour

*Although its name suggest otherwise, this magnificent round wooden shield is made from bygone oaks from the dreaded Forest of Knives. The shields innate ability to recoil against enemy spellcasters and the carved wolf emblem on its front, has given its current name. When, and by whom this relic was crafted, is unknown, but families have fought countless of battles over its ownership.*

Shield. Every time a spell is successfully cast and affects the unit with the Shield of the Vengeful Wolf (after all dispel attempts have been made), roll a D6, on a roll higher than the Level of the casting Wizard (models casting Bound Spells are wounded on a 2+), the Wizard loose 1 wound with no armour save allowed.



**BLOODROOT**

15 Points

Enchanted Item

*The blood-like liquid of these rare enchanted roots are consumed by the Norsemen, enraging them even further. Their eyes turn blood red as pain, fear and shock are painlessly ignored. As the battle draws to an end, many Norsemen who inhaled the bloodroot's liquid falls to the ground dead due to blood loss or shock.*

If the wearer of the Bloodroot is in a unit that contains one or more Berserker upgrade, the unit may re-roll the D6 additional attacks generated by the Berserker upgrade. In addition, once per battle the Bloodroot allows a unit that have lost Frenzy earlier in the game to regain it.

**HONEY MEAD OF VAINO**

25 Points

Enchanted Item

*This mead is made from the sweet enchanted honey in the former southern forests, which was located by the coast of Skaeling land. Now this mead is handed down by Gods to their mortals.*

The wearer of this item gains +D6" range to all spells from the Lore of the Old Seidar and the Lore of Ice, and the Runemarked special rule. Roll the additional range once at the start of your turn.

**RUNE-RINGS**

50 Points

Enchanted Item

*These rings are enchanted trinkets crafted by Vikti Seers through a hazardous process which can be done on very rare occasions because it's uncommon ingredients.*

Model with a Saga only. The wearer of a Rune-Ring benefit from the Regeneration special rule. In addition, as long as the model is in a unit, the unit benefit from Regeneration (6+) special rule.

**GIRLDE OF GIANTS**

60 Points

Talisman

*The Girdle of Giants is a belt made of ancient Jotun hair. It empowers the owner with the strength of giants, and every so often a ghostly image of a giant appears to crush the Norse warrior's enemies beneath his enormous feet.*

Models on foot only. All attacks done by the character with the Girdle of Giants in the Close Combat phase are resolved at +1 Strength. In addition, he gains the Thunderstomp special rule. Remember, the Thunderstomp attacks are considered to be magical.

**QUILL OF SAGAS**

50 Points

Talisman

*The Quill of Sagas is a mystical black feather said to originate from one of the Ravens of Morigander, the Ravenswyrd. Others, claim that it is a feather from Tcar, the raven god himself. Whatever the truth, it has the power to turn the threads of the Nornes in favour of the owner and his Oathsworn. Death does not come easy to the lucky wearer of this talisman - the eaters of the dead will have to circle the battlefield another day.*

The owner of the Quill of Sagas and his unit may re-roll any failed characteristic test they may be required to take. In addition, the bearer of the Quill of Sagas is granted a Magic Resistance (2).

**THE WORLD BRANCH**

40 Points

Arcane Item

*Legends says this staff is made from a branch of the Oak of Ages.*

The World Branch adds a bonus of D3 dices to the wearer's channelling attempts, giving a total of D3+1 channelling dices. For every successful channelling attempt gains a power dice or dispel dice. In addition, The World Branch gives the bearer Regeneration (5+) special rule.

**GRYLYSA'S WRATH**

75 Points

Magic Standard

*The Grylysa's Wrath is a large standard crafted from the pelt of a great Fenrisian Matriarch, which can summon ship-wrecking storms before it devours them. The Banner depicts Grylysa laying on her Throne of Ice with a Fenrisian Matriarch devouring the World in the background.*

All units within 12" of Grylysa's Wrath with the Forefather's Call special rule, gain +1 Strength the turn they successfully preforms a charge or Counterattack. In addition, One use only; This banner must be activated at the start of the Norse player's turn and lasts until the end of the opposing player's turn. This banner affects the entire battle field; it reduces all shooting to half range and all flyers may not make a march move, as a snowstorm blows over the battlefield.



# LORE OF ICE

*Note: All characteristic tests caused by Lore of Ice are distributed as shooting.*



**Frostbound:** As the ice magic manifest on its victims, it traps and freezes them making it almost impossible to move. Each time a Magic Missile, Hex, or a Magical Vortex affects or cause an unsaved wound to an enemy unit, each model in that unit must take a dangerous terrain test next time they move.

## Frost Spear (Signature Spell)

**Cast on a 9+**

*The wizard conjures a lethal icicle of the land and hurls it at his enemies.*

This spell is a magic missile spell with a range of 24". It inflicts a single Strength 5 hit that causes Multiple Wounds (D3) and then penetrates ranks in the same manner as a shot from a bolt thrower. The Wizard can attempt to conjure a larger spear that inflicts a Strength 8 hit, causing Multiple Wounds (D6). If he does so, the casting value is increased with 15+. In addition, whether it was cast with standard or boosted casting value, any unit that suffers one or more unsaved wounds caused by this spell will have their Movement reduced by one point in their next Movement phase.

### 1. Numbing Cold

**Cast on a 6+**

*This spell's unbearable cold freezes the limbs of its victims.*

Remains in Play. This spell is a hex spell with a range of 24". Targeted unit suffers minus D6 to their Movement characteristic to a minimum of 1. The caster may increase the range to 48" but if she does so, the casting value increases to 9+.

### 2. Fenrisian Claws

**Cast on a 7+**

*The weapons turn to sparkling blades of Ice.*

This spell is an augment spell with a range 12" and lasts until the start of the caster's next Magic phase. Targeted unit gains Armour Piercing special rule and Initiative 10. The caster may increase the range to 24" but if she does so, the casting value increases to 10+.

### 3. Walls of Ice

**Cast on a 8+**

*The wizard summons glacial walls of ice from thin air.*

This spell creates D3+1 wall barriers which the caster may place, each individually, anywhere within 18" even in base contact with units. The summoned walls are 6" wide and 1" to 2" tall. At the start of the caster's next Magic phase the Walls of Ice barriers are removed from play.

### 4. Howling Winter's Fury

**Cast on a 9+**

*The wizard invokes the winter's fury and bellows a freezing wind filled with howl of wolves towards his enemies.*

This spell is a magical vortex which uses the small round template. Once the template is placed, the player then nominates the direction in which the Howling Winter's Fury will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by 3. Any enemy unit under the template will suffer a minus 1 to their leadership until the start of the casters next magic phase. In addition, after the leadership modifier has been applied, the affected units must immediately take a panic test. Once the vortex has moved its full distance, it is removed from play.

### 5. Blizzard

**Cast on a 14+**

*The wizard summons a powerful snow storm which sweeps over the battlefield.*

This spell is a hex that lasts until the caster's next Magic phase. To determine which units are affected by this spell, place a suitable marker anywhere on the table and roll the artillery dice and multiply the result by 2. Measure from the placed marker, every unit within the result in inches are affected. Affected units suffer minus D3 to their Movement characteristic, to a minimum of 1. In addition, affected units can't benefit from Hold your ground and Inspiring Presence special rules, and will fail dangerous terrain tests on a 1 and 2. If a Misfire is rolled, the wizard loses control over the spell; the spell affects the entire battlefield, both friendly units and enemy units.

### 6. Glacial Imprisonment

**Cast on a 16+**

*The caster freezes the air around his target creating a prison of ice; the weakest dies instantly as their blood congeal into blobs.*

Remains in Play. This spell is a hex with a range of 36". An affected unit must immediately, and at the start of each subsequent magic phase, take D6 toughness tests per rank. Models that do not pass their toughness test are removed from play, but due to the strong willpower of character models, they suffer D3 wounds instead with no armour saves. In addition, should the unit move while under the effects of the spell, each model in the unit will immediately suffer a Strength 3 hit with no armour save.

This spell can also be cast on buildings. Affected buildings cannot be entered or assaulted. Models inside the affected building cannot shoot or cast magic out of it, nor can they choose to leave it. In addition, a unit inside must immediately, and at the start of each subsequent Magic phase, take 2d6 toughness tests. Models that do not pass their toughness test are removed from play, but due to the strong willpower of character models, they suffer D3 wounds instead with no armour saves.

# LORE OF THE OLD SEIDAR

*Note: All characteristic modifiers caused by Spirit of the Ancient North are applied to spells in the Lore of Old Seidar.*



**Foresight:** The Norse Volva has an innate ability to forecast the future with the use of Seidar Magic. Each time she successfully casts one of her spells, she immediately gets a glimpse of the immediate future and can pass the vision on to her people, as a warning for dangers ahead. After a successful cast, nominate one friendly unit within 12". The affected unit may then re-roll 1's when rolling saves until the start of the next Norse player's turn.

## Spirit of the Ancient North (Signature Spell)

**Cast on a 8+**

*The seer invites the ancient spirits of the north to manifest within her body, empowering her for as long as she can endure the burden.*

Remains in Play. Spirit of the Ancient North is an augment spell that is cast on the Wizard. The model gains a D3+1 bonus to her Weapon Skill, Strength and Attacks (roll once). In addition, the model is affected by Regeneration (6+) special rule, and if the model already has Regeneration, this spell will improve his regeneration special rule by one point (to a maximum of Regeneration (3+)).

### 1. Murder Talons

**Cast on a 5+**

*The seer tears off her nails and throws them with murderous intentions.*

This spell is a magic missile with the range of 24". It inflicts 2D6 Strength 2 hits to an enemy unit. The seer may use her own Strength characteristic instead of the normal Strength 2. If she does so, the casting value is raised to 9+.

### 2. Spirit of the Fallen Warriors

**Cast on a 5+**

*The seer manifest her spirit of rigor.*

This spell can be cast as a Hex or as an Augmented spell with a range of 18" and last until the next friendly magic phase.

**Hex.** The affected unit will have their Weapon Skill lowered by -1 (minimum of 1). **Augmented.** The affected unit will have their Weapon Skill increased by +1. The caster may choose to cast a more powerful version of this spell. The affected unit use the caster's Weapon Skill characteristic instead of their own. If she does so, the casting value goes up to 9+.

### 3. Ancestral Spirits

**Cast on a 8+**

*The seer manifests the enraged spirits of their forefathers, causing dismay or a utter all-out berserk frenzy.*

This spell can be cast as a Hex or as an Augmented spell with a range of 18" and last until the next friendly magic phase.

**Hex.** The affected unit will have their Attacks lowered by -1 (minimum of 1). **Augmented.** The affected unit will have their Attacks increased by +1. The caster may choose to cast a more powerful version of this spell. The affected unit use the caster's Attack characteristic instead of their own. If she does so, the casting value goes up to 12+.

### 4. Bloodfield

**Cast on a 9+**

*The seer whispers hush vile words to summon the traditional Norse fighting arena.*

Bloodfield is a direct damage spell. Place the small round template within 24" – it then scatters D6". All models under the template will make a single close combat attack against their own unit – work out hits and wounds as a normal close combat round. The caster may choose to cast a more powerful version of this spell. The affected units use the caster's Strength and Weapon Skill characteristic instead of their own. If she does so, the casting value goes up to 13+.

### 5. Shadowy Fury

**Cast on a 9+**

*The seer manifest his spirit of Disirs and shadows of Hel.*

This spell can be cast as a Hex or as an Augmented spell with a range of 18" and last until the next friendly magic phase.

**Hex.** The affected unit will have their Strength lowered by -1 (minimum of 1). **Augmented.** The affected unit will have their Strength increased by +1. The caster may choose to cast a more powerful version of this spell. The affected unit use the caster's Strength characteristic instead of their own. If she does so, the casting value goes up to 13+.

### 6. Invoking the Forefathers

**Cast on a 16+**

*The sky opens up as the Volva calls for Hel's aid. A pillar of Raenir spirits charges the Volva's enemy from above and drags them down to the realm of the dead.*

This spell is a direct damage spell with the range of 12". Every model in the unit must pass a Weapon Skill test (as they are trying to fend off the spirits) or be removed as a casualty.

Due to the strong will of characters, they only suffer a wound if they failed their Weapon Skill test with no save possible.

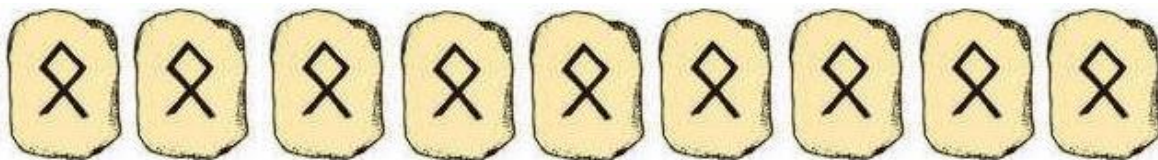


## EJSGARD REFERENCE

<b>LORDS</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Base Size</b>	<b>U.T</b>
Styrkaar Svengorson	4	7	4	5	4	3	8	5	9	20x20 mm	In.
Jerg	4	7	4	5	4	3	6	4	9	20x20 mm	In.
Jormungand Sagaprophet	4	5	3	4	4	3	5	2	8	20x20 mm	In.
Vikti Shaman	4	5	3	4	4	3	5	2	8	20x20 mm	In.
Skagul Wavemonger	4	6	3	5	5	3	5	4	9	20x20 mm	In.
The Coven	—	—	—	5	5	5	—	—	—	60x100 mm	Ch
Hag Seer	—	—	—	3	—	—	3	*	8		
Bearers	6	3	1	5	—	—	2	3	—		
Keorl Thunderhand	4	7	4	5	5	4	5	5	9	40x40 mm	MI.
<b>HEROES</b>											
Runi Ironchest	4	6	3	4	4	2	6	3	8	20x20 mm	In.
Warleader	4	6	3	4	4	2	6	3	8	20x20 mm	In.
Vikti Seer	4	4	3	4	4	2	3	1	7	20x20 mm	In.
Stormjarl	4	4	3	4	4	2	4	2	8	20x20 mm	In.
Slavelord	4	5	3	5	4	2	5	3	9	20x20 mm	In.
Gudrun Viletungue	5	6	5	3	3	2	6	4	8	20x20 mm	In.
Beastlord	4	5	5	4	4	2	6	3	8	20x20mm	In.
Borkil the Butcher	3d6	6	1	6	4	3	5	*	8	Round 40 mm	Un.
<b>CORE</b>											
Norse Raiders	4	4	3	3	3	1	4	1	7	20x20 mm	In.
Royal Hirdsmen	4	4	3	3	3	1	3	1	7	20x20 mm	In.
Ejsgard Thralls	4	2	2	3	3	1	3	1	4	20x20 mm	In.
Flayed Hounds	7	3	0	3	3	1	3	1	5	25x50 mm	WB.
Beastmasters	4	3	3	3	3	1	4	1	7	20x20 mm	In.
<b>SPECIAL</b>											
Bloodsworn	4	5	3	3	3	1	4	1	8	20x20 mm	In.
Aesling Berserks	4	4	3	4	3	1	4	1	7	20x20 mm	In.
Curs'd Ettin	6	4	3	6	6	6	2	5	7	50x100 mm	In.
Blood Maidens	4	3	3	3	3	1	4	1	7	20x20 mm	In.
Darksouls	4	3	0	3	4	1	2	1	6	20x20 mm	In.
Norse Ice Mammoth	7	3	0	7	6	7	1	*	5	100x150 mm	Mo.
Beastmasters	4	3	3	3	—	—	4	1	7		
Morkewerenars	6	4	3	5	4	3	3	3	7	40x40 mm	MI
Winterwarg Prowlers	7	3	0	5	4	3	3	4	6	50x75 mm	MC
Prowler	4	3	3	3	3	1	5	2	7		
<b>RARE</b>											
Snow Trolls	6	3	1	5	4	3	1	3	4	40x40 mm	MI
Apparition of Cadavers	5	3	0	6	5	5	1	6	10	50x100 mm	Mo
Enslaved Ejsgard Giant	6	3	3	6	5	6	2	*	6	50x100 mm	Mo
Slavemasters	4	4	3	4	3	1	3	2	8		
Norse Spawn	2d6	3	0	4	5	3	2	D6+1	10	50x50 mm	WB
Kinsfolk	4	3	3	3	3	1	3	1	7		
Welkin Dragonship	*	—	—	6	6	8	—	—	—	100x150 mm	Ch
Steersman	—	4	3	3	—	—	4	2	7		
Ravengrimnir	2	4	4	6	6	6	4	4	8		
<b>MOUNTS</b>											
Norse Warhorse	8	3	0	3	3	1	3	1	6	25x50 mm	WB
Winterwarg	7	3	0	5	4	3	3	4	6	50x75 mm	MI
War Drake	6	5	0	6	5	5	3	5	7	50x100 mm	Mo
Ice Mammoth	7	3	0	7	6	7	1	*	5	100x150 mm	Mo

# MIDGARD REFERENCE

LORDS	M	WS	BS	S	T	W	I	A	Ld	Base Size	U.T
Eric Redaxe	4	7	4	5	4	3	7	5	9	20x20 mm	In.
King	4	7	4	5	4	3	6	4	9	20x20 mm	In.
Vaino	4	6	3	4	4	3	5	3	9	20x20 mm	In.
Troldmanir Rune Priest	4	5	3	4	4	3	4	3	8	20x20 mm	In.
Groa	4	3	3	3	4	3	3	1	8	20x20 mm	In.
Volva Spiritbinder	4	3	3	3	4	3	3	1	8	20x20 mm	In.
Agnar	6	7	3	6	5	5	5	5	9	40x40 mm	MI
<b>HEROES</b>											
Jarl	4	6	4	4	4	2	6	3	8	20x20 mm	In.
Brage Bodason	4	6	3	4	4	2	6	3	8	20x20 mm	In.
Stormjarl	4	4	3	4	4	2	4	2	8	20x20 mm	In.
Galdrer Rune Priest	4	4	3	4	4	2	3	2	7	20x20 mm	In.
The Ravenswyrd	6	6	6	5	5	4	6	4	9	40x40 mm	MI
Volva Bloodseer	4	3	3	3	3	2	3	1	7	20x20 mm	In.
Hjalmar Granraude	4	7	3	5	4	2	6	3	8	20x20 mm	In.
Valkyrie Queen	5	6	5	4	3	2	6	3	8	25x50 mm	Ca.
<b>CORE</b>											
Norse Reavers	4	4	3	3	3	1	4	1	7	20x20 mm	In.
Royal Hirdsmen	4	4	3	3	3	1	3	1	7	20x20 mm	In.
Shield Maidens	4	3	3	3	3	1	4	1	7	20x20 mm	In.
Midgard Thralls	4	2	2	3	3	1	3	1	4	20x20 mm	In.
Norse Hunters	4	3	3	3	3	1	3	1	7	20x20 mm	In.
Norse Giant Wolves	9	3	0	3	3	1	3	1	3	25x50 mm	WB
Ulfjarl	9	6	3	5	4	2	7	4	8	20x20 mm	In.
<b>SPECIAL</b>											
Huscarls	4	4	3	4	3	1	3	1	8	20x20 mm	In.
Huscarl Cavalry	4	4	3	4	3	1	3	1	8	25x50 mm	Ca
Trollblooded	6	4	1	4	4	4	2	3	7	50x50 mm	MI
Ulfverenars	9	4	3	4	4	1	5	2	7	25x25 mm	WB
Norulves	4	4	4	3	3	1	4	1	7	20x20 mm	In.
Curs'd Ettin	6	4	3	6	6	6	2	5	7	50x100 mm	Mo
Skin Wolves	7	5	0	4	4	3	5	3	7	40x40 mm	MI
Ice Mammoth	7	3	0	7	6	7	1	*	5	100x150 mm	Mo
Beastmasters	4	3	3	3	-	-	4	1	7		
<b>RARE</b>											
Shadow Hags	5	5	4	4	3	1	5	2	8	25x50 mm	Ca
Raenir Steed	9	3	0	4	3	1	4	1	6		
Mountain-tosser Giant	6	3	3	6	5	5	3	3	10	50x100 mm	Mo
Jutul the Old	10	3	3	8	7	10	1	6	10	50x100 mm	Mo
Feiknaulf	8	5	0	5	5	4	5	5	6	50x50 mm	Mo
Welkin Dragonship	*	-	-	6	6	8	-	-	-	100x150 mm	Ch
Steersman	-	4	3	3	-	-	4	2	7		
Megalith Stormstone	-	-	-	-	10	3	-	-	-		WM
Stormcallers	-	3	3	3	3	1	3	1	7		
Wydridders	4	5	3	4	4	3	5	3	8	50x75 mm	MC
Fenrir Wolf	8	4	0	4	4	3	4	3	6		
<b>MOUNTS</b>											
Norse Warhorse	8	3	0	3	3	1	3	1	6	25x50 mm	WB
Sortalv	7	3	0	3	3	1	3	1	5	25x50 mm	WB
War Drake	6	5	0	6	5	5	3	5	7	50x100 mm	Mo
Ice Mammoth	7	3	0	7	6	7	1	*	5	100x150 mm	Mo
Fenrir Matriarch	8	5	0	5	4	3	4	4	6	50x75 mm	MB
Hekseblakken	9	5	0	5	4	4	4	4	6	50x75 mm	MB



Runemark Tokens



