

Norse

Note that this is a working list, and requires in depth playtesting

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Thanks to Simon Gray

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Army list

The Norse army is chosen like every other Warhammer race with the same characters and unit restrictions.

Lords

Great Thane 90 points

M	WS	BS	S	T	W	I	A	LD
4	7	5	4	4	3	6	4	9

Weapons: Hand Weapon, Heavy Armour

Options: May have shield (+3 pts)

May have an additional hand weapon (+3 pts) or a great weapon (+6 pts)

May choose Throwing Axes (+8 pts)

May be mounted on a Warhorse (+15 pts), mount may have Barding (+6 pts), or a battle boar (+30pts)

May choose up to 100 pts of magic items

Special:

Chooser of the Slain 265 pts

M	WS	BS	S	T	W	I	A	LD
4	6	6	4	4	4	6	3	8

Weapons: Hand Weapon

Magic: Level 3 wizard, draws spells from the lore of life or ice

Options: May be equipped with a *spear* (pts) and a *shield* (pts) and wear heavy armour (pts)

May be upgraded to *level 4 wizard* (+35 pts)

May ride a *warhorse* (+15 pts), which may have *barding* (+6 pts) or a *Pegasus* (+pts), Pegasus also has the instability rule and will vanish if its rider is slain

Special: *Divine presence:* Fear, Instability. Unbreakable (as daemons)

Servants of Asgard: Add +1 to the combat resolution of combats they are involved in. This bonus cannot apply more than once no matter the number Valkyrie models, nor does it apply if any Valkyrie model is not in the front rank

Heroes

Hersir 65 points

M	WS	BS	S	T	W	I	A	LD
4	6	4	4	4	2	5	3	8

Weapons: Hand Weapon, Heavy Armour

Options: May have shield (+3 pts)

May have an additional hand weapon (+3 pts) or a great weapon (+6 pts)

May choose Throwing Axes (+6 pts)

May be mounted on a Warhorse (+15 pts), mount may have Barding (+6 pts), or a battle boar (+20pts)

May choose up to 50 pts of magic items

Special: If you do not choose an Einherjar, one Hersir in the army may be the *battle standard* for +25 points. If chosen he can take no further items from the list other than magic items and may not be mounted.

0-1 Einherjar 135 points

M	WS	BS	S	T	W	I	A	LD
4	5	3	4	4	3	6	3	8

Weapons: Hand Weapons, Heavy Armour

Options: May not choose any additional items

Special: Counts as a *musician* and the armies *battle standard*

Divine presence: Fear, Instability. Unbreakable (as daemons)

Battle call: If an Einherjar is involved in combat in any fighting rank then all allied units within 12" add +1 to their base strength in combat.

Shieldmaiden Valkyrie 115 pts

M	WS	BS	S	T	W	I	A	LD
4	4	4	4	4	2	4	2	8

Weapons: Hand Weapon

Magic: Level 1 wizard, draws spells from the lore of life or ice

Options: May be equipped with a *spear* (pts) and a *shield* (pts) and wear heavy armour (pts)

May be upgraded to *level 2 wizard* (+35 pts)

May ride a *warhorse* (+15 pts), which may have *barding* (+6 pts)

Special: *Divine presence:* Fear, Instability. Unbreakable (as daemons)

Servants of Asgard: Add +1 to the combat resolution of combats they are involved in. This bonus cannot apply more than once no matter the number Valkyrie models, nor does it apply if any Valkyrie model is not in the front rank

Core Units

Ulfsarks 5 pts per model

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

Unit Size: 10+

Weapons: Hand weapon

Options: The entire unit may be equipped with one of the following: *additional hand weapon* (+2) or *great weapons* (+2 pts)

May wear *light armour* (+1 pt) and have *shields* (+1 pts)

Upgrade an Ulfsark to a *Musician* (+5 pts)

Upgrade an Ulfsark to a *Standard Bearer* (+10 pts)

Upgrade an Ulfsark to a *Champion* (+10 pts) with *+1 Attack*

Special: One unit in the army may be promoted to the *berserker gang*, giving the unit *frenzy* as well as *heavy armour* for +4 pts per model

Raiding Cavalry 13 pts per model

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

Unit Size: 5+

Weapons: Hand weapon, mounted on *warhorses*

Options: The entire unit may be equipped with *spears* (+1 pt), and *throwing axes* (+4 pts) or *throwing spears* (javelins) (+4 pts)

May wear *light armour* (+2 pts) and have *shields* (+2 pts)

Upgrade a Cavalryman to a *Musician* (+6 pts)

Upgrade a Cavalryman to a *Standard Bearer* (+12 pts)

Upgrade a Cavalryman to a *Champion* (+12 pts) with *+1 Attack*

Special: *Fast cavalry*

Throwing Axemen 9 pts per model

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

Unit Size: 5+

Weapons: Hand weapon, throwing axes

Options: May wear *light armour* (+1 pt) and have *shields* (+1 pts)

Upgrade a Throwing axeman to a *Champion* (+10 pts) with +1 Ballistic Skill

Special: *Skirmish*

Special Units

Fenris Wolfbrood 25 pts per model

M	WS	BS	S	T	W	I	A	LD
7	4	0	3	4	2	5	2	8

Unit Size: 5+

Weapons: Claws

Special: *Fear*

Will of the Pack: Wolf broods get +1 strength in combat for each point of rank bonus they would normally score, so up to a maximum of +3 strength.

Huskarl 13 pts per model

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

Unit Size: 10+

Weapons: Hand weapon, spear, shield, heavy armour

Options: The entire unit may replace their spears with great weapons for +1 pt per model.

Upgrade a Huskarl to a *Musician* (+5 pts)

Upgrade a Huskarl to a *Standard Bearer* (+10 pts)

Upgrade a Huskarl to a *Champion* (+10 pts) with +1 Attack

Special: *Winters Pelt*; Combined with their technique of holding their spears aloft, Huskarl's get +2 to their armour save against missile attacks.

Jarls 28 pts per model

M	WS	BS	S	T	W	I	A	LD
4	5	4	4	3	1	4	1	8

Unit Size: 5+

Weapons: Hand weapon, heavy armour, shields, mounted on *barded warhorses*

Options: The entire unit may be equipped with the following: *additional hand weapon* (+4 pts), *spears* (+2pts)

Upgrade a Jarl to a *Musician* (+8 pts)

Upgrade a Jarl to a *Standard Bearer* (+16 pts) May carry a magic banner up to 25 points

Upgrade a Jarl to an *Ulfjarl* (+24 pts) with +1 Attack and +1 Strength

Special: *Heroic hunters:* Against any units mounted on a monster base or larger, Jarl's have killing blow only when using spears. Jarls also gain the +1 A bonus for using an additional hand weapon when mounted on account of their expert riding ability.

Trolls 35 pts per model

M	WS	BS	S	T	W	I	A	LD
4	4	4	4	4	2	4	2	8

Unit Size: 3+

Weapons: Hand weapon, *Rock sack* (18" missile on base strength +1, does D3 hits if on target)

Options: May wear *light armour* (+3 pts)

Upgrade a troll to a *Standard Bearer* (+20 pts)

Upgrade a troll to a *Hamarrtroll* (+40 pts) with +1 *Attack*, +1 *Wound* and +1 *Leadership*

Special: *Fear*

Rare

Boar Riders 23 pts per model

M	WS	BS	S	T	W	I	A	LD
4	4	3	3	3	1	3	1	7
6	3	0	5			2	2	

Unit Size: 5+

Weapons: Hand weapon, mounted on Battleboars

Options: The entire unit may be equipped with *spears* (+2 pts)

May wear *light armour* (+2 pt) and have *shields* (+2 pts)

Upgrade a boar rider to a *Musician* (+6 pts)

Upgrade a boar rider to a *Standard Bearer* (+12 pts)

Upgrade a boar rider to a *Champion* (+12 pts) with +1 *Attack*

Special: *Battle Boar:* Stat line given. Does D3 impact hits when charging. Adds +2 to the riders armour save.

Giant 205 pts per model

M	WS	BS	S	T	W	I	A	LD
6	3	3	6	5	6	3	special	10

Unit Size: 1

Weapons: Big club, tree or hangover

Options: A giant may have one of the following upgrades:

Fire Giant: breathe fire, 4+ armour save, attacks count as flaming (+ 30 pts)

Frost Giant: Models in base contact must pass a strength test or cannot act. Take this test at the beginning of each round of combat. +1 wound (+ 30 pts)

Special: *Ignore Litte 'un panic, Large target, Terror, Fall over, Move Over Obstacles, Stubborn, Giant Attacks* (See page 29-30 of the *Beasts Book* or the *Orcs Book*)

Spear Thrower 75 pts per model

2 count as one rare choice

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

Crew: 3

Equipment: The crew all carry hand weapons

Rules: As bolt thrower, Page 124 Warhammer Rulebook

Portents of Ragnarok – Norse Magic Items

Weapons

Gungnir, Spear of Odin	75 pts	+2 strength, +1 A, Killing Blow, counts as spear. T test or suffer a wound start of each combat round
Hammer of Thor	60 pts	Great weapon, +3 strength, D3 wounds
Axe of Muspell	30 pts	Throwing axe with +2 strength, +1 to hit vs. flyers
Huntress Axe	30 pts	Throwing Axe, +2 attacks in combat, +3 vs. flyers
Axe of Striking	30 pts	+1 to hit
Axe of Battle	25 pts	+1 Attack
Hammer of Might	20 pts	+1 Strength
Biting Blade	10 pts	-1 Armour save

Armour

Dragonscale Shield	30 pts	Counts as shield but gives a 3+ ward save vs. missiles
Meteoric Iron Mail	30 pts	1+ armour save
Mithril Breastplate	30 pts	Counts as Heavy Armour, 5+ ward save
Enchanted Shield	10 pts	5+ Armour Save

Enchanted Items

Elhrimnir Kettle	40 pts	+1 wound
Fetters of Fenrir	40 pts	Has killing blow against monsters and large targets
Odin's raven	30 pts	Spots hidden models and magic items within 20"
Valhallan Horn	30 pts	Bound pwr 4. Auto rallies fleeing units & they may reform immediately
Ring of Sagas	20 pts	+1 Leadership

Talismans

Granite Blood	60 pts	+2 Toughness, always strikes last in combat & has I 1
Forseti's Vial	50 pts	Model has regenerate
Thundercloud Shawl	20 pts	+2 save vs. missiles. Magic resistance (1)
Thurisaz Rune	20 pts	+3 movement, counts for mount as well
Talisman of Protection	15 pts	6+ Ward save

Magic Banners

Banner of Tyr	60 pts	Unit is stubborn
Banner of Ragnarok	50 pts	Unit has frenzy and hatred against all enemies. Will not lose frenzy
Njord's Banner	25 pts	Units suffers no movement penalties for water or woods
War Banner	25 pts	+1 Combat Resolution
Banner of the Great Hunt	20 pts	Unit may re-roll to hit dice in combat vs. mounted models and monsters
Freyja's Curse Banner	15 pts	Units attacks counts as magical and flaming

Norse Can also choose magic items from the common lists. See page 154 of the Warhammer Rulebook.