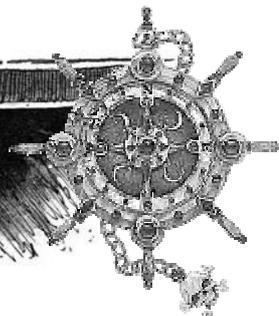


Norse Explorers



The land of Norsca lies to the far north of the Empire across the stormy Sea of Claws. This is a harsh realm of snow, where deadly forests of ice and mountains of frost reach skywards to the heavens, marching down to its impregnable coast.

Humans that live here are powerfully built, with tall, well muscled frames and long limbs. They are characterised by the pale hue of their skin, and common hair colours of red or fair blond. The Norsemen are bloodthirsty people whose society is based entirely around battle. They craft or produce very little in their inhospitable homeland. Instead their custom is to seize whatever they might need from foreign soil. Many times have their dreaded longships brought terror and destruction to the shores of men and the older races.

The Norse people live in marauder tribes, much like the Unberogens who were, centuries earlier, the founders of the Empire. It is for these reasons that they are viewed as a very primitive and uncivilised race by their neighbours. Indeed many Norse tribes openly worship the Dark Gods of Chaos.

All Norse warriors are trained in the art of war at a very young age and become skilled in the use of sword, axe, and shield for theirs is a brutal society where only the strongest survive. The Norsemen have few allegiances apart from to their families and tribal ancestors. Due to their well founded fearsome reputation they make excellent mercenaries.

Despite their brutish behaviour the Norse make superb natural sailors rivalling even the High Elves. It was the Norse who were the first humans to discover Lustria and The South Lands. In their ships, explorers sailed from Norsca to Lustria, establishing the first colony, their trading port Skeggi. Norse raiding parties plague the coastline of Lustria attacking many offshore settlements but it is their desire for riches and adventure that has driven them further inland to pillage the ancient temples of the Slann.



Special rules

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

Choice of warriors

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

Jarl: Each Norse warband must have one Jarl to lead it.

Berserker: Your warband may include up to two Berserkers.

Bondsmen: Your warband may include up to two Bondsmen.

Ulfwerenar: Your warband may include up to one Ulfwerenar.

Marauders: Your Warband may include any number of Marauders.

Hunters: Your Warband may include up to five Hunters.

Wolves: Your Warband may include up to five Wolves provided it includes an Ulfwerenar.

Starting experience

A **Jarl** starts with 20 experience.

Berserkers start with 11 experience.

An **Ulfwerenar** starts with 11 experience.

Bondsmen start with 0 experience.

Henchmen start with 0 experience.



Characteristic increase

Norse warriors are human. Ferocious barbarians they might be but they are human all the same. They use the maximum characteristics for humans from the Mordheim rulebook. Ulfwerenar are favoured by the Norse Gods. Neither man, beast nor both, these werecreatures have different maximum characteristics to reflect their altered physical form. Remember that Henchmen can only add +1 to any characteristic.

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9
Profile	M	WS	BS	S	T	W	I	A	Ld
Werecreature	8	6	0	6	5	4	7	4	9

Norse Explorers warband originally written by Derek Whitman & Bill Sariago for the *Lustria - Cities of Gold* alternative setting

Norse background edited by Wrekin

Norse equipment lists

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

HERO EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Throwing axes (same as knives)	15 gc
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Armour

Light armour	20 gc
Shield	5 gc
Helmet.....	10 gc

HENCHMAN EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Throwing axes (same as knives)	15 gc
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Armour

Light Armour.....	20 gc
Shield	5 gc
Helmet.....	10 gc

HUNTER EQUIPMENT LIST

Hand-to-hand Combat Weapons

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

Missile Weapons

Javelins	5 gc
Bow	10 gc

Armour

Shield	5 gc
Helmet.....	10 gc



Norse skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Jarl	✓			✓	✓	✓
Berserker	✓			✓		✓
Werereature	✓			✓	✓	✓
Bondsman	✓			✓	✓	✓





Norse special equipment

javelins

5 gold crowns

Availability: Common

Javelins are primitive hand crafted throwing spears which are used by young Norse warriors and exiled hunter gatherers unable to afford better weapons.

Range	Strength	Special rules
8"	As user	Thrown weapon

SPECIAL RULES

Thrown weapon: Javelins are thrown weapons and the warrior suffers no penalty for range or moving.



Heroes



1 Jarl

70 gold crowns to hire

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

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

Weapons/Armour: A Jarl may be equipped with weapons and armour chosen from the Norse Heroes Equipment list.

SPECIAL RULES

Leader: Any Warrior within 6" of the Jarl may use his Leadership instead of his own when taking Ld tests.

0·2 Berserkers

50 gold crowns to hire

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

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

Weapons/Armour: A Berserker may be equipped with weapons chosen from the Norse Heroes Equipment list but they may never wear armour.

SPECIAL RULES

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

0·1 Ulfwerenar

90 gold crowns to hire

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

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

Weapons/Armour: Ulfwerenar are wercreatures with ferocious teeth and claws and may never use weapons or armour, although suffer no penalty for being unarmed.

SPECIAL RULES

Fear: The Condemned's unnatural appearance makes him cause *fear* in his enemies.

Bestial: Ulfwerenar are ravenous and therefore *immune to psychology*. Also despite being greatly revered by their barbarian kinsmen, Ulfwerenar are too feral and uncontrolled to become the leader of the warband.

0·2 Bondsmen

15 gold crowns to hire

These are young fighters who are still inexperienced. They are bonded to their Jarl by the oath of servitude.

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

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



Henchmen

Marauders

25 gold crowns to hire

Marauders are the standard warriors in any Norse warband. They have experienced bloodshed and have been trained to fight since they were children. Marauders are so named as they are pirates and raiders.

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

Weapons/Armour: Marauders may be equipped with weapons and armour chosen from the Norse Henchman Equipment list.

0.5 Wolves

15 gold crowns to hire

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

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

Weapons/Armour: Wolves have very sharp fangs. They never use or need weapons and armour.

SPECIAL RULES

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



Pack Leader: Wolves are feral animals that only respond to the strongest in their pack – the Ulfwerenar. In the event that no Ulfwerenar is included in the warband due to a death or an injury, the wolves cannot be used until the creature is replaced.

0.5 Hunters

25 gold crowns to hire

Hunters are expertly skilled in stalking the wild game of the Umbra. When warriors are exiled from a tribe they become renegades, following Norse champions on epic voyages to offer ranged attacks as well as their exceptional hunting skills.

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

Weapons/Armour: Hunters may be equipped with weapons and armour chosen from the Norse Hunters Equipment list.



Norse special skills

Norse heroes may use the following skill list instead of any of the standard skill lists.

barbarian courage

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

berserk charge

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

battle tongue

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

shield master

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

crushing blow

Norse warriors train in almost all of their spare time. They are expert fighters and learn to put all of their strength into very powerful attacks. No enemy may parry an attack made by this hero because it strikes with such great power that it pushes right through a buckler or sword.