

Warhammer Armies

# Tribes of Norsca

Versio 1.0

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# INTRODUCTION

Dwellers of Norsca are strong but scattered people who bow to one of seven kings of high tribes. They are barbarians for civilized people of Old World and often mistaken to marauders from Chaos Wastes. Still, they are not feared without reason: they are brave warriors and masters of seafaring, and once their sails are spotted in horizon, there is little time to prepare or flee from upcoming raid.

This book is made to bring life for country which have gone without real attention outside sidenotes, yet having been crossing point for most of great struggles between forces of chaos and Old World. Or just to be able to field all those great-looking converted armies and old viking-style models as they are instead just pretending to be such.

Material in this book is not official and may have serious errors or imbalances. Any thoughts, experiences, questions and feedback would be highly valued.

Special thanks for Jackdays' Kalevala Hammer: Norsca the Tribes unofficial expansion for Warhammer Fantasy Roleplay for information and inspiration.

We wish happy gaming and enjoyable time with Tribes of Norsca.

# Folk of Norsca

People living in Norsca are heavily scattered across the cold land, living generally nomad's life or in villages no larger than few households. While larger settlements do exist, those can flourish only in most propitious locations.

Structure of norcans' – as they are sometimes called by foreigners – society is heavily tied to the clans. Clan can consist multiple families lead by yarl. Excluding largest settlements, all members of settlement generally belongs to same clan.

Clan is everything for norscas – tiers are close and each member support each other and personal honour becomes clan's honour. Insult against member of clan is insult against everyone and each insult or misdeed has its price – in silver or in blood. On other hand, being expelled from clan is worst kind of punishment for norscan as it means losing every bound to your family and friends.

Largest clans living one area or settelements with multiple clans are sometimes called as a minor tribes, lead by jergs, which can be translated as a chieftain. Even then, all clans are part of one of seven high tribe and jarls and jergs are oath bounded their high tribe's king.

Even there is no real nations in Norsca, belonging one of high tribes holds great importance for each individual's identity – it hold traditions, belief, purpose and as well as protection of kinship against rest of high tribes.

Each king rules one of the high tribes and is highest authority within his territories. He divines his lands for jarls and jergs bound to him, who continue give them as a favours and gifts for their loyal warriors. This structure binds all freemen of Norsca to their tribe even if not perconally sweared loyalty to their king.

There is also peasants and thralls who are property of jarls and jergs but who are under protection of one of freemen. While thralls do not have any social status except being property, peasants are still members of tribe and – if given by their master – right to command and use thralls as they seems fit,

Peasants generally keep care of farming and other practical works required to keep household standing. Freemen does what they seems required – hunting for example is needs skills most of servants do not have.

Freemen are warriors when yarl is need of them and bulk of crew on yarl's long-boats. Seafeavinging journeys that are made norscas so famous may take months – even years – to accomplish and for many clans those are integral part of living. Such travels are made for raiding coastal towns and villages near and far in hopes of capturing thralls or other goods but also for trade and expedition.

Because men can be abroad for long periods, it is not uncommon to women have control over household's businesses. They are also known for their prowess in warfare even rarely shown when men are at home. Still, underestimating norsewomen can be last mistake for any invader – they are not used to be damsels in distress.

To constrats of close community of clans, shamans do live outside of clans and high tribes. And while they are feared by norscons, they are respected as a holymen and women who are contacted with gods themselves and thus are searched or called to aid out only during most important moments of life.

And only few norsca dare to deny them anything if requested or raise weapon against them even on battlefield, as it is believed that even single thought against them can cause serious curse or even swift death.

# FORCES OF NORSCA

This section of the book details the forces from tribes of Norsca. It provides rules necessary to use all elements of the army in your games of Warhammer.

Every regiment and character is described here. Any special rules that apply to a particular model are given here.

All units of Forces of Norsca have following special rules unless noted otherwise:

## Mixed Equipment

Weapon upgrades may vary inside a unit. One

model still may not have more than one weapon upgrade. Not all models in unit need to fight with same weapons in close combat.

## Impatient

At start of the turn, roll d6 for each unit in army. On result of 1 unit is treated having frenzy until beginning of next shooting phase.

## Hard Folk

Norscans have Magic resistance 1. Additionally, all toughness tests are successful on 2+ instead normal test.

## King of the High Tribe

Each one of Seven Kings of Norsca has holds great power. His words are the law and expect that any order will be fulfilled without hesitation.

Dozens of Yarls have pledged loyalty to him and he can be sure that none of them would dishonour the oath. So when it comes times of war, he has every warrior – and longboat - he requires under his command.

And like kings before them, they do not fear sea, blood or fight – right to be king is earned with bravely, might and success. As only few kings have ever stopped their habits once achieved kingdom, it is not uncommon for the King to gather fleet and leave his territories to personally lead voyage.

	M	WS	BS	S	T	W	I	A	Ld
High King	4	6	3	5	5	3	6	5	9

## Hard Folk

### Supreme Commander

King must have at least two Yarls belonging to same Tribe under his command. Yarls of his tribe lose their Independent Commander rule.

## Yarls

Yarls are powerful individuals or descendant of such men who have proven themselves as great heroes, able commanders or having strong support to be noticed in eyes of High King.

And while all yarls and jergs have pledged loyalty to their king, fights between yarls are common, meaning no escape for fight for man with his status – if known from cowardly, rivaling yarls are quickly making their visit.

Each yarl has men at least few handful of loyal men under their command. These men are expected to take part to any military campaign or voyage their master goes, so it is not surprising that bond between yarls and their men are very close.

	M	WS	BS	S	T	W	I	A	Ld
Yarl	4	5	3	4	4	2	5	3	8

## Hard Folk

### Independent Commander

Each yarl must have tribe and no tribe can be chosen more than once and each yarl act as army general for all his tribe members.

## Scalds

While Norscans may seem barbaric and uncivilized people without higher understanding, they are not without own traditions.

Norscans generally have fear of written words as letters are believed to carry strange powers – which is more than true case of wardstones of elven or dwarven origin scattered through the lands of Norsca.

Only greatest of events or stories are engraved to stone, rest of knowledge are passed down by storytellers known as scalds. They are not merely source of old stories but any information crucial for community.

There are few scalds who were chosen to fill their role as most of them were mere kids – sometimes only peasants – who were really interested about stories and able to absorb even smallest details told to them.

When such ability is reconized – rarely staying hidden past teens – he or she is generally attached local scald's retinue where anything worth to known is passed down in progress which may take decades.

While accuiring knowledge never end, scald with vast knowledge is recarded as truthsayers, neutral witness, source of reliable information and – during times of need – inspiration.

And in the end, becoming real scald still requires more than good memory. Unlike written text, spoken or song words may vary from time to time and only thing that matters for true storyteller is keeping context as it was – rest is mere decorations that makes tale more interesting; it is told that Bjorn the Onetale was one of greatest masters of storytelling because his cursed poor memory - while Bjorn was able to remember only tale of Egill's Life and no others, he was able to tell that tale every night for four winters. What happened to him after that, hoverer, is forgotten ages ago.

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

## Hard Folk

### Superior Musician

Scald is treated as a musician. Additionally to normal rules he also negates benefit of opponent's musicians in any combat he is with.

### Songs and Tales

At start of the own turn, scald may choose to perform single tale or song (s)he haven't yet performed during the battle. Perform will last until scald wishes perform another one or is forced to flee.

All units (friend or woe) belonging to any of high tribes are affected by permormance as long as at least one model from unit is within 6" from scald. If unit is affected by multiple permormances, neither have any benefit due confusion it causes.

#### *Tale of Egill's Life*

All affected units becomes stubborn.

#### *Song of Brodir's Village*

All affected units hates all their enemies.

#### *Tale of Freydi's Fury*

All affected units becomes frenzied.

#### *Song of Skeggi's Life*

All affected units becomes Immune to Psychology.

### **Designer's Notes**

*I personally dislike frenzy yet almost all sources about Norscan suggest that all of them are frenzied madmen.*

*Tale of Freydi's Fury and Impatient rule allowed me to alter a bit such stereotype.*

## Shamans

Where berserkers are dread to outsiders, nothing inspire more fear and awe to Norscan than preference of shaman.

Shamans are rare individuals who are able to bend winds of magic and use it travel between realms of living and dead. Such travels are dangerous and tiring but allows them search wisdom of ancestors or revive spirits back to realm of living.

Reason why shamans live in solitude isn't known yet norscan are only happy about that tradition as dealing with shaman is considered more dangerous than encountering enraged bear.

Yet, time to time, people will search for shaman to request aid in tasks where nobody other could help - from difficult childbirth to strange illness, initial rites or dealing with spirits.

And while shamans never request any payments for any of task they perform, leaving them emptyhanded would spell misfortune for years to come – assuming one will survive that long alive.

In general, shamans rarely interfere lives of others if they leave shamans alone. Still sometimes, they do join fields of battle. Reasons for such actions are never revealed but whenever they are guided by gods or merely twist of fate, their wrath will not go unnoticed.

	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	4	3	4	4	4	4	3	8

### Hard Folk, Scout, Immune to Psychology

#### Feared

Shaman causes fear and may not join any unit.

#### Curse

Roll d6 for each Power dice, Dispel dice or To Hit dice used directly against Shaman. On roll of 6 aggressor suffer single automatic wound without armour saves allowed.

## Berserkers

Many believe that Norscans are half-naked, blood-thirsty monsters. While such description do not fit for most of Norscans, it clearly describe group of warriors known as berserkers.

Berserkers are usually large men – even in Norscan standard – known for their bravery and strength. They are foremost fighters in any Yarl's force and heart of any attack.

While their appearance is similar to dwarf slayers, who are common sight in Norsca, berserkers do not seek their death. Still fate and reputation of these two groups are about the same.

Berserkers relies on simple rule of the strongest: kill or be killed and single sweep from their sword or far more commonly axe can slay any man standing too close.

In the end, most of their powers are still coming from bloodroot that is mixed with liquids and consumed at dawn of battle. Sensation of pain numbs (due the root, not due tattoos) and berserk enter state where he is driven mostly by his killing instincts.

	M	WS	BS	S	T	W	I	A	Ld
Berserk	4	4	3	4	4	2	4	2	8
Great Berserk	4	4	3	4	5	2	5	4	9

### Hard Folk, Immune to Psychology

#### Very Impatient

Berserker and any unit he is accompanied will be affected by impatient rule on 1 and 2.

#### Massacre

As long as any berserker is part of close combat, only inflicted wounds are counted towards combat resolution.

#### Tattoos

Tattoos gives berserkers 6+ ward save or improves existing ward save by +1.

### Designer's Notes

*Berserkers are must to have in Norsca army.*

*Hoverer, I felt wrong to place them to their own units and seprate them from rest or limit their number only to heroes - they were famous forefighter aftre all. So I left option for champion away and made average berserker to take that role.*

*Because Norscans lack standards and ability to gain or negate rank bonuses - not being cheapest models either - they really required something to balance the odds; losing against goblins or mere militia every time would be a shame.*

*Still, initiative of assault is key factor for Norscans to win: as all berserkers have great weapons, they strike first only turn they charge. After that... they rarely last long.*

### Freemen

Freemen are awerage dweller of Norsca. They have access to land and live their lives as well as they can, taking care of their lands to feed their families.

Hoverer, those lands are not come for free. Freemen are bound to yarls and expected to answer their request and calls to arms if ever sounded.

And due eternal powerstruggle between yarls and month-long voyages, many freemen may find themselves to serving under their yarls for majority of the year.

While few Norscans could be truly said to have thirst for blood, for them battlefields are places were honour, skill and bravery can truly be expressed.

Downside of such strong individual expression is lack of dicipline and patence. Once their assault is halted, they are usually quickly push by forces trained to fight together.

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

### Skirmish

### Thralls

Thralls are prisoners of war, raids or simply men and women unable pay their debts. Most of them are direct property of yarls, yet they rarely keep more than needed within their households. Rest of the thralls are granted for freemen loyal to yarl to help them in their everyday works.

While thralls are slaves in many senses and many are sacrificed in rituals, they are not totally without rights: Punishing thralls without reason or neglecting their health is treated as insult against good will of yarl.

Being brave warrior and worthy opponent may prevent being enslaved even if captured, as such men or women are proven their worthiness and thus earned their freedom. Hoverer for this same reason, there are few thralls that are skilled or brave making them unreliable force if armed for combat. Still, due Norscan individualistic view, armed thralls are not expected to die but prove themselves.

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

### Skirmish

#### Mere Thralls

Thralls are not affected by Impatient or Hard Folk special rules.



## Chosens

In larger clans, chosens are those who form inner circle of Yarl and where most freemen do live on their own households, chosens and their families share household with yarl himself.

Common with chosens are that they all have enough land and thralls not to required to take part of daily tasks. This extra free time allows them to master talents and special skills that attracted yarl's interest in first place.

Whenever chosen is skilled smith, carpenter or navigator, he is valuable resource for yarl. And while number and roles greatly varies, most common chosen is still experienced, brave and strong warrior.

Reason for number of chosen warriors is Norscan way to worthy themselves but also because yarls tend to choose them more easily – it is easier to judge skills that you know well and most yarls are known fighters.

As many yarls spend most of their year on voyages to trade and raid or skirmishing with their rival, nothing prove more protection than group of brave and extremely dangerous men as a bodyguards.

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

### Skirmish

#### Furious Fighters

On turn chosen charges, enemy unit is always treated as they would have been charged to their rear instead their actual facing.

#### Bodyguard

When Yarl or High King joins the unit it becomes stubborn.

## Hunters

Hunters are freemen who gain their living from hunting, which is very dangerous method to earn living and while common method within nomadic tribes of north, there are only few hunters in southern tribes.

While hunting with snares and traps could feed hunter himself, they are forced to go after larger beasts like mammoths and elks if wishing to feed their family also. Success would still mean food for weeks and still some to sell so such hunt is often worth of risks.

Because Norsca is home for many beasts, sometimes protecting quarry from them may prove much harder task than actual hunt; bears, trolls and others are eager to get their share of meat.

Hunters have still two advances against the beasts. First is great spear – or swordspike – which allows to turn weight of the beast against them and another are hunting hounds, trained to kill or tire and harass any prey until hunter can come and give final blow.

Hunters rarely leave their hounds even when going to battle, even battlefields are often too bizarre for hounds to truly do their job.

	M	WS	BS	S	T	W	I	A	Ld
Hunter	4	4	3	3	3	1	3	1	7
Hounds	6	3	0	4	3	1	4	1	5

### Skirmish

#### Hounds

Hounds are animals and they do not benefit any of Norscan special rules.

Hounds may be released at start of any players turn or are released immediately when last hunter is removed from unit.

Once released, hounds becomes own frenzied and stubborn skirmish unit, treating all units except hunters as enemies. Hounds cannot lose their frenzy even if they lose round in combat.

## Scouting Party

Norscans are famous for their expedition around the seas. However, thanks to their longships they are able to sail up even rivers normally too shallow for most of other ships – and nothing surprise more than Norscan raid miles inland.

While norscans do have wide knowledge about locations and areas, most of information is based on either maps or spoken world and that are often more than inaccurate.

For this reason, yarls often send hunters to scout unfamiliar areas. Faster than target is located, there is higher chance for successful surprise attack.

And while Norscan has distant fear for riding as it is something unnatural to be top of another creature, they understand benefit for having four legs instead two.

Some yarls prefer to keep some of horses onboard to make sure that possible raids can be performed as fast as possible. And while rarely used in actual battle, sometimes riders are sent to encircle enemies that has managed to call alarm soon enough.

	M	WS	BS	S	T	W	I	A	Ld
Scout	4	4	3	3	3	1	3	1	7
Norse Horse	7	3	0	4	3	1	3	1	5

### Skirmish, Scout

#### Encircle

Player may leave Scouting Party to reserve in order to encircle. At start of second and any following movement phase, roll d6 for each Scouting Party in army and reduce one point for each scout unit in opponent's army.

On result of 4 or more Scouting Party is placed to any table edge and act like they would have pursued off the table earlier turn. While they may not voluntarily declare charges but may still be forced to do so due their Impatience rule.

## Ulfark

Chaos Wastes are close and winds of magic blows strong. Not even wards made by shaman are always powerful enough to prevent all the mutations.

Ulfarks are shapeshifters that can assume form of wolf or bear. Reasons for such ability are only guessed and varies greatly between different areas – it may be seen blessing or curse of shaman or even gift of gods.

While all ulfarks are feared it doesn't mean that they would be outright banished from their clan. And even they are strong and unexpected, they are not outright evil or dangerous.

Those who have managed to create and upkeep true friendship with ulfarks have gained powerful and loyal ally.

Ulfark	M	WS	BS	S	T	W	I	A	Ld
Human form	4	4	3	4	4	5	5	3	9
Bear form	6	3	0	5	5	5	3	2	9

### Stubborn, Immune to Psychology

#### Shape-Shifter

Ulfark may turn his form at start of any magic phase. Wounds do not replenish but he always has 4+ ward save against non-magical attacks.

#### Bear's Hug

Ulfark may not use gear in bear form but if he manages to hit with both attacks against non-large target, he causes one automatic hit that causes d3 wounds and ignores armour save.

#### Hidden

When models are placed, ulfark is placed in human form with any norscan unit on foot. You don't need to reveal location of ulfark unless revealed or affected somehow.

#### Independend

Ulfark is moved and treated as character. Yet no unit may use his leadership and if unit he is part fails leadership test and flees, he avoid that affect by passing his own leadership test.

## High Tribes

Each and single respectable Norscan - apart Shamans and Vikti – belongs one of the High Tribes.

Due interdependent nature, no two yarls in single army may belong in same clan unless lead by High King himself. Each yarl (or High King) is treated army general but only for those who belongs in his tribe. When forming Norscan army, tribe upgrade isn't merely added option, it is requirement to identify the High Tribe where fielded Norscans belongs and who will be their general.

Because Norscan 'army' is more likely made up from small, competitive forces instead single solid force, Norscan may all ignore panic tests that is caused by friendly units not belonging same High Tribe - only fate of own kinsmen or leader does matter. Downside of this benefit is that if general is slain, all units belonging to that tribe are forced to make panic test.

### Baersonlings

*Baersonlings are known from their unfriendliness, furiousity and ulfsarks, who are far more common than they are within any other High Tribe.*

Frenzy from Impatient rolls last whole turn instead only movement phase. Additionally, ulfsarks belonging Baersonlings High Tribe are special choice instead rare.

### Bjornlings

*Bjornlings are least chaos-influenced of all High Tribes and known for hatred against it. They are also very skilled and brave seafavers, traiders and pirates.*

Hatred towards all Chaos influenced forces including beastmen and skaven.

### Sarls

*Sarls are rugged and harsh people who live hard location surrounded by enemies. They are known to be fearless seamen who hunt even largest of seamonsters.*

Immune to Fear caused by living Large Target. Additionally, any freeman or chosen may upgrade their spears to great spears with +2 points per model.

### Skaelings

*Skaelings are most powerful High tribe when it comes to wealth, commerce and size land and fleet. Seaweaving is in their blood and on voyages they learn quickly to trust their kinsmen even in most desperate moments.*

Skaelings are Immune to Panic.

### Craelings

*Craelings are known slavers and reavers, sailing mostly in northern seas. And while they fear Dark Elves, they are still most experienced Norscan to face them.*

Craelings may re-roll distance they pursue broken enemies. They may also re-roll distance they flee if broken by Dark Elves.

### Aeslings

*Aeslings are most dangerous High Tribe due their bloodthirst and brutality, often directed towards Norse Dwarves. Aeslings have no place for weak or coward within tribe...*

Aeslings are Immune to Fear and they Hate Dwarves.

## Vargs

*Vargs are most nomadic of all High Tribes as only few of them live stationary around the year. Harsh life has taught them to enjoy in every opportunity and pushed many right in the Slaanesh's embrace.*

All Vargs gains +1 to their Initiative.

## Amazons

*Amazons are descended from Norscan settlers in Lustria yet living society totally different from Norscan ancestors. Because they are all female, many have ended to believe that they are immortal.*

No other High Tribe may be present if Amazons are wielded. They are all women and all their weapons are poisoned.

### *Designer's Notes*

*What would all the mess about High Tribes would be without real influence?*

*Benefits – and point costs – will vary greatly between tribes. I tried to make them to reflect features of their origins yet it proved much more difficult than I originally thought it would. After all seven tribes should be unique from each other.*

*I didn't add limitations for which tribes actually do go-work and which ones are bloody enemies for each others, as there is no simple general rule between politics of High Tribes.*

*In general Baernlings, Bjornlings Sarls and Skaelings as a southern and less chaos-corrupted tribes while Graelings, Vargs and Aeslings are nothern tribe who are more influecned by Chaos.*

*Hoverer, because chaos gods are just about part of every High Tribe's pantheons, old grudges are more likely have more influence when declaring allies and enemies. After all, it is much simpler to raid neighbours.*

*Also, I wanted to add Amazons 'High Tribe' to allow them re-appear, even they are not Norscans anymore. Felt somehow wrong to left them out, as if I would write army book for Amazon, they would be something very similar to Norscans; main difference would probably be naming of troops. Shamans would be High Priests, Ulfsarks would be totem warriors, Scout parties would be riding lizards instead horses and so on.*

*Of course, now they cannot access directly sun staffs or relic claws right away, but don't worry, there are magic items similar effects of those.*

## Shaman's Lore

Each shaman knows four spells randomized from Shaman lore. To randomly generate a spell from Shaman's lore, roll a d6 and consult the chart below. If same spell is rolled twice, roll again. Shaman may always swap one of his spells for Trance.

D6	Spell	Difficulty
1	Trance	12
2	Control of Winds	7
3	Evil Eye	7

D6	Spell	Difficulty
4	Magical Ward	8
5	Rust of Age	11
6	Seeking of Lost	12

**Control of Winds** **Cast on 7+**  
*Shaman forces winds of magic to her binding, making them flow more favourable for her.*

If successfully cast, Shaman steals 1d3 dispel dices from opponent's dice pool and may use those dices normally as power dices.

**Magical Ward** **Cast on 8+**  
*Shaman uses her powers to ward away hostile effects of winds of magic. Usually this ward is made to protect womb when girl grows to woman to protect future children being mutated by corruptive powers of chaos yet it helps also larger groups while it does not last as long.*

This spell can be cast on single friendly unit within 18". Unit gains Magic Resistance (3) until beginning of Shaman's next magic phase.

**Rust of Age** **Cast on 11+**  
*Shaman use her powers to dull and rust weapons of her enemies, broking them or making them hard to be used effective.*

This spell can be cast on single enemy unit within 18". Once affected, unit suffer -1 to hit for rest of the game. Guess weapons has to roll misfire table twice if malfunctioned. Animals and magical gear is immune to this effect.

**Evil Eye** **Cast on 7+**  
*Shaman's gaze can be enough to freeze blood in the veins or break effects of magic that hold daemons and undead in this world.*

Evil Eye is Magic Missile. If successfully cast, Shaman causes d3 wounds on any single model within 12" without armour saves allowed.

**Trance** **Cast on 12+**  
*Remains in Play*  
*Shaman enters in deep slumber, releasing her spirit from the mortal shell.*

If successfully cast, Shaman becomes ethereal. As long as she remains in trance, she gains +2 to total of her any casting or dispel result.

**Seeking of Lost** **Cast on 12+**  
*Shaman must be ethereal to cast this spell.*  
*Shaman moves in the realm of the dead, seeking those who are entering or entered there for answers or bringing them back.*

If successfully cast, Trance is dispelled and shaman either

- 1) Heals single character anywhere on tabletop excluding herself,
- 2) Resurrects slain character with single wound and he is placed within 6" from shaman or
- 3) Gain 1d3+1 re-rolls to any dice roll made by shaman until beginning her next magic phase.

## Tools of Legends

In this section the common magic items are listed first (see page 122 of the Warhammer rulebook for a complete description).

‘Norscan only’ magic items are also listed and these can only be used by models from this book. Any magic items chosen must be selected within the point limitations set by the army list section. All the rules on magic items presented in Warhammer rulebook also apply to the ‘Norscan only’ magic items.

### Common Magic Items

**Sword of Striking:**..... 30 pts  
Weapon; +1 To Hit.

**Sword of Battle:**..... 25 pts  
Weapon; +1 Attack.

**Sword of Might:**..... 20 pts  
Weapon; +1 Strength.

**Biting Blade:**..... 10 pts  
Weapon; -1 Armour save.

**Enchanted Shield:**..... 10 pts  
Armour; +5 Armour save.

**Talisman of Protection:**..... 15 pts  
Talisman; 6+ Ward save.

**Dispel Scroll:**..... 25 pts  
Arcane; One Use Only; Automatically dispel an enemy spell.

**Power Stone:**..... 25 pts  
Arcane; One Use Only; +2 dice to cast a spell.

**Staff of Sorcery:**..... 50 pts  
Arcane; +1 to dispel.

### Enchanted Items

**Winter Fur** **50 points**  
*During winter in Norsca sight of sun is just fragment in memories and winds blow strong. Winter is Olric’s tool to purge the weak and foul. Wolf is natural survivor and Wolf Belts are mark of strength, and sometimes it is even more.*

Add +1 to armour save against shooting. Additionally, character is immune to any effect or wound caused by attack considered as cold (Lore of Ice etc) or flaming.

**Bracelets of Helenir** **35 points**  
*Norscan believes that when people die, their souls go to place called Doedigard, Realm of the Dead, ruled by god Helenir and commander of Warrior Hags. Souls of dead are his responsibility and clad to help anyone who would return any stolen soul to his realm.*

Character is immune against fear and terror caused by undead creatures. Additionally, any undead model with base contact with character suffers automatic wound without armour saves at very beginning of Combat Phase.

**Howl of Winter** **35 points**  
Bound Spell 4  
*Even coldest winter feels warmer when not frozen winds blowing. Howl of wind and wolves tells about Olric’s presence or calls him if not watching.*

Target single watery terrain feature (river, lake, swamp etc.) on the battlefield. Water turns in the ice and terrain acts as open ground for moving purpose. Any model fully within terrain feature when is frozen suffers single Strength 3 hit.

## Talisman

### Servant's Twilight

45 points

Female only

*Helenir, God of Realms of Dead, often have heroic females in servitude, each of them carrying Helenir's symbol. While these heroines are not natural dwellers of Doedigard, it is said that each day in Helenir's servitude transfers part of servant's souls towards Doedigard. Sometimes it is told, that those who never died before soul fully transferred to other side becomes immortal Warrior Hags as those heroines are beings who have passed point of death without dying.*

Character becomes Ethereal but is still allowed join non-ethereal units.

### Buckle of Hagmar

25 points

*Originally belt-buckle made by Hagmar Wyrmschlager upon bones of dragon. Later turned in talisman and caused lost most of its powers yet some strength of dragon is still left.*

Add +1 to character's strength.

### Fang of Great Bear, 40 points

*Great Bear mother protecting her cubs is impressive sight, and extremely deadly for anyone dare too close. It is believed that carrying tooth of such being gives wearer her strength, fury, and stubbornness enough to trying impossible and gaining successions in it.*

Character wearing amulet is stubborn and always negates opponents' rank bonuses.

### Promise of Heroic Death

35 points

Cannot be used by Shamans or Scalds.

*True warrior is prepared to meet his death face to face, as it is not shame to die by hand of better if fought bravely.*

Gives character 3+ Ward Save against any wound caused by war machines, including impact hits of chariots or 4+ Ward Save against any other wound not caused during close combat phase. However, if character or his unit breaks from combat and flees, character is treated as dead even if not pursued.

## Magic Armours

### Crown Helmet

50 points

High King Only

*While Kings of Norsca are commonly known only through sagas, crown helmets are items that are treated with respect and fear, as they contain symbol of unquestionable ruler.*

Add +1 to armour saves. Additionally, any leadership test made by High King or any unit using his leadership are tested against unmodified leadership of 10.

### Shield of Warrior Hag

35 points

Female Only

*While in Old World woman's place isn't on battlefield, no Norsemen would be surprised by sight of Shield Maiden. It is said that they sometimes carry Shields of Warrior Hag – divine, unbreakable tools of immortal beings who seek the bravest souls of dead warriors to carry those with them to Kregghalla, Olric's Halls of Glory.*

Shield. Offers 5+ Ward Save and allows character and her unit to re-roll failed break.

### Chainmail of Hagmar

25 points

*Forged upon fire of dragon bones by Hagmar Wyrmschlager, this mail coat is said mirroring hardness of dragon's scales.*

Light armour that gives wearer scaly skin armour save of 3+.

### Jotun's Buckle

10 points

*While giants are stupid and slow-witted now a days, legends tells about time before chaos, when Jotuns, race of High Giants, ruled the north. While Jotun's Buckle is common name for large iron shields, it also reminds weight of foolishness of denying Olric's wisdom.*

Shield that gives 5+ armour save but ably –1 modifier to all flee and pursue rolls made by character or unit he is within.

### Wolf Cloak

10 points

*While wolves are considered as holy animals and are not hunted but if they do attack someone, it is test of Olric and those who are worthy can be proud owners of Wolf Cloak. While important in symbolic meaning, thick hide provides also protection.*

Wolf Cloak adds +1 to Armour Save against shooting. This item isn't magical.



## Magic Weapons

**Kaosfaenir** **100 points**  
*Kaosfaenir is said to be name of Olric's Great Axe. As he sometimes does travel with mortals, it is believed that he lent his axe for worthy heroes. True or not, wielding great axe named as Kaosfaenir inspires fear and awe in those who recognize that name, and as god fearing folk, such names are not given slightly.*

Great Weapon. Attacks ignore opponent's Ward Saves. Models suffering wound by Kaosfaenir must pass strength test or be instantly slain.

**Fang of Fenris** **40 points**  
*Fang of Fenris is sword that Keorl Thunderhand, later King of Saris, used to slay mighty dragon he challenged.*

Hand Weapon. Add +1 to user's Strength. Additionally, it gives Poison and Killing Blow ability against large targets.

**Great Spear of Fury** **30 points**  
*While most of weapons are famous because those who carried, crafted or performed heroic deeds with it, sometimes weapon's own reputation is enough to drive men using them to acts they wouldn't normally dare to try.*

Great Spear. Instead normal attacks, character can cause single impact hit for every model, friend or foe, in base contact with him before any other strikes are dealt.

**Fate of Heroes** **25 points**  
*There are have been many great men and women, yet tales of rarely tell answer to their final fate.*

Hand Weapon. In challenge, each successful hit will reduce opponent's strength by 1 to minimum of 1, for rest of the battle.

**Dwarven Rune Weapon** **Varies**  
*While not the legendary Runehammer Kalevala made by Drumin Flamearm for Bjornling hero Juti Kalevala, there are still many other rune weapons gifted – or stolen – from dwarves and those have passed down as heirloom for centuries.*

Choose minimum of one and up to three common magic weapon qualities; single quality may chosen multiple times. Cost is equal to point cost that would be required to by all magic weapons separately.

**Winter Bite** **25 points**  
*Winter Bite is hand axe with ornaments and runes used by Norsemen. Even handle is cold to touch and blade itself will not warm even if placed in fire.*

Hand Weapon. Each natural 6 on to hit roll causes two hits instead of one towards that target.

**Berserker's Blessing** **20 points**  
 Single Berserkers and Great Berserkers only  
*While berserkers can fight even with bare hands, good weapon is part of body for them instead of being only a tool. While not outright magical, berserk who have lived dozens of fights can call his trusty weapon as blessed or at least really sharp.*

Great Weapon. Gives Armour Piercing special rule and Ward Save of 6+. This weapon isn't magical and do not effect normal point limit of magical items carried by character.

**Dagger of Hagmar** **20 points**  
*Forged by Hagmar Wyrmschlager from bones of dragon he tricked to death alongside other artefacts he made. It is said that this dagger carry bitterness of dragon.*

Hand Weapon. Gives Armour Piercing special rule and any wound caused by this weapon cannot be regenerated.

## Arcane Items

### Ritual Attire

**50 points**

*While shamans do possess great knowledge, they rarely share it unless sure other's understanding. While these cloths are not magical on their own, shamans seem to become even more powerful when wearing those. It is told that each shaman makes their own Ritual Attire after he is learnt insight of own skills as shamans.*

Add +1 to all dispel attempts. Additionally, Shaman's Curse special rule will take effect on 5+.

### Female

**30 points**

*Women are not uncommon even in role of Yarl. While basically there is no difference between boys and girls in Norsca, becoming woman requires certain rites performed by shaman and once done, things are bit different for women afterwards.*

All magical effects affecting female is ignored on 3+. This is not dispel, magic just don't work on her. Because result of shamanistic rite done for every norscan female, any model in army may have this quality with set price. This doesn't require or affect point limits of magic items.

### Poisonous Herbs

**35 points**

*Shamans do eat poisonous herbs and mushrooms, but generally too small amounts to be lethal. This allows their spirit act more freely from limits of body.*

Shaman may consume herbs once per magic phase, gaining d3 power or dispel dices. However, if 6 is rolled, she suffer wound instead without saves of any kind.

### Witch Drum

**25 points**

*Witch Drum is said to be the most basic tool of every shaman, and that can be true. Drumbeat allow shaman to enter state of trance easy like closing his eyes.*

Allow cast Trance multiple times during Magic Phase and increases final casting roll result by 1d6.

### Wolf Belt

**20 points**

*There are many stories about shamans who dress belt of wolf to become wolf. Shamans are more likely take hide of animal they are going to become once fallen in the trance, but wolf are most of infamous and mixed to shape shifters.*

When Shaman with Wolf Belt is in trance, his movement value is increased to 9 and toughness increases by 1.

### Wisdom of Bones

**15 points**

One use Only

*Many of skills and methods are generally consider as hedge wizardry or acts of charlatan by scholars, and only fool and uncivilized could believe in such, yet when done by the shaman, only fool would deny powers in such act.*

Shaman is allowed to re-roll any single roll or test she made or force opponent re-roll such a roll if it involves Shaman somehow.

### Designer's Note

*Originally I had misunderstanding about how magic resistance worked.*

*Females had Magic Resistance (3) but once I realised my mistake*

*- how powerful female quality truly was -*

*I wanted to turn it something more persona, back to original purpose.*

## Norscan Equipment

### Great Spear

*Great spear is named after its large, blade-like tip similar to spear tips used by Elves. However, the shaft is much sturdier and shorter in length. These spears are mainly used when hunting down large creatures like bears and mammoths, but very useful also against any creature with large enough.*

*Against smaller creatures – like deers and wild horses – who move faster and usually wrong direction, spear lose it benefit for being heavy and ability to benefit from body mass of the target. It still works as heavy slashing weapon against targets that are not running away.*

Halberd. Instead strenght bonus, creatures with Large Target special rule are always wounded on 4+. If wounded, creature suffers d3 wounds instead one.

### Bonfire Beacon

*Bonfire Beacons are warning system of Norsca. Placed on areas with good visibility with men who have good sight. If unknown ships, riders or large groups are spotted, Bonfire Beacons are lighted to warn others. Even few bonfire beacons on good places can warn settlements miles away just in few minutes.*

Each Bonfire Beacon gives +1 to roll who goes first.

### Norse Horse

*Horses owned by Norsemen are used usually only for dragging logs or working on farms, and are ridden only very rarely if at all. Norse Horses are clearly workhorses instead mounts, and it is not surprise that they do grow larger than any other horse breed. They also do have thick fur to keep them warm in cold environment of Norsca.*

*While they are clearly slower than their warm-blooded counterparts, their speed is enough for them; while fast enough to flee hungry bears and trolls, they have enough strength to easily kill giant wolf that would run down even faster horse anyway.*

	M	W	S	B	S	S	T	W	I	A	Ld
Norse Horse	7	3	0	4	3	1	3	1	3	1	5

# NORSCAN ARMY LIST

This section is here to build your own army. As described in Warhammer rulebook, the army list is divided into four sections: Characters (Lords and Heroes), Core Units, Special Units and Rare Units.

## Army List Entries

**Profiles:** The characteristic profile for the model(s) in each unit are provided as a reminder. Where several profiles are included, these are also given even if they are optional.

**Unit Size:** Each troop entry specifies the minimum number size for each unit, which is smallest number of models needed to form that unit. In some cases, this also includes the maximum number of models.

**Equipment:** Each entry lists the standard armours and weapons for that type of unit. The cost of those items is included the base point value. Additional or optional equipment cost extra and are covered in the Options section of the unit entry.

**Special Rules:** Many troops have special rules that are fully described earlier in this book. The names of these rules are listed as a reminder.

**Options:** Many entries list different armours, weapons and equipment options, along with any additional point cost for giving them in the unit. This includes magic items and other upgrades for characters. It may also include the option to upgrade unit member to champion, musician or standard bearer.

## Choosing Characters

Characters are divided into two categories: Lords and Heroes. The maximum number of characters an army can include is shown on the chart below. Of these, only certain number can be lords.

Army Point Value	Max Total Character	Max Lords	Max Heroes
Less than 2000	3	0	3
2000 or more	4	1	4
3000 or more	6	2	6
4000 or more	8	3	8
Each +1000	+2	+1	+2

Norscan army must always have at least one Yarl or High King to act as a general for each High Tribe army includes.

## Choosing Troops

The number of each type of unit allowed and required depends on the army's point value

Army Point Value	Core Units	Special Units	Rare Units
Less than 2000	2+	0-3	0-1
2000 or more	3+	0-4	0-2
3000 or more	4+	0-5	0-3
4000 or more	5+	0-6	0-4
Each +1000	1+	+0-1	+0-1

## LORDS

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### High King

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160 points

	M	WS	BS	S	T	W	I	A	Ld
High King	4	6	3	5	5	3	6	5	9

#### Equipment

Hand Weapon, Shield and Light Armour.

#### Special Rules

Hard Folk, Supreme Commander

#### Options

Must choose single tribe.

May have great weapon (+6 pts), great spear (+6 points) and/or an additional hand weapon (+6 pts).

May have bow (+4 pts) or throwing axes (+6 pts).

May choose up to 100 points of magic items chosen from Norscan or Common magic items.

### Shaman

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350 points. Count as two rare choices as well as Lord choice.

	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	4	3	4	4	4	4	3	8

#### Magic

Shaman is level 4 wizard.

#### Equipment

Hand Weapon

#### Special Rules

Hard Folk, Curse, Feared, Scout, Immune to Psychology

#### Options

–May choose up to 100 points of magic items chosen from Norscan or Common magic items.

## **HEROES**

### **1+ Yarl**

60 points

	M	WS	BS	S	T	W	I	A	Ld
Yarl	4	5	3	4	4	2	5	3	8

#### **Equipment**

Hand Weapon, Shield and Light Armour

#### **Special Rules**

Hard Folk, Independed Commander

#### **Options:**

Must choose single tribe.

May have great weapon (+4 pts), great spear (+4 pts) and/or an additional hand weapon (+4 pts).

May have bow (+2 pts) or throwing axes (+3 pts).

May choose up to 50 points of magic items chosen from Norscan or Common magic items.

### **Scald**

90 points

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

#### **Equipment**

Hand Weapon

#### **Special Rules**

Hard Folk, Songs and Tales, Superior Musician

#### **Options**

Must belong in same tribe with one of Yarls or High Kings.

May have great weapon (+4 pts), great spear (+4 pts) and/or an additional hand weapon (+4 pts).

May have bow (+2 pts) or throwing axes (+3 pts).

May have light armour (+2 pts) and / or shield (+2 pts).

May choose up to 50 points of magic items chosen from Norscan or Common magic items.

### **Great Berserker**

80 points

	M	WS	BS	S	T	W	I	A	Ld
Great Berserker	4	4	3	4	5	2	5	4	9

#### **Equipment**

Great Weapon

#### **Special Rules**

Hard Folk, Massagre, Tattoos, Very Impantient

#### **Options**

May choose up to 50 points of magic items chosen from Norscan or Common magic items.

## CORE UNITS

### Freemen (2+ per Yarl)

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Points/model: 7

	M	WS	BS	S	T	W	I	A	Ld
Freemen	4	4	3	3	3	1	3	1	7
Berserker	4	4	3	4	4	2	4	2	8

#### Unit Size

10+

#### Equipment

Hand Weapon and Shield

#### Special Rules

Hard Folk, Impatient, Mixed Equipment, Skirmish  
Berserker only: Massacre, Tattoos, Very Impatient

#### Options

Must belong in same tribe with one of Yarls or High Kings and at least two units of freemen must be serving each yarl.

Up to half of freemen may be equipped with bows or throwing axes for +2 points per model.

Any freemen without ranged weapon may have spear for +1 point per model.

Unit may be equipped with light armours for +1 point / per model.

Upgrade one freemen to musician for +4 pts.

Add berserker to unit for +25 pts. He is armed with great weapon and acts as a unit champion.

### Thralls

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Points/model: 4

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

#### Unit Size

10+

#### Equipment

Hand Weapons

#### Special Rules

Mere Thralls, Skirmish

#### Options

Unit may have spears for +1 points per model.

Unit may be equipped with shield for +2 points per model and / or light armour for +2 points per model.

## SPECIAL UNITS

### Chosens

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Points/model: 13

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

#### Unit Size

5+

#### Equipment

Hand Weapon

Shield and Light Armour

#### Special Rules

Hard Folk, Impatient, Mixed Equipment, Skirmish, Furious Fighters, Bodyguards.

Berserker only: Massagre, Tattoos, Very Impatient

#### Options

Must belong in same tribe with one of Yarls or High Kings.

Any of chosen may be equipment with bows or throwing axes for +2 points per model.

Any chosen without ranged weapon may have spear for +1 point per model.

Upgrade one chosen to musician for +4 pts.

Add berserker to unit for +25 pts. He is armed with great weapon and acts as a unit champion.

### Hunters

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Points/model: 8

	M	WS	BS	S	T	W	I	A	Ld
Hunter	4	4	3	3	3	1	3	1	7
Hound	6	3	0	4	3	1	4	1	5

#### Unit Size

5+

#### Equipment

Hand Weapon and Great Spear

Jaws (Hand Weapon) for hounds

#### Special Rules

Hard Folk, Impatient, Mixed Equipment, Skirmish, Hounds

#### Options

Must belong in same tribe with one of Yarls or High Kings.

Any of hunter may be equipment with bows, javelins or throwing axes for +2 points per model.

Any hunter may have up to three hounds for 5 points per hound..

Upgrade one hunter to musician for +4 pts.



## RARE UNITS

### Ulfark

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Points/model: 115

	M	WS	BS	S	T	W	I	A	Ld
Human form	4	4	3	4	4	5	5	3	9
Bear form	6	3	0	5	5	5	3	2	9

#### Unit Size

1

#### Equipment

Hand Weapon and Shield

#### Special Rules

Bear's Hug, Hard Folk, Hidden, Impatient, Immune to Psychology, Intepended, Shape-Shifter, Stubborn

#### Options

Must belong in same tribe with one of Yarls or High Kings.

May have spear (+1 pts) or great spear (+3 pts).

May have for light armour (+2 pts).

### Scouting Party

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Points/model: 17

	M	WS	BS	S	T	W	I	A	Ld
Scout	4	4	3	3	3	1	3	1	7
Norse Horse	6	3	0	4	3	1	4	1	5

#### Unit Size

5-10

#### Equipment

Hand Weapon and Shield

#### Special Rules

Encircle, Hard Folk, Impatient, Mixed Equipment, Scout, Skirmish

#### Options

Must belong in same tribe with one of Yarls or High Kings.

May have spears for +2 points per model and / or light armours for +2 points per model.

May lit single bonfire beacon for +15 points.

Upgrade one scout to musician for +6 pts.

# SUMMARY

Lords	M	WS	BS	S	T	W	I	A	Ld	Special Rules
High King	4	6	3	5	5	3	6	5	9	Hard Folk, Supreme Commander
Shaman	4	4	3	4	4	4	4	3	8	Hard Folk, Curse, Feared, Scout, Immune to Psychology
Heroes	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Yarl	4	5	3	4	4	2	5	3	8	Hard Folk, Independent Commander
Scald	4	4	3	4	4	2	4	2	8	Hard Folk, Songs and Tales, Superior Musician
Great Berserker	4	4	3	4	5	2	5	4	9	Hard Folk, Massacre, Tattoos, Very Impatient
Troops	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Freemen	4	4	3	3	3	1	3	1	7	Hard Folk, Impatient, Mixed Equipment, Skirmish
Thrall	4	2	2	3	3	1	3	1	6	Mere Thralls, Skirmish
Chosen	4	4	3	4	4	1	4	1	8	Hard Folk, Impatient, Mixed Equipment, Skirmish, Furious Fighters, Bodyguards.
Hunter	4	4	3	3	3	1	3	1	7	Hard Folk, Impatient, Mixed Equipment, Skirmish, Hounds
Hound	6	3	0	4	3	1	4	1	5	(Once Released) Skirmish, Unlosable Frenzy, Stubborn, Attack Everyone (except hunters).
Ulfark – Human form	4	4	3	4	4	5	5	3	9	Bear's Hug, Hard Folk, Hidden, Impatient,
Ulfark – Bear Form	6	3	0	5	5	5	3	2	9	Immune to Psychology, Independent, Shape-Shifter, Stubborn
Scout	4	4	3	3	3	1	3	1	7	Encircle, Hard Folk, Impatient, Mixed Equipment, Scout, Skirmish
Berserker	4	4	3	4	4	2	4	2	8	Hard Folk, Massacre, Tattoos, Very Impatient
Mounts	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Norse Horse	7	3	0	4	3	1	3	1	5	

## High Tribes

### Baersonlings

Frenzy from Impatient rolls last whole turn, Ulfarks are special choice instead rare.

### Bjornlings

Hate all Chaos influenced forces, including Beastmen and Skaven.

### Sarls

Immune to Fear caused by living Large Targets. Common great spear upgrade option.

### Skaelings

Immune to Panic.

### Craelings

May re-roll distance for pursue. May re-roll distance when fleeing Dark Elves.

### Aeslings

Immune to Fear and Hate Dwarves

### Vargs

+1 to Initiative.

### Amazons

No other tribes. All have female quality and all their weapons are poisoned.

## Norscan Equipment

### Great Spear

Halberd. Always wounds living Large Targets on 4+ and causes d3 wounds instead 1.

### Bonfire Beacon

+1 to roll who goes first.