

NORSE

BY RICK PRIESTLEY AND NIGEL STILLMAN

The northern regions of the Old World suffer from extremes of climate and geography unlike anywhere else. The dense dark forests, high barren mountains, icy seas, and long winter nights conspire to make life both hard and short. The men that live here are as fierce and brutal as the landscape itself. Because little grows upon the rocky soil of the north, the Norse have traditionally turned to the sea as a way of life. Their famous Dragon Ships set out towards Albion, the coasts of the Old World, and even further afield, bringing warriors to pillage, extort, ravage and occasionally to trade or hire out as mercenaries. The Norse love battle, song and ale; but most of all they love battle.

The sedentary Old Worlders tell horrifying tales of the Norse, attributing to them all manner of magical powers and barbaric practices. From the point of view of an Old Worlder, a typical Norseman is a huge bristle-bearded warrior, wild with ale, swinging a huge blood-dripping axe, and clad only in rough furs torn from some ferocious beast. The Norse themselves would certainly approve of this image, and go a long way towards trying to uphold

it. Those that try hardest are the members of the Berserker bands. These frenzied madmen become virtually uncontrollable in battle, their eagerness to die rendering them almost indifferent to their opponent's blows.

The Norse army is known as the *Warhird*, or warhoard, and its warriors as *Hirdmen*. Tall, blond, blue-eyed and largely brainless (a result of the popular Norse sport of head-butting) the warrior elite are the *Huscarls*. These warriors epitomise the Norse code of warfare. Poorer Norse can only emulate them - but they do a pretty good job.

The North is also populated by the Norse Dwarfs, a race of Dwarfs tied very closely to Norse society and culture. The Norse Dwarf settlements function almost exactly like those of the Norse themselves, continually fighting or allying with other Human and Dwarf realms in the pursuit of battle. Norse and Norse Dwarfs often fight on the same side against their common enemies, or against other Norse.

THE WARHIRD OF THE NORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Human	4	3	3	3	3	1	3	1	7	7	7	7	5
5 Hero	4	4	4	4	3	1	4	2	7	7	7	7	30
10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7	55
15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1	80
20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1	105
25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2	130
5 Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	60
10 Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	85
15 Wizard	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	155
20 Wizard	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3	240
25 Wizard	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3	340

The points values of Weres and their profiles in Wolfman form are given below. If players wish to use Weres in Human form, they have the same profile as Humans shown above.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Wolfman	4	4	3	4	4	1	4	1	8	6	8	8	15
5 Hero	4	5	4	5	4	1	5	2	8	6	8	8	65
10 Hero	4	6	4	5	5	2	5	3	9+1	6	8	8	115
15 Hero	4	6	4	5	5	3	6	3	10+3	6	9+1	9+1	165
20 Hero	4	7	4	5	5	4	7	4	10+3	6	9+1	9+1	215
25 Hero	4	7	5	5	5	4	7	4	10+3	8+2	10+2	10+2	265

The profile for a Were character in full Giant Wolf form is given below. This profile is used irrespective of the character's level and the character's PV does not change.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Giant Wolf	9	6	0	4	4	1	6	2	6	4	6	6	

Base size: Infantry 20mm x 20mm; cavalry and Giant Wolf 25mm x 50mm



	M	WS	BS	S	T	W	I	A	Id	Int	Cl	WP	Pts
Dwarf	3	4	3	3	4	1	2	1	9	7	9	9	9
5 Hero	3	5	4	4	4	1	3	2	9	7	9	9	48
10 Hero	3	6	4	4	5	2	3	3	10+1	7	9	9	88
15 Hero	3	6	4	4	5	3	4	3	10+2	7	10+1	10+1	128
20 Hero	3	7	4	4	5	4	5	4	10+3	7	10+1	10+1	168
25 Hero	3	7	5	4	5	4	5	4	10+3	9+2	10+2	10+2	208
5 Wizard	3	5	3	4	4	1	2	1	9	8+1	10+1	10+1	78
10 Wizard	3	5	3	4	4	2	3	1	10+1	9+2	10+1	10+2	118
15 Wizard	3	6	3	4	5	3	3	1	10+2	9+2	10+2	10+2	203
20 Wizard	3	6	4	4	5	4	4	1	10+2	10+3	10+2	10+3	303
25 Wizard	3	7	5	4	5	4	5	1	10+3	10+3	10+3	10+3	418

Base size: Infantry 20mm x 20mm.

Alignment: Norse armies are Neutral

Psychology: Norse armies are bound by several of the special *psychology* rules. For this reason the Norse army should be considered as a 'expert' army, suitable for players familiar with the additional rules. Ulfwerenar (see below) are subject to *automatic frenzy* in Wolf-Man form. Were characters are also subject to *hatred* in Giant Wolf form (see **WFB** p223-5). Berserkers are subject to *automatic frenzy* and all other rules given on p96 of **WFB**. Troll and Giant Slayers are subject to the special rules as summarised in each entry and given in full on p213 of **WFB**. Norse are subject to *saga animosity* against other Norse. Norse Dwarfs are subject to *saga animosity* against other Norse Dwarfs. *Saga animosity* is explained on **WFB** p205-6.

ULFWERENAR

Norse armies may include units of Weres called Ulfwerenar or 'wolf warriors'. Ulfwerenar units cannot be led by ordinary heroes, although they can be led by their own Were heroes. Like other units, Ulfwerenar do not have to be led by characters, in which case one of the models is automatically assumed to be the leader. Players who wish to employ Were characters must bear in mind their annoying tendency to change unexpectedly into Giant Wolf form and sometimes to lose control altogether (see **WFB** p224).

Ulfwerenar may enter a battle in either Human or Wolf-Man form, but once changed to Wolf-Men they remain this way for the rest of the battle. The tactical advantage of a unit changing suddenly into Wolf-Men must be weighed against the chance of a unit not changing at all! Players may also wish to dispose of the necessity to provide alternative models, and so may prefer to deploy their Ulfwerenar already changed. Note that in practice it is enough to tell the opposing player a unit is composed of Ulfwerenar - it is not strictly necessary to have duplicate models.

ARMY SELECTION

Force	Minimum	Maximum
Rank & File models	½ army's total PV	Whole army less 1 hero
Character models	1 hero	½ army's total PV
Heroes	1 model	½ army's total PV
Wizards	0	4 models
Allies	0	¼ army's total PV
Mercenaries	0	¼ army's total PV
Monstrous Host	0	¼ army's total PV



CHARACTER MODELS

Character models are heroes and wizards. The player may spend up to a half of the army's total points value on character models.

General: The army must be led by a General who will be the character model with the highest *Leadership* characteristic.

Army Standard: The army is allowed one army standard, known as the Reafen or Raven Banner. This must be carried by a character model and paid for from the character model points allowance. Army standards cost 50 points.

Points: The points costs given for a character is for a basic unarmoured model with a hand weapon. Characters should be provided with armament as depicted on the model and selected from the following list. If the model is carrying a piece of equipment *not* mentioned on the table, it may be ignored. Note that were characters pay **double** points cost for their equipment.

Item	Points cost per character model
Close Combat Weapons	
Double-handed weapon	2
Spear	1
Missile Weapons	
Bow	2
Javelin	1
Throwing spear	1
Throwing axe	1
Armour	
Shield	1
Light armour	2
Heavy armour	3
Horse or Warhorse barding	4
Riding Animals	
Horse	3
Warhorse	6

Heroes

The army may have up to a half of its total points value in heroes, and must have at least one (the General). The maximum number of heroes available at each level and their points costs are given below.

Maximum	Pts per model	
	Human	Norse Dwarf
6 Karls (lvl 5 heroes)	30	48
4 Drengs (lvl 10 heroes)	55	88
3 Thegns (lvl 15 heroes)	80	128
2 Jarls (lvl 20 heroes)	105	168
1 Kyning (lvl 25 hero)	130	208
2 Ulfcarl (lvl 5 Were hero)	65	-
1 Lupendreng (lvl 10 Were hero)	115	-
1 Ulfhegn (lvl 15 Were hero)	165	-
1 Ulfjarl (lvl 20 Were hero)	215	-
1 Beowulf (lvl 25 Were hero)	265	-

Champions

Level 5 heroes must be assigned to specific units as leaders. These 'hero-leaders' are referred to as champions. Champions are part of the unit they are assigned to and cannot leave it (see *WFB*, p93). Other characters may be assigned as champions or left as independent models, free to associate with, and lead, any unit in the normal manner.

Were characters, where present, must be assigned to Ulfwerenar units as champions. Were characters may not operate independently, but always act as unit leaders of their kind. An Ulfwerenar unit may have only 1 champion, so the number of Were characters will always be limited by the number of Ulfwerenar units in the army.

Wizards

The army may contain a maximum of 4 wizards of which up to 3 may be Human Norse and up to 2 may be Norse Dwarfs. Dwarf wizards have only **half** the power level of normal wizards (see *WFB* p214). Wizards may join and take over command of units, but are never unit champions and can always leave a unit if they wish. The maximum number of wizards and their magic level is given below.

Maximum	Points per model	
	Human	Norse Dwarf
3 Volas (lvl 5 wizards)	60	78
3 Runeskryres (lvl 10 wizards)	85	118
2 Skalds (lvl 15 wizards)	155	203
1 Helrun (lvl 20 wizards)	240	303
1 Wyrds kryre (lvl 25 wizard)	340	418

Generating Spells

The number of spells available to each level of wizard is as follows.

Character Level	Magic Level	Number of spells of level			
		1	2	3	4
5	1	3	0	0	0
10	1	6	0	0	0
15	2	6	3	0	0
20	3	6	3	3	0
25	4	6	3	3	3

All spells are generated randomly from the appropriate Battle Magic chart. A wizard may also use other sorts of magic if the player chooses. A Norse Human wizard may substitute Illusionist or Elemental spells for any or all Battle Magic spells. He may also substitute one Necromantic spell and/or one Daemonic spell for equivalent level Battle Magic spells. A Norse Dwarf wizard may generate up to one Elemental, one Necromantic and one Daemonic spell per level instead of a Battle Magic spell of the same level.

Magic Items for Characters

Characters (wizards *and* heroes) can carry magical items paying the points indicated on the *Magic Items Charts* (*Warhammer Armies* p13). These are paid for from the character model points allowance and selected from the following list.

Any character model may carry one magic weapon with up to one magic attribute for every five 'levels' of the character (ie a level 5 character may carry a weapon with one attribute, a level 15 character may carry a weapon with three, etc).

Any character model may wear a single ring with a spell of level 1. One character model may wear a single ring with a spell of any level. Three character models may be equipped with magic armour.

The army standard, Raefen or Raven Banner, may have one magical ability.

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Bow	2
Javelin	1
Throwing spear	1
Throwing axe	1
Armour	
Shield	1
Light armour	2
Heavy armour	3
Horse or Warhorse barding	4
Riding Animals	
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20	3	6	3	3	0
25	4	6	3	3	3

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Any character model may wear a single ring with a spell of level 1.
One character model may wear a single ring with a spell of any level.
Three character models may be equipped with magic armour.
The army standard, Raefen or Raven Banner, may have one magical ability.

RANK & FILE

At least half of the army's total points value must be spent on rank & file troops. All units are automatically assumed to have a *leader* with the same profile as the rest of the unit. Any unit may be given a unit standard bearer and/or a musician. Standard bearers and musicians are equipped in exactly the same way as the rest of the unit, but cost double the points value of a basic trooper.

Any unit indicated may convert an ordinary standard into a magic standard with a single ability. The ability may have a points value up to the amount shown. The specific ability must be chosen and noted down before the game (see **WFB**, p186).

Any unit indicated may convert an ordinary musical instrument into a magic instrument with a single ability. The specific ability must be noted down before the game.



20-120 WARRIOR BONDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-30
POINTS PER MODEL: 6
WEAPONS: HAND WEAPON
ARMOUR: SHIELD
ANY UNIT MAY HAVE:
 DOUBLE-HANDED WEAPONS 2
 SPEARS 1
 LIGHT ARMOUR 2
 THROWING AXES 1
 THROWING SPEARS 1

The Norse are hard fighters and hard drinkers. True to their racial ideals, warriors aspire to a bloody death in battle, thereby ascending to an afterlife of perpetual fighting and boozing. Such are the attractions presented by an eternity of drunken violence that the Norse hold few qualms when it comes to laying down their lives in battle.

0-40 BONDSMEN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 7
WEAPONS: BOW & HAND WEAPON
ARMOUR: NONE
ANY UNIT MAY HAVE:
 LONG BOWS INSTEAD OF BOWS 1
 LIGHT ARMOUR 2
 SHIELDS 1

The Norse place great store in a warrior's ability with a bow. Bowmen are often recruited from the poorer warriors, as well as from those who are particularly good shots.

0-40 BERSERKERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 5-10
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: NONE
ANY UNIT MAY HAVE:
 ADDITIONAL HAND-WEAPONS 1
 DOUBLE-HANDED WEAPONS 2
 SPEARS 1
 LIGHT ARMOUR 2
 SHIELDS 1

*Given the Norse predilection for drunkenness and violence, it is horrifying to think that the lawless minority of Berserkers are considered maladjusted even by other Norse. Before a fight, these powerful warriors work themselves into a battle-frenzy, ripping and biting their clothes and war-gear. In this state they are dangerous - not only to the enemy but sometimes to their own side! See **WFB** p96.*

0-20 THRALLS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN	4	3	3	3	3	1	3	1	7	7	7	7



MODELS PER UNIT: 10-20
POINTS PER MODEL: 6
WEAPONS: JAVELIN & HAND WEAPON
ARMOUR: NONE
ANY UNIT MAY HAVE:
 SLINGS INSTEAD OF JAVELINS 0
 SHIELDS 1

Thralls are the slave class of the Norse. They are recruited into armed bands in times of trouble. Such times are common and the Thralls are often armed to fight off neighbouring Norse kingdoms or rampaging Goblins. Despite their lowly status, Thralls are really as bloodthirsty as the rest of Norse society, and thoroughly enjoy the chance to suspend the monotony of drudgery for the excitement of battle.



0-40 ULFWERENAR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
HUMAN FORM	4	3	3	3	3	1	3	1	7	7	7	7
WOLFMAN FORM	4	4	3	4	4	1	4	1	8	6	8	8



MODELS PER UNIT: 10-20
POINTS PER MODEL: 15
WEAPONS: HAND WEAPON
ARMOUR: NONE
ANY UNIT MAY HAVE:
ADDITIONAL HAND WEAPONS.....2
DOUBLE HANDED WEAPONS.....4
SPEARS.....2
SHIELDS.....2
LIGHT ARMOUR.....4
MAGICAL STANDARD.....25
MAGICAL INSTRUMENT.....25

Ulfwerenar means 'wolf-warriors' and is the word used by the Norse to describe those able to transform their shape into a grotesque half-man half-wolf. Such individuals are quite common in the north, where whole families of these Weres live in forest settlements. Ulfwerenar must be led by one of their own kind

0-60 NORSE DWARFS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NORSE DWARF	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-40
POINTS PER MODEL: 10
WEAPONS: HAND WEAPON
ARMOUR: LIGHT ARMOUR
ANY UNIT MAY HAVE:
DOUBLE HANDED WEAPONS.....2
SPEARS.....1
SHIELDS.....1
ONE UNIT MAY HAVE:
HEAVY ARMOUR.....1
MAGICAL STANDARD.....25
MAGICAL INSTRUMENT.....25

The Norse Dwarfs form a distinct Dwarven community different from their more southerly Dwarven kin. They have a great deal in common with the Human Norse, enjoying drinking, fighting, brawling, more drinking, and so on.

0-40 BONDSWARFS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BONDSWARF	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-40
POINTS PER MODEL: 8
WEAPONS: HAND WEAPON
ARMOUR: NONE
ANY UNIT MAY HAVE:
DOUBLE HANDED WEAPONS.....2
SPEARS.....1
LIGHT ARMOUR.....2
SHIELDS.....1
ONE UNIT MAY HAVE:
BOWS.....2
CROSSBOWS.....3

Faithful Dwarf retainers fight in their own units of Bondswarfs, rather like the Human Bondsmen. They may be armed in a similar manner to their master, and may also carry shooting weapons such as a bow or crossbow.

0-20 NORSE DWARF BERSERKERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NORSE DWARF BERSERKERS	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-20
POINTS PER MODEL: 13
WEAPONS: HAND WEAPON
ARMOUR: NONE
ANY UNIT MAY HAVE:
ADDITIONAL HAND WEAPONS.....1
DOUBLE HANDED WEAPONS.....2
THROWING AXES OR SPEARS.....1
SHIELDS.....1

The Norse Dwarfs form a distinct Dwarven community different from their more southerly Dwarven kin. They have a great deal in common with the Human Norse, enjoying drinking, fighting, brawling, more drinking, and so on.

0-20 NORSE DWARF TROLL SLAYERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NORSE DWARF TROLL SLAYER	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 10-20
POINTS PER MODEL: 8
WEAPONS: HAND WEAPON
ARMOUR: NONE
ANY UNIT MAY HAVE:
ADDITIONAL HAND WEAPONS.....1
DOUBLE HANDED WEAPONS.....2
SHIELDS.....1
LIGHT ARMOUR.....2

The Dwarven cult of Troll Slayers is more popular in the north than in the south. This is because the Norse Dwarfs are more unbinged than their southerly brethren. Fortunately, Trolls are fairly common in the cold wastelands of Norsca - this helps to keep the number of Troll Slayers down. These Dwarfs follow the cult styles of the Troll Slayers, with orange spiky hair and tattoos. They are immune to fear caused by living creatures and are subject to frenzy.

0-10 NORSE DWARF GIANT SLAYERS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NORSE DWARF GIANT SLAYER	3	4	3	3	4	1	2	1	9	7	9	9



MODELS PER UNIT: 5-10
POINTS PER MODEL: 8
WEAPONS: HAND WEAPON
ARMOUR: NONE
ANY UNIT MAY HAVE:
ADDITIONAL HAND WEAPONS.....1
DOUBLE HANDED WEAPONS.....2
SHIELDS.....1
LIGHT ARMOUR.....2

A Troll Slayer lucky enough to survive the attentions of Trolls becomes greatly respected by his fellow Slayers. Such individuals are known as Giant Slayers because they often seek out Giants and do battle with them. They are immune to fear caused by living creatures and are subject to frenzy. In addition they cannot be routed from band-to-band combat.



SKIRMISHERS

The following units may operate as skirmishers (see WFB, p100) if the player wishes. Skirmishing units must be noted down before the battle. The maximum size for a skirmishing unit is 15 for foot troops and 10 for mounted troops.

Unit type	Maximum number of skirmishing units
Bondsmen Archers	Any
Bondsdwarfs	Any armed with bows

BAGGAGE (see WFB, p102)

Norse armies tend to accumulate huge baggage trains full of loot, captives and whole herds of animals liberated from the enemy.

A Norse baggage train is represented by one wagon and 5 camp followers per 1000 points worth of rank & file troops in the army. Baggage followers are unarmoured and use improvised weapons.

ALLIES

Few people will ally with the Norse owing to their rowdy and untrustworthy nature. This is reflected in the comparatively small size of the Norse allied contingents. No more than a quarter of the army's points value may be spent on allies. The allies must be assembled from the *Allies Section of Warhammer Armies*, using any of the following lists:

Old World Allies

Fimir

MERCENARIES

The majority of mercenaries in a Norse army are often other Norse! Norse Dwarfs and Norsemen from one area or Kingdom will often hire out to another Kingdom or roving adventurer, depending on where the best bloodletting is at the time. Other interesting allies include Giants, as many of these large and dim-witted creatures live in the northlands. The player may spend up to a quarter of the army's total points on mercenaries, assembled from any of the following lists (detailed in the *Mercenary Section of Warhammer Armies*):

Old World Mercenaries
Ogres

Norse
Giants

HOSTS

Any wizard of the Warhird may bind a monstrous host (see WFB p240). Norse magicians are adept at manipulating the runic magic which controls the animals of their forests and wastes. Not least amongst these are the ferocious *wyrms*, or Dragons. The player may spend up to one quarter of the army's total points on a *host*. The types and numbers of creatures allowed in the host are given in the list below.

The monstrous host may contain:

Number	Creature	Point cost per model
0-3	Dragons	250-800
0-20	Giant Wolves	8
0-5	Bears	20
0-5	Eagles	75

