



Jötunheimr



Skilfing



last updated 1st Fanuary 2024

MIERCE MINIATURES

## NORSE MUSTER version 2.07

	Realm	Au	SILVER EACH	equipment	eqp sv each	TOT SV EACH	qty	UNIT SILVER	unit options	option silver	TOT UNIT SILVER	Mass	Order
GENERAL:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
HOST'S COMMAND:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
UNIT 4:													
UNIT 5:													
COMMANDER:													
UNIT 1:													
UNIT 2:													
UNIT 3:													
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UNIT 5:													

### NORSE MUSTER WENDLIST Changes to the Norse muster are recorded here.

Version	Change
v2.02	The cost of all sight invocations has been altered
	The veithmann noble option now has the 'Muster with (bow)' requirement
	The focus range of all sorcerers has been reduced
	Increased the Troll Hide armour element for all trolls
	Revised the felltroll's weapons completely
	Increased the troll gothi's basic TEMPER to 49
	Added the Relics of the Nine Worlds artefact list
	Added the 'roarer' ability to all trolls
	Removed holumann bowman as sworn unit option for a vísi
v2.03	Enabled the troll konungr and troll jarl to be the general as well as the host banner bearer
	Equalised PACE of felljötunn jarl to that of a felljötunn
	Reduced AUTHORITY of cavalry units to reflect the riders, not the riders and mounts
	Spears now have the 'Add or Replace' rule where they are options
v2.04	Changed the bergjötunn's availability to 'coming soon'
	Clarified which warriors can muster and perform the Roar of Jötunheimr artefact, and how multiple Roars work
	Clarified the Lightning Storm invocation and flyers that Fly Over the template
v2.05	Altered the privilege of Monstrous Beasts to Beast
v2.06	Added a Seggr noble option to the troll jarl
	Clarified the Roar of Jötunheimr artefact's frenzied attack dice application
	Added an armour option to the fellhrafn, and altered its attributes to fit the new size miniature
	Added the 'tactician' ability to the Ingjald, skipari, steersman, vísi and kappi profiles
	Ensured nobles with the scout ability cannot be the general
	Added the 'disciplined' ability to a number of profiles
	Increased the SKILL of most humans that are not Levy or Wild by +10
	Slightly reduced the AUTHORITY of all humans
	Removed the 'fearless' trait from almost all warriors
	Reduced the cost of noble shot weapon options
v2.07	Altered the Roar of Jötunheimr instrument artefact
	Ensured the Thursblood weapon coating is mundane
	Altered the focus range of all sorcerers
	Reduced the silver cost of all profiles with the 'Gigantic' trait slightly
	Altered the shoot dice of the felltroll's Fellgeirr shot weapon, and added the 'Gigantic' trait to the felltroll profile
	Altered the shoot dice of the leiptroll's Leiphendur shot weapon, and added the 'Move and Shoot' rule to it
	Removed the 'immune (lightning)' trait from all troll profiles due to a confliction with the 'Sons of Thur' ability
	Altered the Forked Lightning invocation to ensure each fork is a separate invocation

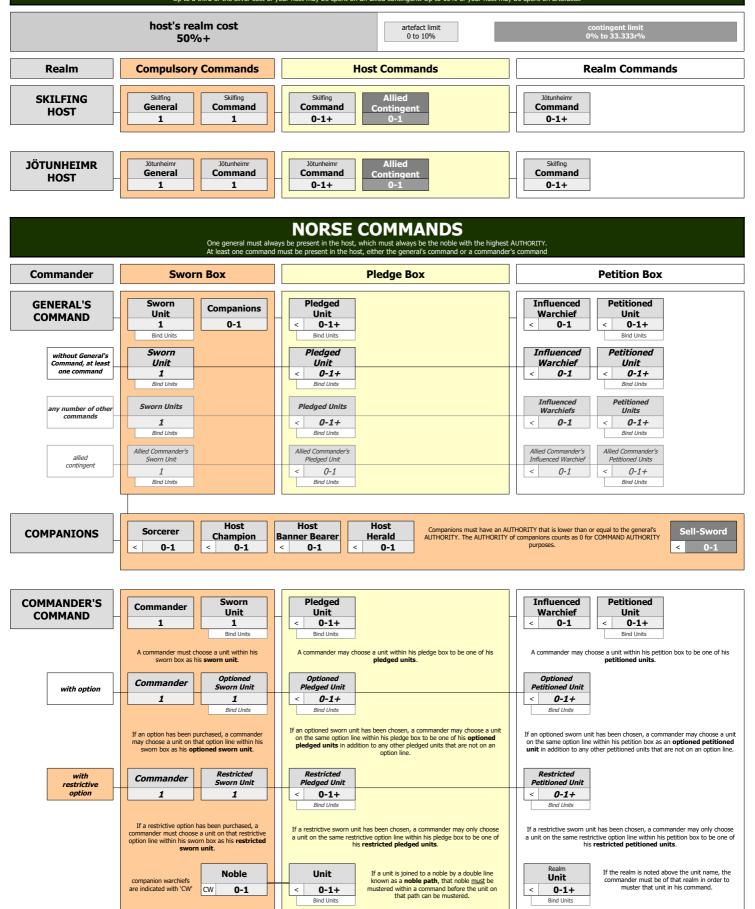
### NORSE MUSTERING

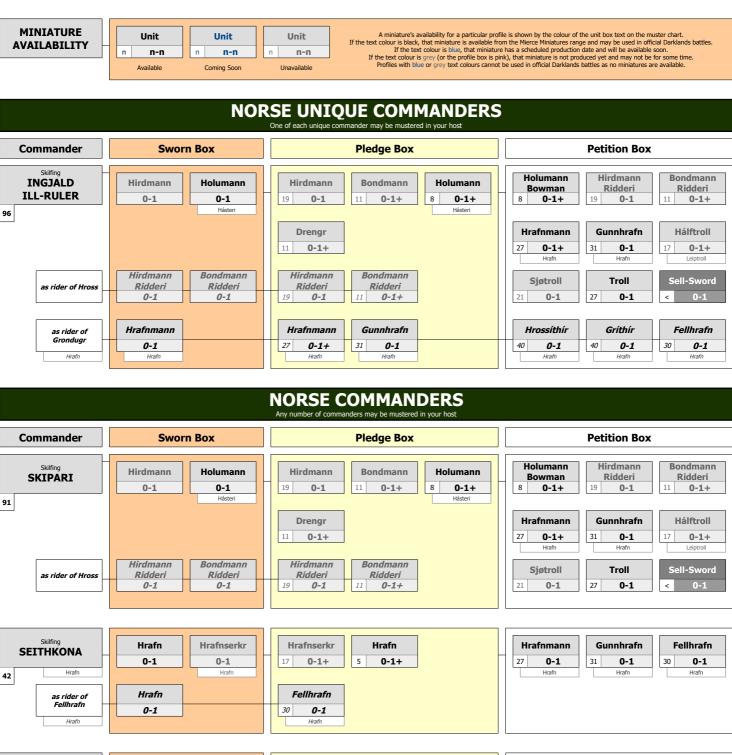
### **NORSE HOST**

One general must always be present in the host, which must always be the noble with the highest AUTHORITY.

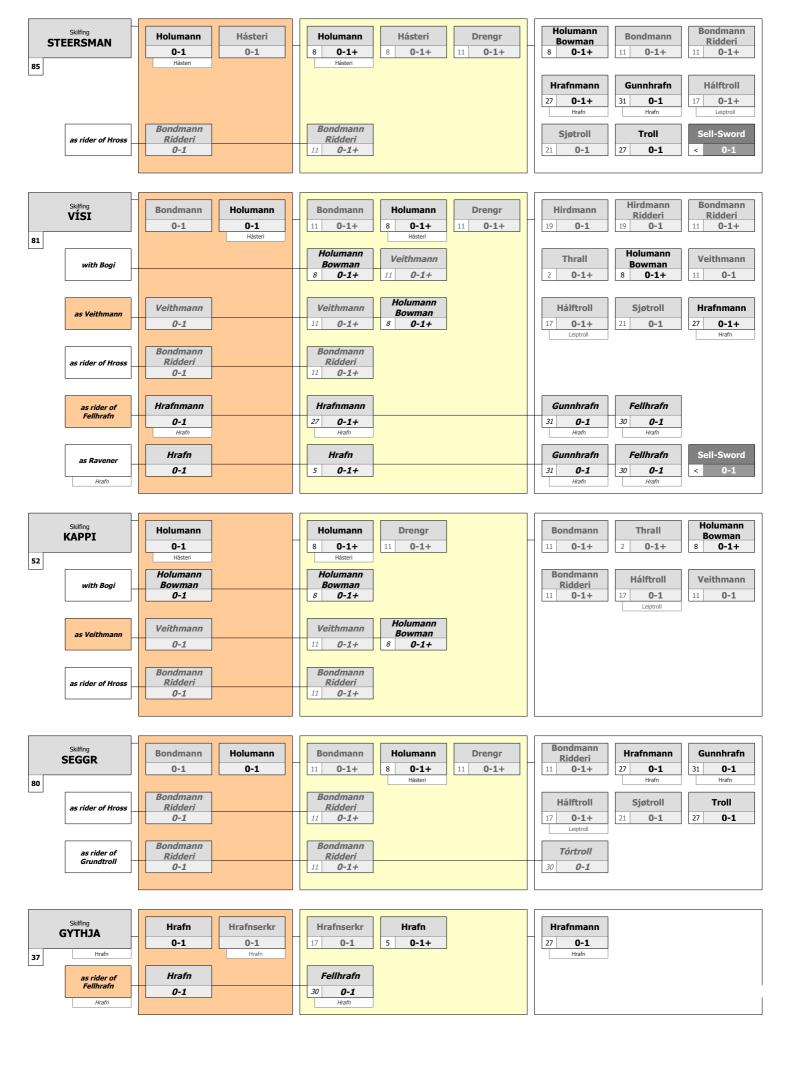
At least one command must be present in the host. At least 50% of your host must be spent on warriors from the same realm as the general.

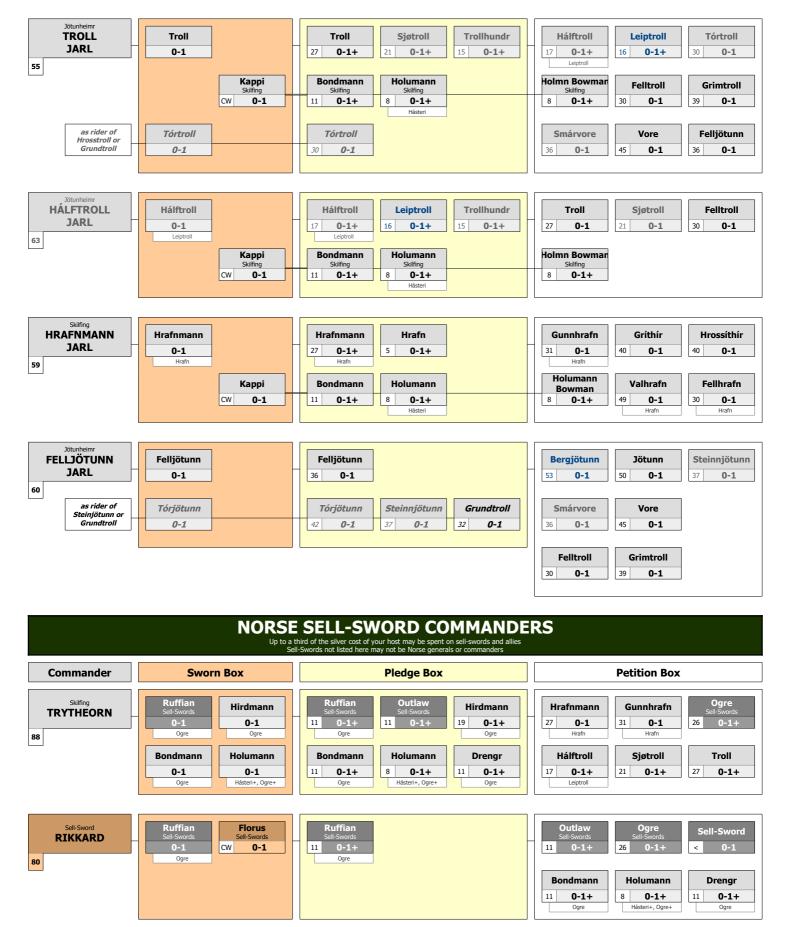
Up to a third of the silver cost of your host may be spent on an allied contingent. Up to 10% of your host may be spent on artefacts.











# NORSE ALLIES Up to a third of the silver cost of your host may be spent on sell-swords and allies Fomoraic Far Thule Friesians any realm



### NORSE RULES

ABILITY	Ability Rules
Sons of Thur	Invigorating Lightning: A Troll with this ability (called the Thur Troll) gains the Vulnerable (Lightning) trait, ignores all lightning damage and may even become invigorated by it. Any fated invoked dice (invoked dice of 8 or 9) caused by lightning damage upon a Thur Troll increase that Thur Troll's WOUNDS by 1 point per fated invoke caused. Additionally, lightning strikes from the weather will invigorate a Thur Troll on the additional roll of an 8 or 9. If the Thur Troll is in a unit of other trolls, the wounded warrior's WOUNDS are increased. This cannot take the Thur Troll's WOUNDS beyond its basic value, nor can it resurrect dead warriors.  Arcers: Warriors of the kin Leiptroll struck by lightning may Arc a lightning strike (i.e., anything that causes lightning damage) to another unit within effective range, friend or enemy.

### **RUNIC POWERS** Sorcerers of the Norse kindred may muster as many invocations as they wish, host cost permitting, from the Norse Invocation List below INVOCATION Min Rge Lth Rge Cost 1 2 3 4 5 6 7 8 9 10 **Unkindness of Ravens** 0" 45 0" 32" 48" No Lethal Range 4 1 11 12 13 14 15 **War Raven** 1 2 3 4 5 6 7 8 67 0" 0" 48" 60" No Lethal Range 10 Constant Effect: Marked units that do not have the 'unseeing' trait become unsighted 1" and confused. Marked units with a FLIGHT attribute that are not Unseeing also become involuntarily grounded. Rules: Once per Mark; Majority Mark; Transient **Battle-Blinder** 10 Enemy Constant Effect: An enemy Marked unit is **slowed** (or, if it has a FLIGHT attribute, is both **slowed** and **grounded**). Friendly Constant Effect: A friendly Marked unit becomes a difficult strike, difficult target and difficult mark. Constant Effect: the battle's current wind strength immediately increases by D10 (to a maximum of 10) and the current wind direction changes to that determined by the Invoker. The wind strength and wind direction may change at the end of the current battle hour, during the The Changing Weather subsection of the Battle Sequence, **Unearthly Gale** 1 2 3 6 Rules: Once per Mark; Majority Mark; Transient Friend or Enemy: Lightning Bolt can be used against friendly units as well **Lightning Bolt** 1 2 3 4 5 6 7 79 0" 60" 60" 2 as enemy units. Rules: No Lethal Range; Lightning Damage; Ignores Armounts Rules: No Lethal Range; Lightning Damage; L Flesh Splitter 1 2 3 4 5 62 2 Rules: Ignores Armour; Once per Mark; Majority Mark 5 Constant Effect: Marked unit suffers a debilitating electric shock and **Shocked** 1 2 3 4 5 6 7 44 1 becomes entangled. Rules: Once per Mark; Entire Mark; Ignores Armour; Lightning Damage 7 Marked Raven: Marked unit may only be a friendly unit with a FLIGHT attribute that is not Circling. Constant Effect: Marked unit's next Move must be a Flight Move (called the Winged Death Move), but after the action that performs the Winged Death Move is declared, the Marked unit adds 2D10" to its Flight Move. If an enemy unit is Engaged by the Winged Death Move its only Engagement reaction is to Hold (unless it is broken, in which case it must Flee) and the Engagement counts as an Ambush. Rules: Once per Mark; Entire Mark **Winged Death** 1 2 3 14 Friend or Enemy: Forked Lightning can be used against friendly units as well as enemy units. Forked Marks: Before rolling the invoke dice, roll a D5, called the forked roll result. The Invoker must select as many potential Marked units as the forked roll result to become Marked units, called Forked units. If there are less potential Marked units than the forked roll result, the forked roll result is equal to the amount of potential Marked units. Forked Lightning: The Invoker must then roll the invoke dice against each part of the control of t **Forked Lightning** 1 2 3 4 5 6 7 68 0" 0" 40" 40" 8 1 Forked unit, treating each as a separate invocation (so each can be *Earthed*, or each can fumble, etc). Extra invoke dice from artefacts or other sources may only be used once against one Forked unit, however. **Rules:** No Lethal Range; Lightning Damage; Ignores Armour Marked Point: select a point anywhere on the battlefield to be the Mark. Booming Thunder: the loud, thunderous skies and spears of lightning induce thoughts of doom within the minds of the enemy. All enemy units on the battlefield must immediately perform a Panic reaction. Constant Effect: the battle So current weather immediately changes to Thunderstorm until the end of the current battle hour, at which point it may change during the The Changing Weather subsection of the Battle Sequence as normal. **Thunderous Skies** 15 Immediate Effect: Marked unit immediately becomes active and performs a Sorcerous Move - which is a Fetch Move - to a point on the battlefield within 3D10" of the Marked unit's leader (determined by the Invoker) even if it is weary, at which point the Marked unit Lands. The Marked unit cannot be engaged or be beset by an enemy unit as a result of this Move. Moving through Niflheimr causes D5 cold damage per invoked die to the Marked unit, distributed randomly amongst the Marked unit's warriors. The Marked unit does not count as having activated that hour if it has not activated already. Rules: Once per Mark; Entire Mark **Mists of Niflheimr** 1 2 3 4 16 Marked Unit: Marked unit may only be a friendly unit. Constant Effect: Marked warnior within the Marked unit gain fire damage on all of their combat weapons and shot weapons. Rules: Once per Mark; Majority Mark; Transient **Breath of Muspelheimr** 1 2 3 4 5 6 13 Marked Units: The Marked unit may only be a friendly unit of the kin Man. Constant Effect: One Marked unit per invoked die within focus range gains the 'fearless' trait. Rules: Once per Mark; Entire Mark; Mutable **Undaunted** 1 2 3 4 5 9 Marked Unit: Marked unit may only be a friendly unit. Constant Effect: Marked warriors within the Marked unit gain either 2D10 CONSTITUTION or 2D10 MIGHT, or 1D10 CONSTITUTION and 1D10 MIGHT, per invoked die. Rules: Once per Mark; Majority Mark; Transient

Marked Point or Unit: Marked point cannot be within other Lightning Storm effect terrain or any other type of effect terrain. When placed upon units, the Mark becomes the unit within the Lightning Storm with the highest TEMPER value.

5" Lightning Storm Template: place the centre of the 5" Lightning Storm Template upon the Marked point.

Immediate Effect: Each warrior within the Lightning Storm when it is placed must attempt to Avoid the amount of invoked dice rolled by the Invoker. Such is the strength of the initial lightning strikes from the storm, each fated invoked die rolled counts as double the invoker's mass.

Constant Effect: Each warrior that Moves from within the Lightning Storm immediately suffers D5 damage, called lightning storm damage applied before he Moves. Warriors with the "Sons of Thur" ability do not suffer damage but, on the roll of a 5 on that D5, will be invigorated b D5 WOUNDS (which cannot take their WOUNDS beyond their basic value). Flyers that Fly Over the Lightning Storm count as having Moved within it.

Future Effect: Each warrior within the Lightning Storm suffers D5 damage at the end of every activation after the Invoker's that takes place during the battle hour. Warriors with the 'Sons of Thur' ability do not suffer damage but, on the roll of a 5 on that D5, will be invigorated by D5 WOUNDS (which cannot take their WOUNDS beyond their basic value).

Rules: Lightning Damage; Ignores Armour; Unstable

13

14

nount of invoked dice rolled by the

Steinheimr

**Lightning Storm** 

1 2 3 4 5 6

1 2 3 4

72

## RELICS OF THE NINE WORLDS Norse Artefact List

Up to 10% of a Norse host's cost may be spent on Relics of the Nine Worlds.

Norse nobles of mass 10 or less may muster any artefact as an artefact option except for brands, which may only be mustered as an artefact option by warriors of Beast privilege of any mass.

Mundane artefacts may be mustered by any vassal warrior of mass 10 or less. Jealous artefacts do not allow other artefacts to be mustered with them.

<b>IBAT WEAPON ARTEFACT</b>	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		Cost
	+ 1 2 3 4	16	+16	0.5"				2	1	Borne	Add or Replace; Mordant;		15+1
Nothung Sorcerous Sword	+ 1 2 3	32	+32	0.5"				3	2	Borne	Parry	Foot only	15+
Dragonslayer	Rules: Nothung has the Skilfing Men only: Or						nt weapon ar	tefact.					
	+ 1 2	13	+13	0.5"				1	1	Borne	Add or Replace; Parry;		
Angurvadal	+ 1	26	+26	0.5"				2	2	Borne	Vicious Damage	Foot only	8+
Sorcerous Sword 2 Frithiof's Blade	Unlucky touch: enem Skilfing only: Only wa						The second r	oll is binding.					
	+ 1 2 3	14	+14	0.5"				1	1	Borne	Add or Replace; Quick		
Dáinsleif	+ 1 2	28	+28	0.5"				2	2	Borne	Strike; Parry	Foot only	11+
Sorcerous Sword 3 Dáin's work	Always draws blood: if Dáinslieif does not cause at least one damage die in a single Attack action, one parried die becomes a damage die.  Light touch: Graze dice caused by the bearer become wound dice.  Skilfing Men only: Only warriors of the Skilfing realm of the kin 'Man' may bear this combat weapon artefact.												
	+ 1 2	12	+12	0.5"				1	1	Borne		Hook	٦.
Rúnøx	+ 1	24	+24	0.5"				2	2	Borne	Add or Replace	Foot only	8+
The runes are cast	before being destroyed <b>Skilfing only:</b> Only wa + 1 2 3							3	2	Borne	s fumbled invoked dice; it ma		15
Back Breaker Sorcerous Great Hammer Mountain Killer 5	Enormous: only warri	ors with a basic	MIGHT of 6	0 or more may							1	mbic banage	15
	+ 1 2 3 4 5	11	+11	0.5"	Cur uns com	Jac Weapon are	.c.ucu	1	1	Borne			T
Tyrfing	+ 1 2 3 4	22	+22	0.5"				2	2	Borne	Add or Replace; Parry	Foot only	11
Sorcerous Sword 6 The accursed gleaming	Never misses: The be Killer: If Tyrfing does Skilfing only: Only wa	earer may re-rol not damage an	l miss dice co	aused by Tyrf or in any sing	le Attack acti		must suffer	_					
	+ 1 2 3 4	13	+13	0.5"				1	1	Borne			4.0
Skofnung	+ 1 2 3	26	+26	0.5"				2	2	Borne	Add or Replace; Parry	Foot only	10
Sorcerous Sword 7 The spirits of the twelve	Frenzied: the bearer of in the battle rolls step of Sharp and Tough: Skilfing Men only: Of + 1 2	of the Joining Ba	attle Sequend be destroyed	ce. I by any mean	ns and enemie	es parrying this	weapon do	so with a +2			Additionally, the bearer gains	+D5 blood-lust tokens,	rolled fo
Hrafnsverd	+ 1	22	+22	0.5"				2	2	Borne	Add or Replace; Parry	Fact only	5-
Sorcerous Sword 8 Wings of the Raven	Ravensword: the bea Skilfing only: Only wa	rer of Hrafnsver	d gains the	Bind (Hrafn)			for in the ba	_			ence.	Foot only	
Thunderborn	+ 1 2 3	22	+22	2"				2	2	Borne	Replace; Vicious Damage;	Lightning Damage (2)	9-
Sorcerous Great Cleaver Of lightning it came	Lightning born: The I Troll only: Only warrio						ghtning.						
	+ 1 2	14	+14	0.5"				1	1	Borne	Add or Booless	Hook	6+
Olaf's Axe	+ 1	28	+28	0.5"				2	2	Borne	Add or Replace	Foot only	01
Sorcerous Axe Used to hard work	Ironsplitter: the bear enemy warrior. Only or Skilfing Men only: On	ne armour eleme	ent can be de	estroyed per /	Attack action	using Olaf's Ax	e.		ngle <i>Attack a</i>	ction, will de	stroy one armour element of t	he type 'worn' or 'borne'	of tha

SHOT WEAPON ARTEFACT	Shoot Dice	Weapon+ Gz Dmg	M+W Gl Dmg	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules	Cost
Laevatein Sorcerous Arrows 1	-	4	+4	-	-	-	-	1	2	Borne	Add; Muster with (Bow); Pierce; Ignores Armour	9
Baldr's bane	God-killer: fated dama	ge caused by I	Laevatein is d	loubled.								
DOM OF FLORISCELLIN	+ 1 2 3 4	14	+14	0"	9″	36"	48"	1	2	Borne	Replace; Lightning Damage	8+M
Sorcerous Bow  Gift of the Jötnar	Shocked: an enemy wa Man only: Only warrior					ollsteinn imm	ediately becor	mes entangled	l.			
Whalebone Bow Sorcerous Bow 3	+ 1 2	13	+13	0"	9"	48"	72"	2	1	Borne	Replace; Pierce	8+M
Long is the whale road	The Whale's Might: for each fated damage die caused by the Whalebone Bow, roll a D5. The result is added to this weapon's Weapon+ value.											
Bergeirr Sorcerous Throwing Spear	1 2 3 4	32	+32	0"	6"	36"	48"	2	1	Borne	1 2 3 Add; Shots (3); Impetus Shot; Pierce; Terrible Damage	9+M
Of mountain-stone	Jötunheimr only: Only	warriors of th	ne Jötunheimi	r realm may b	ear the Berge	eirr.						
Blackfeathers Sorcerous Arrows 5	-	8	+8	-	-	-	-	1	2	Borne	Add; Muster with (Bow)	5
The raven's doom	Swift as ravens: shot dice (but not fated shot dice) caused by Blackfeathers are doubled.											
Gusirsnautar Sorcerous Arrows 6	-	9	+9	-	-	-	-	1	-	Borne	Add; Muster with (Bow)	2
Gusir's gifts	Accurate: evade rolls are modified by +1 against Gusisnautar shots.											
Muninn's Breath Sorcerous Bow 7	+ 1 2 3	12	+12	0"	6"	44"	58"	1	2	Borne	Replace; Quick Shot	8+M
The memory of death	Blood-Memory: fallen	dice caused by	y Muninn's Br	eath may be i	re-rolled.							
Leipstormr	1 2 3 4	50	50	0"	0"	18"	24"	2	1	Borne	Add; Combat Shot Weapon; Pierce; Ignores Armour; Lightning Damage	6+M
The lightning-spear	Jötunheimr only: Only warriors of the Jötunheimr realm may bear the Leipstormr.											
Hrafnband	1 2 3 4 5 6 7 8 9	-	44	0"	0"	36"	36"	1	1	Borne	Add; Excludes (Bow); Distinct Shot; Quick Shot; Keen; No Lethal Range	11
Birdstrikes 9 Black doom	Feather Flurry: warrio Involuntary Land action Skilfing only: Only wa		·	·			ne entangled	until the end	of the curren	t activation.	Circling warriors thus shot will immediately perform ar	i
Gungnirsson	1 2 3 4	16	+16	0"	6"	24"	36"	2	1	Borne	Add; Impetus Shot; Pierce	7+M
Sorcerous Throwing Spear  Dvalinn's work	Balanced: the bearer of Odin's Spear: Gungnin								value for tha	at shot, regar	rdless of the actual rolls.	

	WEAPON COATING		Artefact Rules	Class	Cost
1	Svefnthorn Weapon Coating	1	Sleep Thorn: fated damage caused by this weapon coating, if the amount of fated damage dice caused is equal to or greater than the damaged warrior's mass, cause that damaged warrior to become prone and unconscious.  Scouts: Only warriors under SCOUT orders at the beginning of the battle and of the Kin 'Man' may use this weapon coating.  Rules: Add; Mundane Artefact	Borne	2
1	<b>Fire</b> Shot Weapon Coating	2	Brazier: a brazier object must be placed within 2" of the unit purchasing the Fire weapon coating.  Rules: Additional; Fire Damage; Mundane Artefact	Borne	1
1	Thursblood Combat Weapon Coating	3	Rules: Add; Lightning Damage; Mundane Artefact Jötunheimr only: Only warriors of the Jötunheimr realm may bear this weapon coating.	Borne	1
1	Brokkrverk Combat Weapon Forging	4	Brokkr's Work: a warrior parrying the strike dice of a Brokkrverk weapon does so with a +2 parry modifier. Rules: Add	Borne	2
1	Urtharlogr Sorcerous Combat Weapon Coating	5	Let Fate Decide: When an enemy warrior is damaged by a weapon bearing Urtharlogr, he must roll a D10. On the roll of 0-3, the enemy warrior immediately suffers D5 damage. On the roll of 4-8, nothing untoward happens. On the roll of a 9, the enemy warrior gains 1 wound. Rules: Add	Borne	2

ARMOUR ARTEFACT		Armour+	C+A	Hand	nds Cla	ss Armour Rules	Cost		
Brynja of Örvar-Oddr		16	+16	0	) Wo	n Add or Replace; Aura Parry	9+M		
Sorcerous Corselet Impenetrable	Hard to Kill: the wearer w Man only: only warriors of			l avoid on the roll of a 3+ regardless of any other rule. is armour artefact.	,				
Sigurd's Coat		12	+12	0	) Wo	n Add; Quick Parry	6+M		
Sorcerous Corselet The dragon's prize	Golden thread: damage d Man only: only warriors of			ed by the bearer that are odd numbers become parry dice. is armour artefact.					
Ægishjálmr	3	11	+11	0	) Wo	n Add or Replace	2+M		
Sorcerous Helm The Helm of Awe	Terrifying: the wearer gair	ns the 'terri	ifying' trait.	<u>'</u>	'	<u> </u>			
Megingjörð	4	24	+24	0	) Wo	n Add or Replace	12+M		
Sorcerous Belt Born in Lightning	Incredible Might: The we	earer's MIGI	HT is doubled	'	'	'			
Huginnskjoldr	5	14	+14	1	Borr	ne Add or Replace; Shieldwall; Parry; Thwart	5+M		
Sorcerous Shield The Shield of Huginn	Deflecter: the bearer gains a -1 parry, evade and sight avoid modifier.								
Tarnhelm		6	+6	0	) Wo	n Add or Replace	8+M		
Sorcerous Helm Shaped in the forges of the north	Shifting Smoke: The wearer is unseen.  Man only: only warriors of the kin 'Man' may wear this armour artefact.								
Svalinn	7	17	+17	1	Borr	ne Add or Replace; Shieldwall; Quick Parry	3+M		
Sorcerous Shield Standing before the sun	Resistant: The wearer gain	ns the 'resi	stant (fire, he	ire)' trait. Against spray shot weapons that cause fire damage or hellfire	damage, the	wearer gains the 'immune (fire, hellfire)' trait.			
Steinnskjoldr		22	+22	0	) Born	ne Add or Replace; Shieldwall; Parry	11+M		
Sorcerous Shield Hrungnir's Heart	Of Stone: the bearer of Ste	einnskjoldr	gains the 'to	h' trait. Additionally, enemies attacking the bearer of Steinnskjoldr halve	the attack did	e of their primary combat weapons, rounding fractions d	own.		
Leiphelm		7	+7	0	) Wo	n Add or Replace	7+M		
Sorcerous Helm Son of Asgard				the 'Sons of Thur' ability as well as the 'regenerate' ability.					
Hrafnen		3	+3	0	) Wo	n Add; Mundane Artefact	3		
Armour Emblem The Black Raven	Odin's Gaze: The bearer o Skilfing only: Only warrior	of this armo	ur emblem g tilfing realm r	ns a -1 parry modifier. y bear this armour artefact.	,				

BANNER ARTEFACT	Banner Artefact Rules	Cost
Naglfar Banner Finial	Nails of the Dead: the bearer of Naglfar and any unit he has Joined gains the 'fearless' and 'fearsome' trait.	3+M
Storm Banner Sorcerous Banner	Lightning Within: the Storm Banner contains the slaved invocation Lightning Bolt, which is Invoked by the bearer using a TEMPER of 5D10. If the current weather is Thunderstorm, the Storm Banner's TEMPER is 10D10. Fumbles affect the bearer.  Lightning Rod: if the bearer of the Storm Banner (or the unit he has Joined) is struck by lightning or suffers any form of lightning damage, that damage cannot be applied to the unit.  Additionally, the Storm Banner may immediately be used to perform the Lightning Bolt invocation as above. This may only occur once per lightning strike.  Bringer of Storms: the presence of Storm Banner ensures that any weather roll (either at the start of the battle or during the Changing Weather step of the An Hour Passes Sequence) is modified by 1 towards Thunderstorm after all other modifications are applied.	6+M
1 Horns of Tanngrisnir Sorcerous Banner Finial	Deadly Horns: enemies striking the bearer of the Horns of Tanngrisnir, or the unit he has Joined, have a +1 strike modifier.	5+M
Wings of Huginn Sorcerous Banner Finial	Thought: the bearer of the Wings of Muninn (or his commander) may include units of Hrafn, Hrafnmann, Fellhrafn or Gunnhrafn in his command at half their AUTHORITY for COMMAND AUTHORITY purposes.  Host Banner Bearer: the Wings of Muninn may only be borne by a host banner bearer.	8+M
Banner of Jötunheimr Sorcerous Banner	Granite Hard: the bearer of the Banner of Jötunheimr, and the unit he has <i>Joined</i> , perform parry, evade and sight avoid rolls with a -1 modifier.  Jötunheimr only: Only warriors of the Jötunheimr realm may bear this banner artefact.	6+M
1 Arvak and Alsvid Sorcerous Banner Emblem	The Glory of their Manes: the bearer of Arvak and Alsvid, and the unit he has <i>Joined</i> , can never become unsighted.  Skilfing only: Only warriors of the Skilfing realm may bear this banner artefact.	2+M
Hringhorni's Sail Sorcerous Banner	From the Pyre: The bearer of Hringhorni, and the unit he has Joined, gain the 'resistant (fire, hellfire)' trait.  Host Banner Bearer: Hringhorni's Sail may only be borne by a host banner bearer.	2+M
1 <b>Hrafnsmerki</b> Sorcerous Banner	Banner of The Raven: the bearer and the unit he has <i>Joined</i> gain +1 PACE.  Skilfing only: Only warriors of the Skilfing realm may bear this banner artefact.	4+M
The Black Raven Banner Emblem	For Odin: the bearer of The Black Raven, and the unit he has <i>Joined</i> , doubles its combat mass.  Skilfing only: Only warriors of the Skilfing realm may bear this banner artefact.	3+M
Mímir's Head Sorcerous Banner Finial	Wise Counsel: the bearer of Mimir's Head gains the 'augurer' ability and all AUGUR TESTS performed by the bearer are automatically passed without the need for an AUGUR ROLL. Additionally, the omens roll is modified by +D5 to a maximum of 9.  Host Banner Bearer: Mimir's Head may only be borne by a host banner bearer.	2+M

INSTRUMENT ARTEFACT	Instrument Artefact Rules	Cost
Thunderhorn Sorcerous Instrument	Stormbringer: a successful Inspire action performed by a herald bearing the Thunderhorn immediately changes the current weather to Thunderstorm.  Herald bearer: Nobles that are not host banner bearers or host champions may bear the Thunder-horn, and thus gain the 'host herald' ability.	8+M
Valhalla Awaits Tune	To our Doom: units <i>Inspired</i> by a herald performing the Valhalla Awaits tune gain the 'fearless' trait until the end of the current battle hour. <b>Rules:</b> One Use Only	5
Gjallarhorn Sorcerous Instrument	The Doom of Ragnarök: enemy units that fail a DREAD TEST caused by the bearer's Daunt action must immediately perform a Panic reaction with a panic modifier of +30. Living enemy units 3 that are Fearless or Frenzied must perform DREAD TESTS caused by the bearer's Daunt actions regardless of any other rule.  Host Herald only: the Gallanthorm may only be borne by a host herald.	15+M
Odin's Dirge	Meet in Valhalla: friendly units Inspired by a herald performing the Odin's Dirge tune immediately become Exulted units.	2
Roar of Jötunheimr	The Doom of the Enemy: a successful Roar action performed by a warrior that has mustered the Roar of Jötunheimr becomes Frenzied, each warrior within his unit gaining +1 frenzied attack dice while they are Frenzied.  Rules: Mundane Artefact Roarers: one warrior that has the 'roarer' ability within a unit may muster and perform the Roar of Jötunheimr, and does not have to be a herald to do so.	1+M
Shield Storm Tune	Shield-bearers only: a herald must bear an armour element of the type Shield to perform this tune. The bearer's INSPIRE TEST is modified by -1 for each warrior within his unit also bearing a shield (including the herald himself).  Roar of Shields: warriors that are Inspired by a herald performing Shield Storm gain the 'fearless' trait and a -1 strike modifier until the end of the current battle hour.	5
Call of Glasir	The World is Ours: units Inspired by a herald performing the Call of Glasir tune cannot become defeated units in the current battle hour.  Host Herald only: the Call of Glasir may only be played by a host herald.	7
Horn of Tanngnjóstr Sorcerous Instrument	Soar: a successful Inspire action performed by a herald bearing the Horn of Tanngnjóstr immediately forces one unit within host instrument range (chosen by the bearer) that can perform a Soar a successful Inspire action to immediately do so regardless of their vigour or any other rule. Enemies may not perform Reflex Attack reactions upon the Inspired unit.  Host Herald only: the Horn of Tanngnjóstr may only be borne by a host herald.	8+M
Skilfing-Horn Instrument	Man only: only mustered heralds of the Kin Man may bear a Skilfing-Horn.  Inspirer: a herald bearing a Skilfing-Horn may perform an <i>Inspire action</i> as if he was a host herald.  Rules: Mundane Artefact.	1+M
Drum of Ymir Sorcerous Instrument	Bone-breaker: enemy units that fail a DREAD TEST caused by the bearer's Daunt action immediately suffer D5 sorcerous damage, distributed randomly amongst its members.  10 Herald bearer: Nobles that are not host banner bearers or host champions may bear the Drum of Ymir, and thus gain the 'host herald' ability.  13 bitunheim roally: only warriors of the 'bitunheim' realm may bear this instrument artefact.	9+M

TALISMAN ARTEFACT	Artefact Rules	Class	Cost
Bófi's Charm Sorcerous Pendant	1 Rán's Shield: Amphibious warriors may only perform difficult strikes, difficult shots and difficult invokes against the wearer of Bófi's Charm.  Rules: Add or Replace	Worn	5+M
Aslaug's Gift Sorcerous Shirt	Snakebane: Enemies attacking the wearer of Aslaug's Gift do so with a strike modifier of -2. Additionally, the wearer gains the 'resistant (venom)' trait while he wears Aslaug's Gift.  2 Man only: only warriors of the kin 'Man' may wear this talisman artefact.  Rules: Add or Replace	Worn	7+M
Thunderstone Sorcerous Pendant	Thor's Boon: the bearer (who must not be a warrior that already has the 'earther' ability) gains the 'earther' ability (thus becoming an equipped earther) and has 2 earth dice with an a learth range of 24".  Rules: Add or Replace	Worn	2+M
<b>Trollkors</b> Sorcerous Pendant	Othala of Earth: the wearer gains D5 trollkors earth dice with an earth range of D5 (if the wearer does not already have a focus range), both of which are determined in the battle rolls step of the Joining Battle sequence. These trollkors earth dice are reinstated at the end of the wearer's activation or reactivation and may be used in conjunction with other earth dice the wearer may be able to use. The earth range is always the highest value the wearer is able to use.  Rules: Add or Replace	Worn	8
Helskór Sorcerous Boots	Hel-shoes: the wearer gains the 'fearless' trait. 5 Man only: only warriors of the kin 'Man' may wear this talisman artefact. Rules: Add or Replace	Worn	3+M
Brísingamen Sorcerous Brooch	6 Freyja's Charm: enemy warriors attacking the wearer of Brisingamen do so with a -1 strike modifier. Rules: Add or Replace	Borne	3+M
Mugurt Sorcerous Belt-Hung Potion	Invigorating: the bearer may consume Mugurt at any point in his activation or reactivation. Once he does so, the wearer gains D5 WOUNDS, which cannot take his WOUNDS attribute 5 beyond its basic value.  Rules: Add, One Use Only	Worn	6+M
<b>Draupnirfár</b> Sorcerous Vambraces	8 Lifegiver: the bearer of Draupnirfár gains a -1 parry, evade and avoid modifier. Rules: Add or Replace	Worn	4+M
Carrion Ring Sorcerous Ring	Corpse-call: if the wearer of the Carrion Ring suffers damage of any kind caused by an enemy, an unkindness of ravens descends upon each unit that caused damage against the wearer, causing D10 damage per enemy unit that must be distributed randomly. This occurs immediately after the damage is applied to the wearer.  Man only: only warriors of the kin 'Man' may wear this talisman artefact.  Rules: Add or Replace	Worn	7+M
Boots of Vidar Sorcerous Boots	Vidar's Gift: the wearer of the Boots of Vidar gains the 'aura parry' rule on all of his armour elements and will always parry, evade or sight avoid on the roll of a 4+. Additionally, the wearer can never be Slowed.  Man only: only warriors of the kin 'Man' may wear this talisman artefact.  Rules: Add or Replace	Worn	12+N

ENCHANTED ARTEFACT	Artefact Rules	Class	Cost
1 Andvarinaut Sorcerous Ring	Goldgiver: the wearer of Andvarinaut may reduce the silver cost of any of his combat weapon, shot weapon, armour element or artefact options by -1, and may reduce the silver cost of any warriors in his own command by -1 each.  Rules: Jealous Artefact	Worn	12+M
Gritharvölr Sorcerous Staff	Giant-killer: the bearer of Gritharvölr has an invoke modifier of -3 against enemy warriors of the 'Monstrous Beast' class.  Man only: only warriors of the kin 'Man' may wear this talisman artefact.  Rules: Add or Replace	Borne	8+M
Rauthskinna Sorcerous Belt-Hung Book	Gottskalk's Power: the bearer of the Rauthskinna gains +2D10 TEMPER, rolled for in the battle rolls step of the Joining Battle Sequence, but fumbled invoked dice are doubled.  An only: Only warriors of the kin 'Man' may bear this enchanted artefact.  Rules: Add or Replace	Borne	11+M
Raven Cloak Sorcerous Cloak	Flight: The wearer of the raven cloak gains a FLIGHT attribute of twice his PACE.  Man only: Only warriors of the kin 'Man' may wear this enchanted artefact.  Rules: Add or Replace	Worn	4+M
Golden Tress of Sif Sorcerous Crown	Lucky: the wearer of the Golden Tress of Sif may re-roll any single D10 or D5 roll once per battle hour. Individual D10s from D100s cannot be re-rolled.  Rules: Add or Replace	Worn	3+M
1 <b>Gríth's Rod</b> Sorcerous Staff	Lightning Rod: the bearer gains the 'immune (lightning)' trait. If the bearer is within 12" of any warrior that suffers lightning damage (i.e., fated damage), he may immediately negate that fated damage and draw it into Grift's Rod. Each point of lightning damage becomes a point of lightning within Grifth's Rod, called grift hopints, and the bearer may affect the bearer may discard one or more grifth points immediately before performing an <i>Invoke action</i> . If the invocation in question causes lightning damage, the invoke dice for that invocation are increased by 10 the bearer grift hopint discarded.  Hard to Control: the bearer suffers a fumbled invoke dice on a 1 or 0 when performing an <i>Invoke action</i> with one or more grift point. This number is increased by 14 per grift point discarded.  Rules: Add or Replace	Borne	13+M
Bone of Ullr Sorcerous Pendant	Of Jötunheimr: The wearer may perform the Lightning Bolt invocation as a slaved invocation using his own TEMPER for that purpose. Fumbles affect the wearer.  Rules: Add or Replace	Worn	9+M
1 Raven's Claw Sorcerous Pendant	Ravencall: the bearer may perform a Ravencall action (which is also a command action) to call ravens to his cause.  Called Raven: The bearer does not know what kind of raven the Raven's Claw will call and so after he has declared the call point (which must be a point on the battlefield within 6" of the bearer that is upon open terrain), he must roll a D100, called the raven roll. The following warrior(s) will appear over the course of the battle dependent upon the result of the raven roll and then the call roll:  -292: D101 Harin; 30-59: D5 Harimmen; 60-69: D5 Fellhrafn; 70-79: D5 Gunnhrafn; 80-89: 1 Hrossithir; 90-95: 1 Grithir; 95-99: 1 Valhrafn. The amount of warriors may exceed the maximum size of a unit of their profile.  Call Roll: The Called Raven will only appear on the call point upon the roll of a 9 or above on a D10, called the call roll. This must be rolled for immediately and then after every activation is resolved over the course of the battle until the Called Raven appears. The call roll result required for the Called Raven to appear decreases by 1 until the Called Raven appears.  Placing the Called Raven: Place the exact centre of one of the Called Raven miniatures' bases on the call point; any warriors that would lie under this base must be Displaced the minimum distance so that they lie outside of the footprint of the Called Raven's bases immediately. The other Called Raven miniatures must be placed within join distance of each other. If the bearer's player does not have all of the appropriate Called Raven miniatures, those Called Raven cannot be called. A Called Raven is lively when it is first placed, placed in the bearer's player does not have all of the appropriate Called Raven miniatures, those Called Ravens are lively when it is first placed, placed in the bearer's host). The Called Ravens, it killed, cost their usual silver when mustered for the purposes of calculating the Butcher's Bill. A Called Raven, if it is dead, does not count as a dead warrior when making a RAVAGED TEST. The bea	Worn	28+M
Tarnkappe Sorcerous Cloak	Sigurd's Friend: The wearer of Tarnkappe is unseen.  Man only: Only warriors of the kin 'Man' may wear this enchanted artefact. Rules: Add or Replace	Worn	6+M
Dew of Yggdrasil Sorcerous Belt-Hung Potion	Boon of the World Tree: the bearer may drink the Dew of Yggdrasil at any point in his activation or reactivation. Should he do so, he cannot suffer any kind of fated damage whatsoever for the remainder of the current battle hour.  Rules: Add or Replace	Borne	6+M

BRAND ARTEFACT	Artefact Rules	Class	Cost

Chains of Gleipnir Sorcerous Collar	Bound to Glory: the v Solitary Monstrous B										an never become frenzied.	Borne	5+N		
Surtr's Fire Sorcerous Brand	The World Burns: the Solitary Monstrous B						nstrous Beast	class may bea	r Surtr's Fire			Natural			
SHOT WEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Weapon Rules		3+1		
Surtr's Fire Spray	1	70	70			6"		1	0	Natural	Combat Shot Weapon; Spray; 6" Fire S Template; Fire Damage	Spray			
Mark of Thor Sorcerous Brand	Thor's Chosen: the M Jötunheimr only: only Rules: Mundane Artefa	warriors of the					g damage, bu	t no other effe	ect damage r	nay be cause	d.	Natural	1+0		
Scars of Eldhrímnir Brand	4 Burnt Black: The bear														
Silver Feather Sorcerous Brand	9 remains in whatever sta	n of the Skies: While Circling, the bearer of the Silver Feather brand, if forced to Land involuntarily, will instead Land voluntarily wherever it wishes on the battlefield, ains in whatever state it is currently in and cannot Engage an enemy unit as a result of this Land.  es: any warrior with a FLIGHT attribute may bear the Silver Feather brand.													
Tears of Grendel Sorcerous Brand	6 Lament of Death: the step of the Joining Batt						eir primary co	mbat weapon	, but reduce	their SKILL b	y -2D10 (rolled for in the battle rolls	Natural	4+		
Thjazi's Eye Sorcerous Brand	7 Star Eyes: The bearer	of the Thjazi's E	Eye brand ga	ains the 'unsee	eing' trait.							Natural	2+		
<b>Sjøborn</b> Brand	Sea-Born: the bearers Jötunheimr only: only Rules: Mundane Artefa	warriors of the				i.						Natural	1+1		
Brand of Asgard Sorcerous Brand	9 Luck of the Gods: the	bearer of the E	rand of Asg	ard may re-ro	ll any one rol	of a D10 or	D100 at any p	oint in their a	ctivation or r	eactivation. 1	he second result is binding.	Natural	2+		
Odin's Gaze Sorcerous Brand	The Wind Hears: the attribute cannot bear th Rules: any warrior with	is brand.				each time the	bearer wishe	s to perform a	Flight Move	. Warriors th	at do not already have a FLIGHT	Natural	2+		

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Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	itv	Ubio	uitv		nds	Uni	Size	Co	st
			-					,	-	1	_	ass	Pas	1 e Size		
Norse	Skilfing	Man	War	lord	No	ble	Vete	ran	Unique	+ Rare	M	1		mm	6	7
INGJALD I	ILL-RULER	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Stul	bborn	5	8	7	5	0	3	5	8	3	g	)4	9	)6	2	4
Abi	lities	Disciplined; Shieldwall;	Tactician													
Woun	d Track	1 2 3 4 5 6 7 8														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon I	Rules			
		12345678	10	60	0.5 "				1	1	Borne	Hook				
	fnøx ous Axe	1 2 3 4 5 6 7	20	70	0.5 "				2	2	Borne	Foot only				
	pse-Taker	Swift as the Raven: e				ultiplies into	two fated strik	es.				,				
ARM	IOUR		Armour+	C+A						Hands	Class	Armour R	ules			
	-Brynja <sup>selet</sup>		13	48						0	Worn					
Hrafn	hjálmr		5	53						0	Borne					
	ous Helm ning Raven	The Raven's Pact: The range.	heirloom of the	ne Skilfings i	increases Ingja	ald's comman	d range to 24"	. All friendly	units may per	form FORTIT	UDE or AUTI	HORITY TEST	S on Ingjald's	attributes with	in his comm	and
	skjoldr <sup>ield</sup>		12	65						1	Borne	Parry				
WARRIO	R RULES	Rules								•						
The ill-ruler, the king-b	åde ourner, the queen-slayer, n-wielder	Master of Ravens: If I he is the general. Hall-Burner: Ingjald's							, ,		-				FLANK order	s, even if
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Hross	Beast Mount	May ride a Hross; Rider	gains the Flan	ker ability									3			9
Grondug	r Ardent Mount	May ride Grondugr; Ride	er gains the Fla	anker ability									9	12	77	119
MOUNT ARM	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules			Cost
Hross-Rr	<b>ynja</b> Barding		6	71						0	Worn	Add: Hross	only			1

						G		DUG -dug-er	R						
Kindred	Realm	К	in	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds 0	Unit Size	Cost
Norse	Skilfing	Hros	síthír	Monstrou Ardent Mou		Ве	ast	Wi	ld	Ra	re	М	<b>ass</b> 9	Base Size	116
GRON	DUGR	Pace	Flight	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Gigantic; Insensate;	Stubborn; Terrifying	8	26	4	4	7	<b>'3</b>	6:	1	3	6	8	34	41	60
Abil	ities	Bulk Charge	er; Roarer; So	oarer											
Wound	l Track	1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36						
COMBAT	WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Crushir	g Beak	1 2 3 4 5	6	21	94	1"				2	0	Natural	Pierce; Vicio	ous Damage	
1 Slashing	Talons	1 2 3 4 5	6 7	16	89	# 1"				1	0	Natural	Grab and So	par	
<sub>2</sub> Tramplin	g Hooves	1 2 3 4		7	80	0"				1	0	Natural	Sightless St	rike	
						NOR	-SFG-8470	-100 - Gron	dugr						

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Kindred	Realm	Kin	Cla	cc	Privi	logo	Acu	itv	Ubiq	wity	На	ınds	Unit	Size		ost
Killuleu	Realiii	KIII	Cia	33	FIIVI	iege	ACU	ity	ОБІЦ	luity		2		1	C	DSL
Norse	Skilfing	Man	Warl	ord	No	ole	Vete	ran	Uncor	mmon	М	ass 1		e Size	3	35
SKI	PARI	Pace	Sk	ill	Mig	jht	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
		5	8:	1	4	6	32	2	7	7	g	91	g	1	2	23
Abi	ilities	Disciplined; Shieldwall;	Tactician													
Woun	d Track	1 2 3 4 5 6 7														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles			
0	Ďχ	1 2 3 4 5 6 7	9	55	0.5 "				1	1	Borne					
	Axe	1 2 3 4 5 6	18	64	0.5 "				2	2	Borne					
OMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class				Co	
Sverd and	Øx Sword: Axe	12345678	10	56	0.5 "				1	2	Borne	Replace (Axe	e); Parry or	Hook; Quick	Strike	
Cura	rd Sword	1 2 3 4 5 6 7	9	55	0.5 "				1	1	Borne	Replace (Axe	-)	Pa	rry	
Sver	<b>a</b> Sword	1 2 3 4 5 6	18	64	0.5 "				2	2	Borne	керіасе (Ахе	=)	Fo	ot only	
ARM	10UR		Armour+	C+A						Hands	Class	Armour Rul	les			
	/nja rselet		8	40						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A	with o	ption	with o	ption		Hands	Class	Armour Ru	les			C
Hringa-B	rynja Corselet		12	44						0	Worn	Replace (Cor	rselet)			
Hjáln	<b>11"</b> Helmet		8	48	+Hringa-Brynja	52				0	Worn	Add				
Skjol	dr Shield		11	51	+Brynja and Hjálmr	59	+Hringa-Brynja and Hjálmr	63		1	Borne	Add; Parry				
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	C
Hross	Beast Mount	May ride a Hross; Ride	r gains the Flani	ker ability									3			
MOUNT ARM	OUR OPTIONS		Armour+	C+A						Hands	Class	ass Armour Rules				
Hross-Bi	r <b>ynja</b> Barding		6	46						0	Worn	Add				

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Kindred	Realm	Kin	Cla	ess	Priv	ilege	Acı	uitv	Ubio	uitv		nds	Unit	t Size	Co	st
			-					,	-	17		2	D	1		
Norse	Skilfing	Man	War	lord	No	ble	Fana	atical	Ra	are	M	ass 1		e Size mm	4	7
SEITH	IKONA	Pace	Sk	till	Mig	ght	Const	itution	Wot	unds	Fort	itude	Auth	ority	Ten	nper
Inse	ensate	5	4	1	3	2	2	6	!	5	8	33	4	12	7	8
Abi	lities	Dissipater; Earther; So	rcerer (2)												Focus Ra	inge: 12"
Woun	d Track	1 2 3 4 5												E	arth Dice: 1	2 3 4 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
	erd vord	1 2 3	7	39	0.5 "				1	1	Borne					
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class					Cost
Ravene	<b>er</b> Birdstrike	1 2 3 4	-	32	0"	0"	36"	36"	1	1	Borne	Add; Distinc	ct Target; No	Lethal Range		2
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
	/nja ·selet		5	31						0	Worn					
	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles			Cost
	hjálmr		4	35						0	Worn	Add				9
Sorcero	ous Helm	Odin's knowledge, v	vhispered: whi	le she wears	s the Hrafnhjál	lmr, a Seithko	na has the W	ar Raven in	vocation as pa	art of her equ	ipment witho	ut having to p	urchase it.			
INVOC	CATION	Invoke Dice	Pov	wer	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation	n Rules					
	Blinder ocus	1 2 3			arked unit beco Majority Mark;		ted and conf	<b>fused</b> . Marke	d units with a	FLIGHT attri	bute that are	not Unseeing	also become	grounded.		
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Hross	Beast Mount	May ride a Hross											3			5
Fellhrafn	1 Ardent Mount	May ride a Fellhrafn; R	ider gains the F	lanker abilit									6	11	16	64

				TR	OL	L K	ON ON-ung-ər	UN	GR							
Kindred	Realm	Kin	Cla	SS	Priv	ilege	Acı	iity	Ubiq	uity	На	nds	Unit	Size	Co	st
										-	м	ass	Race	Size		
Norse	Jötunheimr	Troll	Warl	lord	No	ble	W	ild	Ra	ire		4		mm	8	9
TROLL K	ONUNGR	Pace	Sk	ill	Mig	ght	Const	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	per
Insensate; Tou	igh; Fearsome	6	50	6	7	3	6	4	1	9	g	96	6	6	3	6
Abili	ities	Bulk Charger; Roarer; So	ons of Thur													
Wound	Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16 17 18 19												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Great Great C		1 2 3 4 5 6 7 8 9	18	91	2 "				2	2	Borne	Vicious Damage				
COMBAT WEA		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost
Two Kljú	fra Cleavers	1 2 3 4 5 6 7 8 9 10 11 12	10	83	1 "				1	2	Borne	Replace (Gr	eat Cleaver)			-17
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles			
Troll Sk			17	81						0	Natural					
Scavenge Light A			6	87						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles			Cost
Beaten Bryn	<b>ja</b> Heavy Armour		13	94						0	Worn	Replace (Sc	avenged Arn	nour)		2
NOBLE C	PTIONS	Noble Option Rules														Cost
Trophy Rac	K Host's Banner	May bear the Host's Ban	ner even if he	is the host's	general. Gaii	ns the Host E	anner Bearer	ability								11
MOUNT (	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
Hrosstroli	Ardent Mount	May ride a Hrosstroll											7	11	28	58
Grundtrol	Ardent Mount	May ride a Grundtroll											11	16	39	143

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Kindred	Realm	Kin	Cla		Deivi	lege	Acu	itu	Ubio	uitu	На	ands	Uni	Size		ost
Kinureu	Realm	KIII	Cla	155	Privi	lege	ACU	ity	ODIC	uity		2		1		DSC
Norse	Skilfing	Man	Ward	chief	No	ble	Vete	ran	Uncor	nmon	М	lass		e Size	- 2	26
												1		mm	_	
STEERSI	MAN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
		5	7	8	4	0	2	6	į	5	8	34	8	35	2	22
Abilities	5	Disciplined; Shieldwall;	Tactician													
Wound Tra	ack	1 2 3 4 5														
COMBAT W	EAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Øx		1 2 3 4 5 6	8	48	0.5 "				1	1	Borne	Hook				
Axe		1 2 3 4 5	16	56	0.5 "				2	2	Borne	Foot only				
COMBAT WEAPO	N OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	· · · · · · · · · · · · · · · · · · ·			Cost	
Sverd and Øx	Sword; Axe	1 2 3 4 5 6 7	9	49	0.5 "				1	2	Borne	Replace (Ax	e); Parry or	Hook; Quick S	Strike	1
Sverd Sw		1 2 3 4 5 6	8	48	0.5 "				1	1	Borne	Replace (Ax	(a)	Par	ту	0
Sveru su	vora	1 2 3 4 5	16	<i>56</i>	0.5 "				2	2	Borne	керіасе (Ах	<i>(e)</i>	Foo	ot only	
ARMOL	JR		Armour+	C+A						Hands	Class	Armour Ru	iles			
Hjálm Helmet	r		8	34						0	Worn					
ARMOUR OF	TIONS		Armour+	C+A	with o	option				Hands	Class	Armour Ru	iles			Cost
Hringa-Bryn	ia Corselet		12	46						0	Worn	Add				2
<b>Skjoldr</b> s	hield		10	44	+Hringa-Brynja	56				1	Borne	Add; Parry				2
MOUNT OP	TIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
<b>Hross</b> Beast	Mount	May ride a Hross; Ride	r gains the Flan	ker ability									3			7
MOUNT ARMOU	R OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles			Cost
Hross-Brynj	<b>a</b> Barding		6	40						0	Worn	Add				1
<i>'</i>	-		NOR-SFG-02	201 - Knú	tr of Víkin; I	NOR-SFG-:	1101 - Eirik	Longaxe;	NOR-SFG-:	L110 - Birn	ıa					

						VÍ	SI E-si									
Kindred	Realm	Kin	Cla	ss	Privi	ilege	Acı	iity	Ubiq	uity	Ha	ands 2	Unit	Size	_ c	Cost
	21.115										M	lass		Size		
Norse	Skilfing	Man	Ward	hief	No	ble	Vet	eran	Com	mon		1	30r	nm	-	20
V.	ÍSI	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	titude	Auth	ority	Ter	mper
		5	7:	3	3	7	2	4	5	5		81	8	1	2	22
Ab	ilities	Disciplined; Shieldwall,	; Tactician													
Woul	nd Track	1 2 3 4 5														
СОМВАТ	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Sı	verd	1 2 3 4 5	8	45	0.5 "				1	1	Borne	Parry				
	word	1 2 3 4	16	53	0.5 "				2	2	Borne	Foot only				
COMBAT WE	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cos
a	<b>X</b> Axe	1 2 3 4 5	8	45	0.5 "				1	1	Borne	Replace (Sv	word)	Н	ook	0
		1 2 3 4	16	53	0.5 "				2	2	Borne	ļ , ,			oot only	_
Sverd and	<b>1 Øx</b> Sword; Axe	1 2 3 4 5 6 7	9	46	0.5 "				1	2	Borne	, ,	vord); Parry c			3
Gei	<b>rr</b> Spear	1 2 3 4 5	8	45	1.5 "	8	53		1	1	Borne		ace (Sword); narge+; Hedg		npact Strike;	1 .
SHOT WEAR	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			Cos
Во	<b>gi</b> Bow	1 2	8	45	0"	6"	30"	60"	1	2	Borne	Add; Exclud	les (Ravener)			2
Raven	<b>er</b> Birdstrike	1 2 3	-	<i>32</i>	0"	0"	36"	36"	1	1	Borne	Add; Exclud	les (Bogi); Dis	tinct Targe	t; No Lethal	2
ARN	10UR		Armour+	C+A						Hands	Class	Armour Ru	iles			
	ynja rselet		6	30						0	Worn					
	ROPTIONS		Armour+	C+A	with o	option	with	option		Hands	Class	Armour Ru	ıles			Cos
Hringa-B	rynja Corselet		12	36						0	Worn	Replace (Co	rselet)			1
Hjálr	nr Helmet		7	<i>37</i>	+Hringa-Brynja	43				0	Worn	Add				1
Skjo	ldr Shield		10	40	+Brynja and Hjálmr	47	+Hringa-Brynja and Hjálmr	<i>53</i>		1	Borne	Add; Parry				2
NOBLE	OPTIONS	Noble Option Rules														Cos
Vane-Beare	F Host Banner Bearer	May bear the Host's Ba	anner. Gains the	Host Banne	er Bearer abilit	y										7
Horn-Bea	arer Host Herald	May bear the Host's In	strument. Gains	the Host H	lerald ability											7
Veithn	nann Scout	Purchased with (Bogi);	: Foot only; Gain	s the Flank	er, Scout and S	Skirmisher ab	ilities and, if	ne is a comm	ander, the Ma	rksman abilit	ty; cannot be	e the general				3
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Hross	Beast Mount	May ride a Hross; Ride	er gains the Flani	ker ability									3			7
Fellhraf	n Ardent Mount	May ride a Fellhrafn; R	Rider gains the Fi	lanker abilit	ty								6	11	41	64
MOUNT ARM	OUR OPTIONS		Armour+	C+A	with o	option		option	with o	ption	Class	Armour Ru	iles			Cos
Hross-B	rynja Barding		5	35	+Hringa-Brynja	41	+Hringa-Brynja and Hjálmr	48	Brynja, Hjálmr,	58	Worn	Add; Hross	only			1
Hrafn-R	<b>rynja</b> Barding		7	48	+Hringa-Brynja	54	+Hringa-Brynja	61	Brynja, Hjálmr,	71	Worn	Add; Fellhra	afn only			1

						KĄ	PPI											
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		ands	Uni	t Size	- 0	Cost		
Norse	Skilfing	Man	Ward	hiof	No	ble	Dri	llod	Com	mon		lass	Bas	e Size		13		
												1		)mm				
KA	PPI	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	nority	Ter	mper		
		5	6	5	3	4	1	9	4	ŀ	7	76		52		17		
Ab	ilities	Disciplined; Shieldwall;	Tactician															
Wour	nd Track	1 2 3 4																
СОМВАТ	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	ıles					
Sv	verd	1 2 3 4	8	42	0.5 "				1	1	Borne	Parry						
	word	1 2 3	16	50	0.5 "				2	2	Borne	Foot only						
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ri	ules			Cost		
Ø	<b>X</b> Axe	1 2 3 4	8	42	0.5 "				1	1	Borne	Replace (Sw	ord)		ook	0		
~-		1 2 3	16	50	0.5 "				2	2	Borne				ot only			
Sverd and	<b>ØX</b> Sword; Axe	1 2 3 4 5 6	9	43	0.5 "				1	2	Borne	, ,	,	or Hook; Qu		4		
Gei	<b>rr</b> Spear	1 2 3 4	8	42	1.5 "	8	50		1	1	Borne	Mounted Ch	Replace (Sword); Mounted Impact Strike; ed Charge+; Hedge			1		
SHOT WEAR	PON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			Cost		
Bo	<b>gi</b> Bow	1 2	8	42	0"	6"	30"	60"	1	2	Borne					1		
ARN	10UR		Armour+	C+A						Hands	Class	Armour Ru	les					
	<b>ynja</b> rselet		6	25						0	Worn							
	R OPTIONS		Armour+	C+A	with	option	with o	option		Hands	Class	Armour Ru	les			Cost		
Hringa-B	rynja Corselet		12	31						0	Worn	Replace (Co.	rselet)			1		
Hjáln	nr Helmet		7	32	+Hringa-Brynja	38				0	Worn	Add				1		
Skjo	ldr Shield		10	35	+Brynja and Hjálmr	42	+Hringa-Brynja and Hjálmr	48		1	Borne	Add; Parry				1		
NOBLE	OPTIONS	Noble Option Rules														Cost		
Vane-Beare	F Host Banner Bearer	May bear the Host's Ba	nner. Gains the	Host Banne	er Bearer abilit	y										7		
Horn-Bea	arer Host Herald	May bear the Host's In	strument. Gains	the Host H	erald ability											7		
Veithn	nann Scout	Purchased with (Bogi);	Foot only; Gain	s the Flanke	er, Scout and	Skirmisher at	pilities and, if I	ne is a comm	ander, the Ma	rksman abilit	y; cannot be	the general				3		
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost		
Hross	Beast Mount	May ride a Hross; Ride	r gains the Flani	ker ability									3					
MOUNT ARM	OUR OPTIONS		Armour+	C+A	with	option		option	with c	ption	Class	Armour Ru	les			Cost		
Hross-B	<b>rynja</b> Barding		5	35	+Hringa-Brynja	41	+Hringa-Brynja	48	Brynja, Hjálmr,	58	Worn	Add; Hross	only			1		

							GGR	2									
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	iity	Ubiq	uity	Hai	nds	Uni	Size	c	ost	
	CI IIC			1			.,,				Ma		Base	i Size			
Norse	Skilfing	Man	Ward	cnier	No	ble	Vete	eran	Com	mon		1	30	mm	3	33	
SE	GGR	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Forti	itude	Auth	ority	Ten	nper	
		5	8	4	4	2	3	0	E	5	8	8	8	80	2	23	
Abi	ilities	Host Champion; Discipli	ned; Shieldwal	7													
Woun	nd Track	1 2 3 4 5 6															
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules				
0	Э́х	1 2 3 4 5 6 7	9	51	0.5 "				1	1	Borne	Quick Strike; Hook					
Ĩ	Axe	1 2 3 4 5 6	18	60	0.5 "				2	2	Borne	Quick Strike; Foot only					
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost	
Sverd and	Øx Sword; Axe	1 2 3 4 5 6 7 8 9	9	<b>51</b>	0.5 "				1	2	Borne	Replace (Sw	vord); Parry	or Hook; Quic	k Strike	-2	
Geiı	<b>rr</b> Spear	1 2 3 4 5 6 7	9	51	1.5 "	9	60		1	1	Borne	Replace (Sw Mounted Ch		ed Impact Stri ge	ke;	-3	
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	iles				
	<b>ynja</b> tplate		6	36						0	Worn						
	i <b>oldr</b> nield		10	46						1	Borne	Parry					
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost	
Hross	Beast Mount	May ride a Horse; Rider	gains the Flan	ker ability									3			7	
Grundtro	Ardent Mount	May ride a Grundtroll											9 16 <b>62</b>				
MOUNT ARM	OUR OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	mour Rules				
	<b>rynja</b> Barding		6	52						0	Worn	Add; Hross				1	
Troll-Br	<b>ynja</b> Barding		10	<i>72</i>						0	Worn	Add; Grundi	troll only			2	

					F		ING ING-i	Ι							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity	На	nds	Unit Size	Cost	
Norse	Skilfing	Man	Ward	chief	No	ble	Vete	ran	Uncon	nmon	М	ass	Base Size 30mm	19	
FILU	JNGI	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper	
		5	4	4	5	2	2	9	5	;	8	2	18	19	
Abil	lities	Disciplined													
Wound	Abilities         Disciplined           Wound Track         1   2   3   4   5														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Gunnha	ammarr	1 2 3 4	9	61	1 "				1	1	Borne	Mighty Strik	e		
Warha	ammer	1 2 3	18	70	1 "				2	2	Borne	Mighty Strik	e; Foot only		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Bry			8	37						0	Worn				
WARRIO	R RULES	Rules													
Ship-	Smith	Master of Arms: If a linegative - is reduced by	Filungi is muster / 4 per piece of	ed in a host equipment f	, within the ge or warlords, 2	eneral's comn per piece of	nand, the silve equipment for	cost of all 'A warchiefs ar	Add', 'Replace' nd 1 per piece	or 'Add or R of equipmer	eplace' equip it for any oth	ment options er warrior clas	(including artefacts) - even s to a minimum of zero.	if they are already	
					NOR-	SFG-1280 ·	Rollo Iron	Head							

					(		HJ	A								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Ac	uity	Ubio	uity	Ha	ands 2	Uni	t Size	Co	st
	CI IIC		1	1: 6		-	_				М	lass	Base	e Size	-	_
Norse	Skilfing	Man	Ware	cnier	No	ble	Fan	atical	Unco	mmon		1	30	lmm	3	5
GYT	НЈА	Pace	Sk	ill	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Auth	ority	Ten	nper
Inse	nsate	5	3	2	2	27	2	4		4	7	79	3	37	6	3
Abil	ities	Earther; Dissipater; Soi	cerer (1)				-		ı						Focus R	ange: 8"
Wound	d Track	1 2 3 4													Earth Dic	e: 1 2 3
СОМВАТ	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			
Sv.		1 2	7	34	0.5 "				1	1	Borne	Parry				
SHOT WEAP	ON OPTIONS	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	on Rules			Cost
Ravene	Pr Birdstrike	1 2 3	-	32	0"	0"	36"	36"	1	1	Borne	Add; Disting	t Target; No	Lethal Range		1
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles			
	nja selet		5	29						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	ıles			Cost
	hjálmr		4	33						0	Worn	Add				4
	us Helm	Odin's knowledge, w										ent without ha	ving to purc	hase it.		
INVOC		Invoke Dice	Pov		Min Rge	Lth Rge	Eff Rge		Damage*							
	Blinder	1 2			rked unit beco Majority Mark;		ted and con	fused. Marke	d units with a	FLIGHT attri	bute that are	not Unseeing	also become	grounded.		
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost
	least Mount	May ride a Hross											3			5
Fellhrafn	Ardent Mount	May ride a Fellhrafn; Ri	ider gains the F	lanker ability	/								6	11	16	64
					NOR-SF	G-1260 - E	Brynhild Gu	nnblindi								

								LAZ	Z								
Kindred	Realm		Kin	Cla	iss	Priv	ilege	Acı	iity	Ubic	uity	Ha	ands	Unit	t Size	Co	ost
Norse	Skilfing		Man	Ward	chiof	Ne	oble	Dri	llod	Uncor	mmon	M	lass	Base	e Size	1	.9
			I*laii			IVC	DDIE	Dii	ileu	Uncoi	IIIIIOII		1	30	lmm	٩	.9
ERI	LAZ		Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	titude	Auth	ority	Ten	nper
			5	3	8	3	86	2	8		1	7	77	3	35	7	0
Abi	lities	Aug	gurer; Disciplined; D	issipater; Earth	er; Sorcerer	(1)										Focus R	ange: 9"
Woun	d Track	1 2	3 4													Earth Dice:	1 2 3 4
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules			
	erd vord	1 2	3	8	44	0.5 "				1	1	Borne	Parry				
Hrafn Sorcero	igandr ous Staff	1		5	41	1 "				1	1	Borne	Ravenstaff	Artefact; Sor	cerous Damag	e	
ARM	IOUR			Armour+	C+A						Hands	Class	Armour Ru	ules			
	/nja ·selet			5	33						0	Worn					
ARMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	ules			Cost
Hrafnhja	<b>álmr</b> Helmet			7	40						0	Worn	Add				1
ARTE	FACTS	Ar	tefact Rules														
Sorcero	ngandr ous Staff ength, given	1 2	3 4 5 6 7 8 9	Power Roll is any invocati	s the amount on he can cr	t of Runic Pov eate. Declare	ver the Hrafn the amount of	gandr's runes	contain for the converted to	at activation. invoke dice l	The Erilaz ma before the inv	ay use any o	roll a D10, call or all of the Rur e rolled, and m	nic Power he	currently poss	esses as invo	ke dice for
MOUNT	OPTIONS	Мо	unt Option Rules											Mass	Mount+	C+A	Cost
Hross	Beast Mount	Ma	y ride a Hross											3			5

					TR	OL	L JA	RL								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds 2	Unit	Size	Co	ost
Norse	Jötunheimr	Troll	Ward	hief	No	ble	w	ild	Uncor	nmon		ass		e Size	6	55
TPOL	L JARL	Pace	Sk	iII	Mi	ght	Consti	tution	Wou	ınde	Forti	itude		mm nority	Ton	nper
																•
Insensate; To	ough; Fearsome	6	4	8	6	3	5	8	1	5	9	1	5	55	3	35
Abi	ilities	Bulk Charger; Roarer; S														
Woun	nd Track	1 2 3 4 5 6 7 8 9 1	11 12 13 14 15													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules			
Great Kljufr         1 2 3 4 5 6 7         18         81         2 "         2 Borne         Vicious Damage																
COMBAT WEA	APON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	Rules			Cos
Two Klji	ufra Cleavers	1 2 3 4 5 6 7 8 9 1	0 9	72	1 "				1	2	Borne	Replace (G	reat Cleaver)			-6
ARM	10UR		Armour+	C+A						Hands	Class	Armour R	ules			
	l Hide		16	74						0	Natural					
	ed Brynja Armour		7	81						0	Worn					
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour R	ules			Cos
Beaten Bry	nja Heavy Armour		13	<i>87</i>						0	Worn	Replace (Li	ght Armour)			1
NOBLE	OPTIONS	Noble Option Rules														Cos
Seggr H	ost's Champion	Gains the Host Champio	n ability													16
Trophy Ra	ICK Host's Banner	May bear the Host's Bar	nner even if he	is the gener	ral. Gains the	Host Banner	Bearer ability									12
MOUNT	OPTIONS	Mount Option Rules											Mass	Mount+	C+A	Cos
Hrosstro	<b>II</b> Ardent Mount	May ride a Hrosstroll											7	11	92	58
Grundtra	II Ardent Mount	May ride a Grundtroll											11	16	97	14

					ΓRO	LL	GO GOTH-i	TH	I									
Kindred	Realm	Kin	Cla	966	Driv	ilege	Acı	ıitv	Ubio	wity	Ha	ınds	Unit Size	Cost				
Rinarca	Realin	Kill				iicge	AC	,	ODIC	laity		2	1 Base Size	COST				
Norse	Jötunheimr	Troll	War	chief	No	ble	W	ild	Uncor	mmon	М	ass 4	60mm	63				
TROLL	GOTHI	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper				
Insensate; Tou	ugh; Fearsome	6	3	2	5	3	5	0	1	4	8	34	26	49				
Abil	lities	Bulk Charger; Augurer;	Dissipater; Ear	rther; Sorcer	er (1); Roarer	; Sons of Th	ur							Focus Range: 8"				
Wound	d Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14											Earth Dice: 1 2				
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules					
Gunnhammarr 123456 14 <b>67</b> 2"									2	1	Borne	Mjolnirsson	; Lightning Damage; Sorce	rous Damage				
Sorcerous W	Var Hammer	Mjolnirsson: The Trol	Gothi may onl	y <i>Invoke</i> wh	ile he bears hi	s War Hamm	er.											
Trollsku Sorcero		1 2	7	60	2 "				1	1	Borne	Trollskull G	andr Artefact					
SHOT W	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wea	pon Rules					
Gunnha Sorcerous W		1 2 3 4	50	50	0"	0"	24"	36"	1	2	Natural	Combat She Lightning D	ot Weapon; No Lethal Rang Damage; Sorcerous Damage	e; Ignores Armour;				
ARM	OUR		Armour+	C+A						Hands	Class	Armour R	ules					
Troll Sk	Hide in		13	63						0	Natural							
ARTE	FACTS	Artefact Rules																
Sorcero Wisdom.cont	I <b>ll Gandr</b> ous Staff tained therein	result of which is the ar point before the invoke	nount of ANCIE value of an inv	NT TEMPER ocation is ca	still stored wit lculated, or be	thin the Troll fore any TEM	skull. The Trol MPER TEST is	Gothi may to performed.	hen discard or	ne or more p	oints of ANCI	ENT TEMPER	0100 - called the <b>ANCIENT</b> remaining to increase his or	wn TEMPER by one				
2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 2	20 21 22 23 24 25 26 27 28 29	30 31 32 33 34 35	36 37 38 39 4	0 41 42 43 44 45	46 47 48 49 5	51 52 53 54 55	56 57 58 59 60	61 62 63 64 65	66 67 68 69 70	71 72 73 74 7	5 76 77 78 79 80	81 82 83 84 85 86 87 88 89 90	91 92 93 94 95 96 97 98 99				
WARRIO	R RULES	Rules																
Thur's	Might	Lightning Invocation	s: A Troll Goth	i may only p	urchase invoca	ations from the	ne Runic Powe	r invocation l	ist that cause	lightning dar	mage.							
					NO	R-JTN-166	0 - Gamla I	Bror						1				

				HÁ	LF	TRO	OLL trol YARL	JA	RL						
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acu	ity	Ubic	uity		nds	Unit Size	Co	st
												2 ass	1 Base Size		
Norse	Jötunheimr	Hálftroll	Ward	chief	No	ble	Wi	ld	Uncor	mmon		2	40mm	3	2
HÁLFTR	OLL JARL	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	per
Insensate; To	ugh; Fearsome	6	5	6	5	2	4	1	9	•	8	84	63	2	2
Abi	lities	Bind (Leiptroll); Bulk Co	harger; Sons of	Thur											
Woun	d Track	1 2 3 4 5 6 7 8 9													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
, Øx 123456 9 61 1" 1								1	1	Borne	Hook				
	xe	1 2 3 4 5	18	70	1 "				2	2	Borne				
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Two Ø	<b>Íxar</b> Axes	1 2 3 4 5 6 7	9	61	1 "				1	2	Borne	Replace (Ax	e); Hook		-2
Geir	<b>T</b> Spear	1 2 3 4 5 6	8	60	2"				1	2	Borne	Replace (Ax	re); Hedge		-3
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les		
	Hide kin		3	44						0	Natural				
	Brynja <sup>Armour</sup>		10	54						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
Skjol	<b>dr</b> Shield		9	63						1	Borne	Add; Shield	wall; Parry		2
NOBLE	OPTIONS	Noble Option Rules													Cost
Yfirthurs	Host's Banner	May bear the Host's Ba	nner. Gains the	Host Banne	er Bearer abilit	y									9
Hornbori /	Host's Instrument	May bear the Host's In.	strument. Gains	the Host He	erald ability										9

					HR	AFI	IM HRAV-ən-	ANT man YARL	J/	ARL									
Kindred	Realm	к	in	Cla	ss	Priv	ilege	Acı	iitv	Ubiq	ıuitv		inds	Unit Size	Cos	st			
											,		ass	Base Size					
Norse	Skilfing	Hrafn	mann	Ward	hief	No	ble	W	ild	Uncor	mmon		3	60mm	54	4			
HRAFNMA	NN JARL	Pace	Flight	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per			
Insensate;	Fearsome	5	16	5.	2	5	5	3	8	1	2	7	'2	59	32	2			
Abilit	ties	Bulk Charge	er; Hoverer; S	Goarer															
Wound	Track	1 2 3 4 5	6 7 8 9 10	11 12															
COMBAT V	WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules					
1 Two Scra		1 2 3 4 5	6 7 8 9 10	8	63	0.5 "				1	2	Borne	Parry						
2 Crushin		1 2		18	73	0"				2	0	Natural							
3 Raking Claw		1 2		14	69	0"				1	0	Natural	Grab and So	oar					
COMBAT WEAR	ON OPTIONS	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost			
1 Scramase	eax Sword	1 2 3 4 5	6 7 8	8	<i>63</i>	0.5 "				1	1	Borne	Replace (Tv	vo Scramaseax); Parry		-5			
SHOT WEAPO	ON OPTIONS	Shoo	t Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		Cost			
1 Bogi	Bow	1 2 3 4		9	64	0"	9"	48"	72"	1	2	Borne	Muster with	(Scramaseax)		4			
ARMO	OUR			Armour+	C+A						Hands	Class	Armour Ru	iles					
1 Brys				8	46						0	Worn	orn						
2 Gutp				4	50						0	Worn							
						NOR-	SFG-1607	- Egil Dead	Hand										

				FEL	LJ	OTU FELL-yoh	JNN -tun YARL	J/	ARL								
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity		nds	Unit	Size	Co	st	
							_			-		ass	Base	Size			
Norse	Jötunheimr	Felljötunn	Ward	hief	No	ble	Fe	ral	Uncor	nmon		8	801	mm	12	24	
FELLJÖTU	NN JARL	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Auth	ority	Tem	iper	
Gigantic; Insensate;	Tough; Terrifying	7	4	Ĺ	8	1	7	8	3	4	7	76	6	0	5	6	
Abilit	ies	Bulk Charger; Roarer															
Wound	Track	1 2 3 4 5 6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29											
COMBAT V	VEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules				
1 Hammars of 3		1 2 3 4 5 6 7 8 9 10 11 12 13	12	93	1 "				1	2	Borne						
2 Tram		1 2 3 4	8	89	0″				1	0	Natural	Sightless St	rike; Stomp				
COMBAT WEAP	ON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules			Cost	
1 Hammarr of 3 Great Ha		1 2 3 4 5 6 7 8 9 10	24	105	1.5 "				2	2	Borne	Replace (Tv Vicious Dan		; Grab; Mighty	Strike;	11	
ARMO	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles				
1 Leather			5	83						0	Natural						
2 Scavenged			11	94						0	Worn						
MOUNT O	PTIONS	Mount Option Rules											Mass	Mount+	C+A	Cost	
Steinjötunn	Ardent Mount	May ride a Steinjötunn											11	12	106	69	
Grundtroll	Ardent Mount	May ride a Grundtroll											13	16	110	143	
						NOR-JTN	l-17xx - ?										

					ΗÁ	LF	TRC	)LL							
Kindred	Realm	Kin	Cla	ess	Priv	ilege	Acı	uitv	Ubio	uitv		nds	Unit Size	Co	st
			-						-	1		2 ass	3+/10+/15 Base Size		
Norse	Jötunheimr	Hálftroll	Infa	ntry	Va	ssal	W	ild	Com	imon		2	40mm	1	5
HÁLF	<b>TROLL</b>	Pace	Sk	till	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; To	ugh; Fearsome	6	4	2	4	2	3	2		5	7	<b>'</b> 8	17	1	9
Abii	lities	Bind (Leiptroll); Bulk Cha	arger; Sons of	Thur											
1 2 3 4 5 6 7 HT 1 1 2 3 4 5 6 7		1 2 3 4 5 6 7 HT 3 1 2 3 4 5 6 7	1 2 3 4 5		1 2 3 4 5		1 2 3 4 5		1 2 3 4 5 1 2 3 4 5		1 2 3 4 5		1 2 3 4 5 6 7 HT 9 1 2 3 4 5 6 7	1 2 3 4 5	6 7 HT 10 HT 15
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
. 0	ĺχ	1 2 3 4	9	51	1 "				1	1	Borne	Hook			
	xe	1 2 3	18	60	1 "				2	2	Borne				
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Two Ø	<b>xar</b> Axes	1 2 3 4 5	9	51	1 "				1	2	Borne	Replace (Ax	re); Hook		1
1 Gein	<b>r</b> Spear	1 2 3 4	8	50	2 "				1	1	Borne	Replace (Ax	re); Hedge		0
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
SI	Hide din		2	34						0	Natural				
2 Scavenge	ed Brynja Armour		5	39						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A	with	option				Hands	Class	Armour Ru	iles		Cost
2 Beaten Bryi	<b>nja</b> Heavy Armour		9	43						0	Worn	Replace (Lig	nht Armour)		1
3 Skjol	Skjoldr Shield UNIT OPTIONS Unit Option Rules				+Heavy Armou	52				1	Borne	Add; Shield	wall; Parry		1
UNIT O	PTIONS													Cost	
	<b>"S</b> Champion	One Hálftroll becomes th	ne mustered c	hampion, wh	no gains +1 at	tack die on h	nis primary cor	mbat weapon							4
Merkisthu	<b>rs</b> Banner Bearer	One Hálftroll becomes th	ne mustered b	anner beare	r										3
Hornb	<b>Ori</b> Herald	One Hálftroll becomes th	ne mustered h	erald											3
						NOR-SFO	G-2920 - ?								

					LE	IPT	RO	LL							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	juity	На	nds	Unit Size 1+/3+/5	Co	st
Nama	124b -:	1146	T-6-		\/-	1	w	14			М	ass	Base Size	10	c
Norse	Jötunheimr	Hálftroll	Infar	ntry	Vas	SSal	VV	IId	Uncor	nmon		2	40mm	1,	0
LEIP1	ROLL	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; To	ugh; Fearsome	6	3:	2	3	8	3	1	5	5	7	4	16	18	8
Abii	ities	Bulk Charger; Bound (Ha	álftroll); Sons d	of Thur											
1 2 3 4 5 6	Leiptroll 1	1 2 3 4 5 6		Leiptroll 2	1 2 3 4 5	6		Leiptroll 3	1 2 3 4 5	6		Leiptroll 4	1 2 3 4 5 6		Leiptroll 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1	X Ke	1 2 3 4	9	47	0.5 "				1	1	Borne	Hook			
SHOT V	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
	endur <sup>tning</sup>	1 2 1 2 3	40	40	0"	0"	18"	24"	2	1 2	Natural		ot Weapon; No Lethal Rang nour; Lightning Damage	e; Move and S	Shoot;
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	Hide		2	33						0	Natural				
UNIT O	PTIONS	Unit Option Rules													Cost
Yfirthui	<b>'S</b> Champion	One Leiptroll becomes th	ne mustered ch	hampion, wh	o gains +1 sh	noot die on h	s primary sho	t weapon							5
					NOR-S	FG-2990 -	Trolls of Va	rtheim							

							Н	IRD			NN									
Ki	ndred	Realm		Kin	С	lass		Privilege		Acı	iity		Ubiq	uity		Hands 2		Unit Size 5+/15+/30		Cost
<u> </u>	Norse	Skilfing		Man	Inf	antry	Uia	h Born Vassal			ite		Llncor	nmon		Mass		Base Size		10
	voise	Skilling		Maii	Hear	thguard	riig	II boili vassai		LI	ite		UTICUI	IIIIIOII		1		30mm		10
	HIRDM	ANN		Pace	S	kill		Might	Co	nsti	tution	٧	Nοι	ınds	F	ortitude	A	uthority	Te	mper
				5		72		31		1	5		3	3		78		19		24
	Abilitie	es	Discipi	lined; Shieldwall										·						
1 2 3	Hirdmann 1 1	2 3 Hirdmann 2	1 2 3	Hirdmann 3	1 2 3	Hirdmann 4	1 2 3	Hirdmann 5	1 2	3	Hirdmann 6	1 2 3		Hirdmann 7	1 2 3	Hirdmann 8	1 2 3	Hirdmann 9	1 2 3	Hirdmann 10
1 2 3	Hirdmann 11 1	2 3 Hirdmann 12	1 2 3	Hirdmann 13	1 2 3	Hirdmann 14	1 2 3	Hirdmann 15	1 2	3 I	Hirdmann 16	1 2 3	ŀ	Hirdmann 17	1 2 3	Hirdmann 18	1 2 3	Hirdmann 19	1 2 3	Hirdmann 20
1 2 3	Hirdmann 21 1	2 3 Hirdmann 22	1 2 3	Hirdmann 23	1 2 3	Hirdmann 24	1 2 3	Hirdmann 25	1 2	3 I	Hirdmann 26	1 2 3	ŀ	Hirdmann 27	1 2 3	Hirdmann 28	1 2 3	Hirdmann 29	1 2 3	Hirdmann 30
	COMBAT W	EAPON	A	ttack Dice	Weapon+	M+W	Att R	tge Charge+	M+V	V+Ch		Dama	age*	Hands	Cla	ss Weapon R	ules			
1	Øx		1 2 3		8	39	0.5	"				1		1	Bor	ne Hook				
1	Axe		1 2		16	47	0.5	"				2	2	2	Bor	ne Foot only				
	ARMO	UR			Armour+	C+A								Hands	Cla	ss Armour R	ıles			
1	Hjálmr-B Helmet; Cor	rynja <sup>selet</sup>			11	26								0	Wo	rn				
2	Skjolo Shield	dr			9	35								1	Bor	ne Parry				
	UNIT OPT	TONS	Unit (	Option Rules																Cost
	Kappi Cha	mpion	One H	lirdmann becomes	the mustere	d champion, wi	ho gain.	s +1 attack die on	his pr	mary c	ombat weapo	n								3
٨	Merkismann i	Banner Bearer	One H	lirdmann becomes	the mustere	d banner beare	r													2
	Hornbori	Herald	One H	lirdmann becomes	the mustere	d herald														2
								NOR-SFG	-200	0 - ?										

				ŀ	IR/	AFN HRAV-ən	SEI -ZER-ker	RKI	?						
Kindred	Realm	Kin	Cla	ass	Priv	rilege	Acı	uity	Ubio	uitv	Ha	nds	Unit Size	C	ost
								,		,		2	5+/15+/30		
Norse	Skilfing	Man	Infa	antry	Va	issal	Fana	atical	Uncor	mmon	M	lass 1	Base Size 30mm		8
HRAFN	ISERKR	Pace	Sk	cill	Mi	ght	Const	itution	Wot	ınds	Fort	itude	Authority	Ter	nper
Fea	nrless	5	5	2	3	33	1	.7	3	3	9	94	17	2	22
Abi	lities														
1 2 3 Hrafnserkr 1	1 2 3 Hrafnserkr 2	1 2 3 Hrafnserkr 3	1 2 3	Hrafnserkr 4	1 2 3	Hrafnserkr 5	1 2 3	Hrafnserkr 6	1 2 3	Hrafnserkr 7	1 2 3	Hrafnserkr 8	1 2 3 Hrafnserkr 9	1 2 3	Hrafnserkr 10
1 2 3 Hrafnserkr 11	1 2 3 Hrafnserkr 12	1 2 3 Hrafnserkr 13	1 2 3 H	Hrafnserkr 14	1 2 3	Hrafnserkr 15	1 2 3 F	Hrafnserkr 16	1 2 3 H	Irafnserkr 17	1 2 3	Hrafnserkr 18	1 2 3 Hrafnserkr 19	1 2 3	Hrafnserkr 20
1 2 3 Hrafnserkr 21	1 2 3 Hrafnserkr 22	1 2 3 Hrafnserkr 23	1 2 3 H	Hrafnserkr 24	1 2 3 H	Hrafnserkr 25	1 2 3 F	Hrafnserkr 26	1 2 3 H	Irafnserkr 27	1 2 3	Hrafnserkr 28	1 2 3 Hrafnserkr 29	1 2 3	Hrafnserkr 30
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	at Øx at Axe	1 2 3	18	51	0.5 "				2	2	Borne	Hook			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Two Ø	<b>Íxar</b> Axes	1 2 3 4 5	9	42	0.5 "				1	2	Borne	Replace (Gr	eat Axe); Hook; Quick Stri	ke	2
UNIT O	PTIONS	Unit Option Rules													Cost
Каррі	Champion	One Hrafnserkr becomes	the mustered	d champion, v	vho gains +1	1 attack die on	his primary	combat weap	on						3
						NOR-SFG	-2050 - ?								

						BC	)ND	MA D-man	NN							
Kindred	Realm		Kin		Class	Pı	rivilege	Α	cuity	U	biguity	Н	lands	Unit Size		Cost
	1									_			2 Mass	5+/20+/30 Base Size		
Norse	Skilfing		Man		Infantry	,	Vassal		rilled	_ C	Common		1	30mm	-	8
BOND	MANN		Pace		Skill	M	light	Cons	titution	W	ounds	For	titude	Authority	Те	mper
			5		57		32		15		3		70	11		16
Abi	lities	Discip	lined; Shieldwall													
2 3 Bondmann 1	1 2 3 Bondmann 2	1 2 3	Bondmann 3	1 2 3	Bondmann 4	1 2 3	Bondmann 5	1 2 3	Bondmann 6	1 2 3	Bondmann 7	1 2 3	Bondmann 8	1 2 3 Bondmann 9	1 2 3	Bondmann 10
2 3 Bondmann 11	1 2 3 Bondmann 12	1 2 3	Bondmann 13	1 2 3	Bondmann 14	1 2 3	Bondmann 15	1 2 3	Bondmann 16	1 2 3	Bondmann 17	1 2 3	Bondmann 18	1 2 3 Bondmann 19	1 2 3	Bondmann 20
2 3 Bondmann 21	1 2 3 Bondmann 22	1 2 3	Bondmann 23	1 2 3	Bondmann 24	1 2 3	Bondmann 25	1 2 3	Bondmann 26	1 2 3	Bondmann 27	1 2 3	Bondmann 28	1 2 3 Bondmann 29	1 2 3	Bondmann 30
COMBAT	WEAPON		ttack Dice	Weapo	n+ M+W	Att Rg	e Charge+	M+W+C	h	Damag	e* Hands	Class	Weapon Ru	iles		
Q	Ďχ	1 2 3		9	41	0.5 "	'			1	1	Borne	Hook			
	lxe	1 2		18	50	0.5 "				2	2	Borne	Foot only			
COMBAT WEA	PON OPTIONS		Attack Dice	Weapo	n+ M+W	Att Rg	e Charge+	M+W+C	h	Damag	e* Hands	Class	Weapon Ru	ıles		Cost
Sverd and	Øx Sword; Axe	1 2 3	4	9	41	0.5 ′	7			1	2	Borne	Replace (Axe	e); Hook or Parry		2
Geir	<b>T</b> Spear	1 2 3		9	41	1.5 ′	7			1	1	Borne	Replace (Axe	e); Hedge		0
ARM	IOUR			Armou	r+ C+A						Hands	Class	Armour Ru	les		
	-Brynja Corselet			11	26						0	Worn				
	oldr nield			10	36						1	Borne	Parry			
UNIT C	PTIONS	Unit	Option Rules													Cost
Каррі	Champion	One E	ondmann becomes	the mus	tered champion, v	vho gains	+1 attack die or	his primai	y combat weap	on						3
Merkismai	<b>nn</b> Banner Bearer	One E	ondmann becomes	the mus	tered banner bear	rer										2
Hornb	<b>Ori</b> Herald	One E	ondmann becomes	the mus	tered herald											2
1/-4	Bondmenn	The B	ondmann unit hoco	mes Vete	ran (cost shown is	s ner warr	rior) gaining +10	SKILL +5	FORTITUDE and	+5 AUTH	ORITY					2

					D	RE	NG	R							
Kindred	Realm	Kin	Cla	ess	Priv	ilege	Ac	uity	Ubio	uitv		nds	Unit Size	C	ost
			-					,		14,		ass	5+/20+/30 Base Size		-
Norse	Skilfing	Man	Infa	ntry	Va	ssal	Dri	lled	Com	imon	М	ass 1	30mm		2
DRE	NGR	Pace	Sk	till	Mi	ght	Const	itution	Wou	ınds	Fort	itude	Authority	Ten	nper
Heads	trong	5	5	3	2	26	1	2	3	3	E	8	11	1	L <b>6</b>
Abili	ities	Shieldwall													
1 2 3 Drengr 1	1 2 3 Drengr 2	1 2 3 Drengr 3	1 2 3	Drengr 4	1 2 3	Drengr 5	1 2 3	Drengr 6	1 2 3	Drengr 7	1 2 3	Drengr 8	1 2 3 Drengr 9	1 2 3	Drengr 10
1 2 3 Drengr 11	1 2 3 Drengr 12	1 2 3 Drengr 13	1 2 3	Drengr 14	1 2 3	Drengr 15	1 2 3	Drengr 16	1 2 3	Drengr 17	1 2 3	Drengr 18	1 2 3 Drengr 19	1 2 3	Drengr 20
1 2 3 Drengr 21	1 2 3 Drengr 22	1 2 3 Drengr 23	1 2 3	Drengr 24	1 2 3	Drengr 25	1 2 3	Drengr 26	1 2 3	Drengr 27	1 2 3	Drengr 28	1 2 3 Drengr 29	1 2 3	Drengr 30
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ıles		
1 Ø		1 2 3	7	33	0.5 "				1	1	Borne	Hook			
COMBAT WEAR	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Sverd and	Øx Sword; Axe	1 2 3 4	8	34	0.5 "				1	2	Borne	Replace (Ax	e); Parry or Hook		1
1 Geirr	* Spear	1 2 3	8	34	1.5 "				1	1	Borne	Replace (Ax	e); Hedge		0
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les		
1 Bry			5	17						0	Worn				
2 Skjo			9	26						1	Borne	Parry			
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	les		Cost
1 Hjálmr-Brynj	a Helmet; Corselet		11	32						0	Worn	Replace (Co	rselet)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Каррі	Champion	One Drengr becomes the	e mustered ch	ampion, who	gains +1 att	tack die on his	s primary con	nbat weapon							3
Merkisman		One Drengr becomes the	e mustered ba	nner bearer											2
Hornbo	<b>Dri</b> Herald	One Drengr becomes the	e mustered he	erald											2
						NOR-SFG	-2150 - ?								

					HC		MA oo-man	NN							
Kindred	Realm	Kin		lass	Priv	vilege	A	cuity	Ub	iquity	Ha	ands	Unit Size		Cost
								,		1,		2	5+/20+/30		
Norse	Skilfing	Man	In	fantry	Va	assal	Tr	ained	Co	mmon		lass 1	Base Size 30mm		5
HOLU	MANN	Pace	S	kill	Mi	ight	Cons	titution	Wo	unds	Fort	titude	Authority	Te	mper
		5		45	3	31		13		3	(	64	8		12
Abi	lities	Bind (Hásteri); Discipline	d; Shieldwa	3//											
1 2 3 Holumann 1	1 2 3 Holumann 2	1 2 3 Holumann 3	1 2 3	Holumann 4	1 2 3	Holumann 5	1 2 3	Holumann 6	1 2 3	Holumann 7	1 2 3	Holumann 8 1	2 3 Holumann 9	1 2 3	Holumann 10
1 2 3 Holumann 11	1 2 3 Holumann 12	1 2 3 Holumann 13	1 2 3	Holumann 14	1 2 3	Holumann 15	1 2 3	Holumann 16	1 2 3	Holumann 17	1 2 3	Holumann 18 1	2 3 Holumann 19	1 2 3	Holumann 20
1 2 3 Holumann 21	1 2 3 Holumann 22	1 2 3 Holumann 23	1 2 3	Holumann 24	1 2 3	Holumann 25	1 2 3	Holumann 26	1 2 3	Holumann 27	1 2 3	Holumann 28 1	2 3 Holumann 29	1 2 3	Holumann 30
COMBAT	WEAPON	Attack Dice	Weapon-	+ M+W	Att Rge	Charge+	M+W+Cl	1	Damage <sup>3</sup>	Hands	Class	Weapon Rule	es		
1	eirr <sub>ear</sub>	1 2 3	9	40	1.5 "				1	1	Borne	Hedge			
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon-	+ M+W	Att Rge	Charge+	M+W+C	7	Damage	* Hands	Class	Weapon Rul	es		Cost
Sver	<b>d</b> Sword	1 2 3	9	40	0.5 "				1	1	Borne	Replace (Spea	nr); Parry		0
1 <b>Ø</b> x	( Axe	1 2 3	9	40	0.5 "				1	1	Borne	Replace (Spea	r); Hook		0
Sverd and	Øx Sword; Axe	1 2 3 4	9	40	0.5 "				1	2	Borne	Replace (Spea	r); Hook or Parry		2
ARM	IOUR		Armour+	- C+A						Hands	Class	Armour Rule	s		
	-Brynja Corselet		11	24						0	Worn				
ARMOUR	OPTIONS		Armour+	+ C+A						Hands	Class	Armour Rule	es		Cost
1 Skjol	<b>dr</b> Shield		9	33						1	Borne	Add; Parry			1
UNIT O	PTIONS	Unit Option Rules													Cost
Каррі	Champion	One Holumann becomes	the muster	ed champion, w	vho gains +.	1 attack die on	his primary	combat weapo	on						3
Merkismar	111 Banner Bearer	One Holumann becomes	the muster	ed banner bear	er										2
Hornb	<b>Ori</b> Herald	One Holumann becomes	the muster	red herald											2
Drilled H	lolumenn	The Holumann unit becor	mes Drilled	(cost shown is p	per warrior),	, gaining +10 S	SKILL, +5 FC	RTITUDE and +	5 AUTHORI	γ					2
Veteran I	Holumenn	The Holumann unit becor	mes Veterar	n (cost shown is	per warrior	r), gaining +20	SKILL, +10	FORTITUDE and	d +10 AUTH	ORITY					3

			HC	DLU	JM	ANI HOL-yoo-m	<b>V</b> Boan BOH-ma	OW "	MA	N					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubio	uity	На	ınds	Unit Size	Co	st
			Infar	ntn/						• •	м	ass	5+/10+/20 Base Size		
Norse	Skilfing	Man	Supp		Va	ssal	Tra	ned	Com	mon		1	30mm		5
HOLUMANN	N BOWMAN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	per
		5	4	5	3	0	1	3	3	3	e	52	8	1	2
Abil	ities	Disciplined													
1 2 3 HB 1	1 2 3 HB 2	1 2 3 HB 3	1 2 3	HB 4	1 2 3	HB 5	1 2 3	HB 6	1 2 3	HB 7	1 2 3	HB 8	1 2 3 HB	9 1 2 3	HB 10
1 2 3 HB 11	1 2 3 HB 12	1 2 3 HB 13	1 2 3	HB 14	1 2 3	HB 15	1 2 3	HB 16	1 2 3	HB 17	1 2 3	HB 18	1 2 3 HB 1	9 1 2 3	HB 20
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Sve		1 2 3	8	38	0.5 "				1	1	Borne	Parry			
SHOT W	/EAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		
1 Bo		1	8	38	0"	6"	30"	60"	1	2	Borne	Volley Shoot	t		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Bry			9	22						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Каррі	Champion	One Holumann Bowman	becomes the	mustered cha	ampion, who	gains +1 sho	ot die on his	primary shot	weapon						3
Drilled Holum	enn Bowmen	The Holumann Bowman	unit becomes i	Drilled (cost :	shown is per	warrior), gair	ing +10 SKILL	, +5 FORTITU	IDE and +5 A	JTHORITY					2

				,	VE]	TH	MA H-man	NN							
Kindred	Realm	Kin	CI	ass	Priv	rilege	Ac	uity	Ubio	quity	Ha	ands	Unit Size 5+/5+/10	Co	st
Norse	Skilfing	Man		antry oport	Va	ıssal	Dri	lled	Com	nmon	М	lass	Base Size 30mm	6	5
VEITH	IMANN	Pace	SI	kill	Mi	ght	Const	itution	Wo	unds	Fort	itude	Authority	Tem	per
		5	5	52	3	80	1	.3	:	3	•	57	11	10	6
Abii	lities	Disciplined; Scout; Skirr	misher												
1 2 3 Veithmann 1	1 2 3 Veithmann 2	1 2 3 Veithmann 3	1 2 3	Veithmann 4	1 2 3	Veithmann 5	1 2 3	Veithmann 6	1 2 3	Veithmann 7	1 2 3	Veithmann 8	1 2 3 Veithmann 9	1 2 3 Ve	eithmann 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
	<b>nifr</b> gger	1 2	4	34	0 "				1	1	Borne				
SHOT V	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	pon Rules		
	ogi ow	1	8	38	0"	6"	30"	60"	1	2	Borne				
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
	Brynja selet		4	17						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Каррі	Champion	One Veithmann become	s the mustere	ed champion,	who gains +	1 shoot die or	his primary :	shot weapon							3
Veteran V	/eithmenn	The Veithmann unit bed	omes Veteran	(cost shown	is per warrior	), gaining +10	) SKILL, +5 F	ORTITUDE and	+5 AUTHORI	TY					2
						NOR-SF	i-2xxx - ?								

					Н		TER	I							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	uity	_	nds	Unit Size	C	ost
												2 ass	5+/10+/20 Base Size		
Norse	Skilfing	Man	Infar	ntry	Vas	ssal	Trair	ned	Com	mon		1	30mm		3
HÁS	TERI	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	nper
		5	4	4	3	4	14	4	3	3	6	52	8	1	2
Abili	ities	Disciplined; Bound (Hol	umann)												
1 2 3 Hásteri 1	1 2 3 Hásteri 2	1 2 3 Hásteri 3	1 2 3	Hásteri 4	1 2 3	Hásteri 5	1 2 3	Hásteri 6	1 2 3	Hásteri 7	1 2 3	Hásteri 8	1 2 3 Hásteri 9	1 2 3	Hásteri 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Broke	n Oar	1 2	16	50	1 "				1	2	Borne				
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
ı Øx	Axe	1 2 3	8	42	0.5 "				1	1	Borne	Replace (Br	oken Oar); Hook		0
1 <b>Øx</b> Gr	eat Axe	1 2	16	<i>50</i>	# 0.5 "				1	2	Borne	Replace (Br	oken Oar); Hook		2
ARMOUR	OPTIONS		Armour+	C+A		· ·				Hands	Class	Armour Ru	iles		Cost
1 Scavenged	<b>Skjoldr</b> Shield		7	21						0	Worn	Parry; Shield	dwall		1
UNIT O	PTIONS	Unit Option Rules													Cost
Каррі	Champion	One Hásteri becomes ti	ne mustered ch	ampion, who	gains +1 att	ack die on his	s primary com	bat weapon							3
						NOR-SFG	i-2300 - ?								

						1	HR	AL								
Kindred	Realm		Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity	Ha	nds	Unit Size 5+/30+/40	(	Cost
Norse	Skilfing		Man	Infar	ntry	Sla	ive	Le	vy	Com	mon	М	ass 1	Base Size		1
THR	ALL		Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tei	mper
			5	28	3	2	7	9	)	2	2	Į	54	2		7
Abil	ities	Wo	rthless													
1 2 Thrall 1	1 2 Thrall 2	1 2	Thrall 3	1 2	Thrall 4	1 2	Thrall 5	1 2	Thrall 6	1 2	Thrall 7	1 2	Thrall 8	1 2 Thrall 9	1 2	Thrall 10
1 2 Thrall 11	1 2 Thrall 12	1 2	Thrall 13	1 2	Thrall 14	1 2	Thrall 15	1 2	Thrall 16	1 2	Thrall 17	1 2	Thrall 18	1 2 Thrall 19	1 2	Thrall 20
1 2 Thrall 21	1 2 Thrall 22	1 2	Thrall 23	1 2	Thrall 24	1 2	Thrall 25	1 2	Thrall 26	1 2	Thrall 27	1 2	Thrall 28	1 2 Thrall 29	1 2	Thrall 30
1 2 Thrall 31	1 2 Thrall 32	1 2	Thrall 33	1 2	Thrall 34	1 2	Thrall 35	1 2	Thrall 36	1 2	Thrall 37	1 2	Thrall 38	1 2 Thrall 39	1 2	Thrall 40
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Blun		1 2		6	33	1 "				1	2	Borne				
SHOT WEAP	ON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weap	oon Rules		Cost
1 Bog	i Bow	1		8	<i>35</i>	0"	12"	36"	48"	1	1	Borne	Add; Volley	Shoot (2)		4
ARMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	ıles		Cost
1 Scavenged	<b>Skjoldr</b> Shield	16						1	Borne	Add; Parry			1			
							NOR-SFG	-2350 - ?								

						TR(	OLL								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iitv	Ubio	uitv		nds	Unit Size	Co	st
	-									,		ass	1+/3+/5 Base Size		
Norse	Jötunheimr	Troll	Monstrous	s Infantry	Va	ssal	W	ild	Com	mon		4	60mm	3	3
TR	OLL	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; To	ugh; Fearsome	6	30	6	5	4	4	9	1	3	7	'8	27	3	3
Abil	lities	Bulk Charger; Bind (Trol	lhundr); Roare	er; Sons of T	hur										
1 2 3 4 5 6 7 8 9 10	11 12 13 Troll 1	1 2 3 4 5 6 7 8 9 10	11 12 13	Troll 2	1 2 3 4 5	6 7 8 9 10	11 12 13	Troll 3	1 2 3 4 5	6 7 8 9 10	11 12 13	Troll 4	1 2 3 4 5 6 7 8 9 10	11 12 13	Troll 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	<b>úfra</b> :leavers	1 2 3 4 5 6 7 8	9	63	1 "				1	2	Borne				
COMBAT WEA	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Great Kljú	<b>ifr</b> Great Cleaver	1 2 3 4 5	18	<i>72</i>	1 "				2	2	Borne	Replace (Cla	eavers); Vicious Damage		2
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les		
	Hide kin		14	63						0	Natural				
	ed Brynja <sup>Armour</sup>		6	69						0	Worn				
ARMOUR	OPTIONS		Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
<sup>2</sup> Beaten Bryi	<b>nja</b> Heavy Armour		12	<i>75</i>						0	Worn	Replace (Lig	nht Armour)		1
UNIT O	PTIONS	Unit Option Rules													Cost
Yfirthui	<b>rs</b> Champion	One Troll becomes the n	nustered cham	npion, who g	ains +1 attac	k die on his p	rimary comba	t weapon							6
Merkisthu	rs Banner Bearer	One Troll becomes the n	nustered bann	er bearer											5
			NOR-	JTN-3710	- Trolls of	Gunnheim	; NOR-SFG	-3720 - Tro	olls of Norr	heim					

					SJ	ØT	RO H-trol	LL							
Kindred	Realm	Kin	Cla	SS	Priv	ilege	Ac	uity	Ubic	uity	Ha	nds	Unit Size 1+/2+/3	Co	st
Norse	Jötunheimr	Sjøtroll	Monstrous	Infantny	Va	ssal	١٨.	/ild	Uncor	mmon	М	ass	Base Size	3(	5
		,										3	50mm		-
SJØT	ROLL	Pace	Sk	ill	Mig	ght	Const	itution	Wot	ınds	Fort	itude	Authority	Tem	per
Insensate; Tough; F	Fearsome; Loathsome	6	3	2	4	7	4	6	8	3	6	64	21	20	6
Abi	lities	Amphibious; Bulk Char	ger; Sons of Th	ur											
1 2 3 4 5 6 7 8			Sjøtroll 1 1 2	3 4 5 6 7	8				Sjøtr	oll 2 1 2 3	4 5 6 7 8				Sjøtroll 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Siøo	geirr	1 2 3 4 5	8	55	1 "				1	1	Borne				
	pear	1 2 3 4	16	63	1 "				2	2	Borne	Pierce			
	aver	1 2 3	9	56	0.5 "				1	1	Borne				
SHOT V	VEAPON	Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		
	geirr ng Spear	1 2	8	55	0"	6"	24"	36"	1	1	Borne	Shoot and I	Orag; Impetus Shot; Pierce		
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	Hide kin		11	57						0	Natural				
	ed Armour		6	63						0	Worn				
UNIT O	PTIONS	Unit Option Rules													Cost
Yfirthu	<b>rs</b> Champion	One Sjøtroll becomes t	he mustered ch	ampion, who	gains +1 att	ack die on hi	s primary con	nbat weapon							5
						NOR-SFO	-3170 - ?								

								MA en-man								
Kindred Realr	n	Ki	n	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		nds 2	Unit Size 1+/3+/5	Cos	it
													ass	Base Size	-	
Norse Skilfin	g	Hrafnr	mann	Monstrous	Infantry	Va	ssal	W	ıld	Uncor	nmon		3	60mm	3:	L
HRAFNMANN	P	Pace	Flight	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Forti	itude	Authority	Tem	per
Insensate; Fearsome		5	16	43	3	4	4	3	6	g	)	6	2	27	3:	L
Abilities	Bii	ind (Hrafn)	; Bulk Charg	er; Hoverer; S	oarer											
2 3 4 5 6 7 8 9 Hraf	nmann 1 1	2 3 4 5	6 7 8 9	Hra	afnmann 2	1 2 3 4 5	6 7 8 9	Н	rafnmann 3	1 2 3 4 5	6 7 8 9	Н	rafnmann 4	1 2 3 4 5 6 7 8 9	Hra	afnmann :
COMBAT WEAPON	1	Attack	Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Two Scramaseax	1 2	2 3 4 5	6 7 8	8	52	0.5 "				1	2	Borne	Parry			
Crushing Beak	Sword			12	56	0"				2	0	Natural				
Raking Talons	1			10	54	0"				1	0	Natural	Grab and So	oar		
COMBAT WEAPON OPTI	ONS	Attack	c Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Scramaseax Sword	1.	2 3 4 5	6	8	52	1 "				1	1	Borne	Replace (Tu	vo Scramaseax); Parry		-3
SHOT WEAPON OPTIO	NS	Shoot	Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Wear	oon Rules		Cost
<b>Bogi</b> Bow	1.	2 3		9	<i>53</i>	0"	6"	30"	60"	1	2	Borne	Muster with	(Scramaseax)		2
ARMOUR				Armour+	C+A						Hands	Class	Armour Ru	iles		
Greaves Greaves				3	39						0	Worn				
Gutplate Gutplate				4	40						0	Worn				
UNIT OPTIONS	Ui	nit Option	n Rules													Cost
Yfirhrafn Champion	Or	ne Hrafnm	ann become.	s the mustered	d champion,	who gains +.	1 attack die o	n his primary	combat wear	oon						5

			H	IRI	MC	AN HERD-ma	NR on RID-er-i	IDI	DEF	RI					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	itv	Ubiq	uitv		nds	Unit Size	Co	st
							7.00	,	02.4	,		2	5+/5+/10		
Norse	Skilfing	Man	Cava Hearth		High Bo	rn Vassal	Elit	e	Uncor	nmon		ass 3	Base Size 60x35mm	10	5
HIRD	MANN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensa	ite (Hross)	5	7.	2	3	1	1	4	4	,	g	2	19	34	1
HR	oss	9	1:	8	3	4	-		-			-	-	-	
Abi	ilities	Bulk Charger (Hross); L	Disciplined; Flan	ker											
1 2 3 4 HR 1	1 2 3 4 HR 2	1 2 3 4 HR	3 1 2 3 4	HR 4	1 2 3 4	HR 5	1 2 3 4	HR 6	1 2 3 4	HR 7	1 2 3 4	HR 8	1 2 3 4 HR 9	1 2 3 4	HR 10
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles		
	eirr <sub>Dear</sub>	1 2 3	8	39	1.5 "	8	47		1	1	Borne	Mounted Im	pact Strike; Mounted Char	ge+	
MOUNT COM	IBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Ru	iles		
	ng Hooves	1 2	4	38	1 "				1	0	Natural	Sightless Str	ike		
ARM	10UR		Armour+	C+A						Hands	Class	Armour Ru	les		
	r-Brynja ; Corselet		11	25						0	Worn				
	ioldr nield		9	34						1	Borne	Parry			
UNIT C	<b>OPTIONS</b>	Unit Option Rules													Cost
Каррі	<b>i</b> Champion	One Hirdmann Ridderi	becomes the mi	ustered char	npion, who ga	ains +1 attaci	die on his pri	mary comba	t weapon						5
Merkisma	<b>nn</b> Banner Bearer	One Hirdmann Ridderi	becomes the mi	ustered banı	er bearer										4
Hornb	<b>OOri</b> Herald	One Hirdmann Ridderi	becomes the mi	ustered hera	ld										4
						NOR-SFG	-4000 - ?								

				В	INC	DM	AN BOND-ma	N R	ID	DE	RI					
Kindred	Realm		Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	juity		nds 2	Unit Size 5+/5+/10	Co	st
Norse	Skilfina		Man	Cav	alny	Va	ssal	Dri	lad	Com	mon		ass	Base Size	1	1
			riaii		·								3	60x35mm		
BONDI	MANN		Pace	Sk	ill	Mi	ght	Const	tution	Wor	ınds	Fort	itude	Authority	Tem	per
Insensate	e (Hross)		5	5	3	3	2	1	2	4	1	8	84	11	2	6
HRC	oss		9	1	8	3	4		•		-		-	-	_	
Abili	ities	Bulk	Charger (Hross); Di	isciplined; Flan	iker									1		
1 2 3 4 BR 1	1 2 3 4 BR 2	1 2	3 4 BR 3	1 2 3 4	BR 4	1 2 3 4	BR 5	1 2 3 4	BR 6	1 2 3 4	BR 7	1 2 3 4	BR 8	1 2 3 4 BR 9	1 2 3 4	BR 10
COMBAT	WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
±	Øx 1 2 3				41	0.5 "				1	1	Borne				
MOUNT COME	BAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
2 Trampling		1 2		6	40	1 "				1	0	Natural	Sightless St	rike		
ARM	OUR			Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Hjálmr-				11	23						0	Worn				
	Helmet; Corselet  Skjoldr Shield 10										1	Borne	Parry			
UNIT O	PTIONS	Unit	Option Rules													Cost
Каррі (	Champion	One	Bondmann Ridderi L	becomes the n	nustered cha	mpion, who g	ains +1 attac	k die on his p	rimary comb	at weapon						5
Merkisman	<b>n</b> Banner Bearer	One	Bondmann Ridderi l	becomes the n	nustered ban	ner bearer										4
Hornbo	<b>Dri</b> Herald	One	Bondmann Ridderi l	becomes the n	nustered here	ald										4
Veteran B	ondmenn	The	Bondmann Ridderi u	ınit becomes V	eteran (cost	shown is per	warrior), gair	ning +10 SKIL	, +5 FORTITU	JDE and +5 A	UTHORITY					2
							NOR-SFG	-4100 - ?								

					ΤĆ	RT	RO	LL							
Kindred	Realm	Kin	Cla	nss	Priv	ilege	Acu	itv	Ubio	uity		nds	Unit Size	Cos	it
			-				- 100	,		14,		2 ass	1+/2+/3 Base Size		
Norse	Jötunheimr	Troll	Monstrou	s Cavalry	Va	ssal	Dril	led	Uncor	mmon		7	90x50mm	87	
TÓRT	ΓROLL	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Gigantic; Insensati	e; Tough; Fearsome	6	3	6	5	4	4	9	1	.3	7	'2	30	44	
Abi	ilities	Bulk Charger; Roarer; S	Sons of Thur												
2 3 4 5 6 7 8 9 10	0 11 12 13	Т	órtroll 1 1 2	3 4 5 6 7	8 9 10 11 12	13			Tórtr	oll 2 1 2 3	4 5 6 7 8	9 10 11 12 13	3		Tórtroll
HROSS	STROLL	9	2	1	5	6	5	4	1	4	E	7	24	38	3
Traits &	Abilities	Insensate; Tough; Stub	born; Terrifyin	g;; Bulk Chai	ger; Roarer;	Sons of Thur							·		
2 3 4 5 6 7 8 9 10	0 11 12 13 14	Hro	sstroll 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14			Hrosstr	oll 2 1 2 3	4 5 6 7 8	9 10 11 12 13	3 14	Н	Irosstroll
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	tules		
	ngeirr Dear	1 2 3 4 5 6	11	65	2 "	11	76		2	1	Borne	Impact Stri	ke; Mounted Charge+; Pier	ce	
	PON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon F	Rules	T	Cost
Kljúf	<b>r</b> Cleaver	1 2 3 4 5 6	9	63	1 "				1	1	Borne	Add; Switch	h (Grimgeirr)		2
ARM	10UR		Armour+	C+A						Hands	Class	Armour R	ules		
	Hide		3	52						0	Natural				
	ed Armour Armour		6	58						0	Worn				
	skjoldr <sub>nield</sub>		9	67						1	Borne	Parry			
	stroll t Mount		11	78						0	Mount				
MOUNT	OPTIONS		Mount+	C+A						Mass	Class	Mount Ru	les		Cost
Grundtro	II Ardent Mount		16	83						11	Mount	Replace (H	rosstroll)		85
GRUNI	DTROLL	7	2	1	7	78	7	9	3	34	(	54	32	52	2
	ilities	Gigantic; Insensate; To													
	0 11 12 13 14 15 16 17 18 19 2		GT 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21 22	23 24 25 26 27	28	GT 2 1 2 3	4 5 6 7 8	9 10 11 12 1.	3 14 15 16 17 18 19 20 21 22 23	24 25 26 27 28	GT
	OPTIONS	Unit Option Rules													Cost
	<b>FS</b> Champion	One Tórtroll becomes to			gains +1 att	tack die on hi	is primary com	bat weapon							11
Merkisthu	<b>IFS</b> Banner Bearer	One Tórtroll becomes to	he mustered ba	anner bearer			JTN-?								9

					TÁ	D J C	711	BUD							
					101	TOR	TU 2-trol	NN							
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acu	ity	Ubiq	juity	Ha	ands	Unit Size 1+/2+/3	Co	st
Norse	Jötunheimr	Felljötunn	Monstrou	- C	1/-	ssal	Fe	1	D-	are	м	Z lass	Base Size	13	-
		reijotuili	MOUSTOU	S Cavally	Vd	55dl			Ka	iie		11	110x60mm	13	13
TORJO	ÖTUNN	Pace	Sk	ill	Mi	ght	Consti	tution	Wor	ınds	Fort	itude	Authority	Tem	per
Gigantic; Insensati	e; Tough; Terrifying	7	2	8	7	7	6	8	3	0	(	58	42	5	9
Abi	lities	Bulk Charger; Roarer													
1 2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 2	21 22 23 24 25 <b>Tórj</b> ö	itunn 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21 22	23 24 25	Tórjötur	nn 2 1 2 3	4 5 6 7	9 10 11 12 13	14 15 16 17 18 19 20 21 22 2	3 24 25 <b>T</b>	órjötunn 3
STEINN	JÖTUNN	8	10	6	6	2	6	1	2	1		50	37	5	3
	Abilities	Gigantic; Insensate; Tou			,										
	11 12 13 14 15 16 17 18 19 2	21 22 Steinjö	itunn 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21 22		Steinjötur	nn 2 1 2 3	4 5 6 7	8 9 10 11 12 13	14 15 16 17 18 19 20 21 22	Ste	einjötunn 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	tules		
	Jötunheimr ammers	1 2 3 4 5 6 7 8 9 10	12	89	1 "				1	2	Borne	Mighty Strik	ke; Vicious Damage		
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	ules		
	ery Skin		4	72						0	Natural				
	ed Armour Armour		11	83						0	Worn				
Sh	skjoldr <sup>nield</sup>		9	92						1	Borne	Parry			
	<b>ijötunn</b> t Mount		12	104						0	Mount				
	OPTIONS		Mount+	C+A						Mass	Class	Mount Ru	les		Cost
1 Grundtro	<b>II</b> Ardent Mount		18	110						13	Mount	Replace (St	teinnjötunn)		73
GRUNI	DTROLL	7	2	1	7	78	7	9	3	4	(	64	32	5	2
	lities	Gigantic; Insensate; Tou													
	0 11 12 13 14 15 16 17 18 19 2		GT 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21 22	23 24 25 26 27	28	GT 2 1 2 3	4 5 6 7	8 9 10 11 12 13	3 14 15 16 17 18 19 20 21 22 2	3 24 25 26 27 28	GT .
	PTIONS	Unit Option Rules													Cost
Yfirthui	<b>rs</b> Champion	One Tórtjötunn becomes					n his primary o								16

						HR	OSS Ros	5							
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	uity	Ubic	uity	Ha	nds	Unit Size	Cost	
							7101	,	00.4	14,		)	1		
Norse	Skilfing	Horse	Bei	ast	Po-	ast		/ild	Com	imon	Ma	ass	Base Size	4	
NOISE	Pount 3 BUX35mm														
HROSS Pace Skill Might Constitution Wounds Fortitude Authority Temper															
	nsate ight Beast only	9	1	8	3	4	1	.7		5	3	9	13	20	
Abil	ities	Bulk Charger													
Wound	d Track	1 2 3 4 5													
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Wound+	Hands	Class	Weapon Ru	les		
	g Hooves	1 2	7	41	1"				1	0	Natural	Sightless Stri	ke		

								AFN V-ən							
Kindred	Realm		in	Cla		Dulad	ilege	Acı	.ia.	Ubiq		Ha	nds	Unit Size	Cost
Kinarea	Realm		an	Cia	155	Priv	liege	ACI	iity	Obiq	uity	(	)	5+/5+/10	Cost
Novac	Chilfing	ш.	nfo	Por	n ort	P.o.	net	14/	ild	Com		Ma	iss	Base Size	4
Norse	Norse Skilfing Hrafn Beast Beast Wild Common 1 30mm														
HRA	HRAFN Pace Flight Skill Might Constitution Wounds Fortitude Authority Temper														
Insensat	te; Small	4	16	3	2	1	.8	•	5	1	L	3	3	5	10
Abil	lities	Bound (Hra	fnmann, Gun	nhrafn, Valhra	fn); Hoverer,	Soarer								,	
COMBAT	WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	g Beak	1 2 3		3	21	0"				1	0	Natural	Quick Strike		
						NOR-SF	G-7200 - H	Irafnar of S	tafangr						į

					RO	TROL	HUI hun-dər	NDI	₹					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	ity	Ubiq	uity		nds 0	Unit Size 1+/3+/5	Cost
Norse	Jötunheimr	Trollhundr	Bea Hou		Ве	ast	w	ild	Uncor	nmon		ass 3	Base Size 60x35mm	20
TROLLI	HUNDR	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Insensate; Too	ugh; Fearsome	8	4:	1	3	3	3	4	8	3	3	3	15	24
Abilities Bulk Charger; Bound (Troll, Felltroll); Sons of Thur														
1 2 3 4 5 6 7 8	Trollhundr 1	1 2 3 4 5 6 7 8	Ti	rollhundr 2	1 2 3 4 5	6 7 8	Т	rollhundr 3	1 2 3 4 5	6 7 8	-	Frollhundr 4	1 2 3 4 5 6 7 8	Trollhundr 5
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Goring		1 2 3	9	42	0.5 "	18	51		2	0	Natural	Impact Migh	nty Strike; Charge+	
1 Crushii		1 2 3	6	39	0 "				2	0	Natural			
2 Raking	Claws	1 2	5	38	0.5"				1	0	Natural	Sightless Str	rike	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	les	
	Hide sin		7	41						0	Natural			
						NOR-SF	i-75xx - ?							

							FE	LLT FELL	RO	LL							
Kindred	Realm			Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		ands	Unit Size 1+/2+/3	Co	st
Norse	Jötunheimr		Fe	elitroli	Monstrou	us Beast	Ве	east	w	ild	Uncor	nmon		-	Base Size 80mm	6	5
FELLI	TROLL		P	ace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude A	uthority	Tem	nper
Gigantic; Insensate; To	ough; Stubborn; Terrifying			7	3	2	6	52	6	6	2	5	7	72	30	4	7
	ilities	_	*	lhundr); Bulk (	-	-								,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			
	0 11 12 13 14 15 16 17 18 19 20				Iltroll 1 1 2					23 24				9 10 11 12 13 14 15 16	17 18 19 20 21 2	2 23 24	Felltroll
	WEAPON			ck Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
	geirr pear	1 2	$\rightarrow$	5 6 7	11 19	73 81	2"				3	2	Borne Borne	Switch (Kljúfr, Fellg Damage	eirr and Kljúfr);	Grab; Pierce; Vio	cious
KI	: /. c.,	$\vdash$		5 6 7	9	71	1"				1	1	Borne	Damage  Switch (Fellgeirr, Fellgeirr and Kljúfr); Grab; Vicious			Damage
Fellgeirr	and Kljúfr	1 2 1 2	-	5 Fellgeirr Kljúfr	11 9	73 71	2"				2	1	Borne Borne	Switch (Fellgeirr, Kl Grab; Vicious Dama		2	
Trai		1 2		i i i i i i i i i i i i i i i i i i i	6	68	0"				1	0	Natural	Sightless Strike; St	omp		
SHOT WEAP	PON OPTIONS		Sho	ot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Ru	les		Cost
Fellgeirr	Throwing Spear	1 2	3 4	5 6 7	11	<i>73</i>	0"	6"	30"	40"	2	1	Borne	1 2 Add; Shots (2 Damage	); Impetus Sho	; Pierce; Vicious	8
ARM	10UR				Armour+	C+A						Hands	Class	Armour Rules			
	e Hide Skin				22	88						0	Natural				
ARMOUR	OPTIONS				Armour+	C+A						Hands	Class	Armour Rules			Cost
Scavenged B	<b>Brynja</b> Light Armour				6	94						0	Worn	Add			1
	OPTIONS	Unit	Opti	ion Rules													Cost
Yfirthu	I <b>rs</b> Champion	One	Felltr	oll becomes th	e mustered ch	ampion, wh	no gains +1 at	tack die on h	is primary con	bat weapon	or +1 shoot o	lie on his prii	mary shot we	eapon			12

					GR		TRC	LL	ı						
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acui	ity	Ubiq	uity		nds 2	Unit Size	Cost	
Norse	Jötunheimr	Grimtroll	Monstrou <i>Soli</i> i		Ве	ast	Wil	d	Ra	re	М	ass 12	Base Size	193	
GRIM'	TROLL	Pace	Sk	ill	Mig	ght	Constit	tution	Wou	ınds	Fort	itude	Authority	Temper	
Gigantic; Insensate; Too	ugh; Stubborn; Terrifying	7	2	1	8	3	9:	L	4	9	7	<b>'</b> 8	39	63	
Abil	Abilities Bulk Charger; Roarer; Sons of Thur														
Wound	d Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35 3	6 37 38 39 40	41 42 43 44 45	46 47 48 49					
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	r of Thór	1 2 3 4 5 6 7 8 9 1	25	108	2 "				3	2	Borne	Grab; Might	y Strike; Terrible Damage		
	ng Bite	1 2 3	5	88	0 "				1	0	Natural				
	nple	1 2 3 4 5	8	91	0"				1	0	Natural	Sightless St	rike; Stomp		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	Hide		27	118						0	Natural				
					N	OR-JTN-84	450 - Tórlák	r							

				(	GRU		TR N-troll	OL	L						
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Acui	ty	Ubiq	uity		<b>nds</b> 0	Unit Size	Cost	
Norse	Jötunheimr	Grundtroll	Monstrou Ardent		Ве	ast	Wil	d	Ra	re		<b>ass</b> 9	Base Size 110x60mm	140	
GRUND	TROLL	Pace	Sk	ill	Mig	ght	Constit	ution	Wou	ınds	Fort	itude	Authority	Temper	
Gigantic; Insensate; Tou	nantic; Insensate; Tough; Stubborn; Terrifying 7 21 78 79 34 64 32 52														
Abili	Abilities Bulk Charger; Roarer; Sons of Thur														
Wound	l Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34								
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Goring		1 2 3 4 5 6 7 8 9	16	94	1 "	32	126		2	0	Natural	Impact Migh	hty Strike; Charge+; Pierce	; Vicious Damage	
2 Crushii		1 2 3 4	16	94	0 0 "				2	0	Natural	Pierce			
3 Tran		1 2 3 4 5	13	91	0"				1	0	Natural	Sightless St	rike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
1 Stone			15	94						0	Natural				
				NOF	R-JTN-1220	-800 - Ste	inn the Bold	on Grund	itroll						

					HRO	DSS HRO	TR S-troll	OLI	L						
Kindred	Realm	Kin	Cla	cc	Priv	ilege	Acı	iitv	Ubiq	uity	На	ınds	Unit Size	Cost	
Rinarca	Kcaiiii		Ciu			iicgc		,	ODIQ	uicy		0	1		
Norse	Jötunheimr	Hrosstroll	Monstrou Ardent		Ве	ast	w	ild	Ra	re	М	<b>ass</b> 5	Base Size 90x50mm	56	
HROSS	TROLL	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper	
Insensate; Tough; S	Stubborn; Terrifying;	9	2:	1	5	6	5	4	1	4	6	57	24	38	
Abil	Abilities Bulk Charger; Roarer; Sons of Thur														
Wound	l Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14												
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
1 Horn		1 2 3 4 5 6 7	12	68	0.5 "	24	92		2	0	Natural	Impact Migl	hty Strike; Charge+; Pierce		
2 Gnawii		1 2 3	5	61	0 "				1	0	Natural				
3 Tran		1 2 3 4	11	67	0"				1	0	Natural	Sightless St	rike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Stone			6	60						0	Natural				
						NOR-	-JTN-?								

	BERGJÖTUNN														
				E	BER	GJ	ĎΤΙ	JNI	V						
	l		ı			BERG-	yo-tun					inds	Unit Size		
Kindred	Realm	Kin	Cla	ISS	Priv	ilege	Ac	iity	Ubic	luity	Па	2	1	Cost	
Norse	Jötunheimr	Bergjötunn	Monstroi <i>Soli</i>		Ве	ast	Fe	ral	Legendar	y + Rare		ass 19	Base Size 120mm	708	
BERGJ	ÖTUNN	Pace	Sk	ill	Mi	ght	Const	tution	Wou	ınds	Fort	itude	Authority	Temper	
Gigantic; Insensate	e; Tough; Terrifying	8	2	0	1:	14	1:	L8	10	00	5	55	53	89	
Abil	Abilities Bulk Charger; Roarer														
Wound	Abilities Bulk Charger; Roarer    2   3   4   5   6   7   8   9   101   12   31   4   51   61   71   8   9   20   21   22   23   24   25   26   27   28   29   30   31   32   33   43   53   63   7   38   39   40   41   42   43   44   45   46   47   48   49   50   51   52   53   45   55   55   58   59   60   51   62   63   64   65   66   70   71   72   73   74   75   76   77   78   79   80														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	Niflheimr	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19	44	158	2 "				4	2	Borne	Grab; Might	y Strike; Terrible Damage		
	mple mple	1 2 3 4 5 6	11	125	0″				1	0	Natural	Sightless St	rike; Stomp		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
Sł			7	125						0	Natural				
2 Scavenge	ed Armour		6	131						0	Worn				
					N	OR-JTN-89	50 - Fornji	itr							

				J		UNI	N						
Kindred Realn	Kin	Cla	ass	Priv	ilege	Acı	uity	Ubiq	uity		nds	Unit Size	Cost
Norse Jötunhei	nr Jötunn		us Beast itary	Ве	east	Fe	ral		are	M	2 <b>ass</b> 15	Base Size	325
JÖTUNN	Pace	Sk	cill	Mi	ght	Consti	itution	Wou	ınds	Fort	itude	Authority	Temper
Gigantic; Insensate; Tough; Terrifying         8         22         95         90         65         62         50         82													
Abilities Bulk Charger; Roarer													
Wound Track	1 2 3 4 5 6 7 8 9	10 11 12 13 14 15	16 17 18 19 20	0 21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48 49 50	51 52 53 54 55	56 57 58 59 60	61 62 63 64 65	
COMBAT WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Hamarr of Jötunheir	nr	38	133	2 "				4	2	Borne	Grab; Might	y Strike; Terrible Damage	
Trample Trample	1 2 3 4 5 6	10	105	0″				1	0	Natural	Sightless St	rike; Stomp	
ARMOUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
<b>Leathery Skin</b>		5	95						0	Natural			
Scavenged Armou	•	12	107						0	Worn			

					FEL	LJ(	<b>T</b> U	INN							
Kindred	Realm	Kin	Cla		Drive	ilege	Acı	itu	Ubiq	i+.,	Ha	nds	Unit Size	C	ost
Killuleu	Realili	KIII	Cia	133	FIIV	liege	ACC	iity	Obiq	uity		2	1+/2+/3		<i>1</i> 51
Norse	Jötunheimr	Felljötunn	Monstro	us Beast	Be	ast	Fe	ral	Uncor	nmon		ass	Base Size	7	<b>'</b> 5
		,										8	80mm		
FELLJÖT	UNN	Pace	Sk	ill	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Ten	ıper
Gigantic; Insensate; To	ough; Terrifying	7	3	2	7	4	6	8	3	0	6	8	36	5	4
Abilitie	es	Bulk Charger; Roarer													
1 2 3 4 5 6 7 8 9 10 11 1	12 13 14 15 16 17 18 19 20	21 22 23 24 25 Fellj	ötunn 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21 22	23 24 25	Felljötur	nn 2   1   2   3	4 5 6 7 8	9 10 11 12 13	14 15 16 17 18 19 20 21 22 23	24 25	Felljötunn 3
COMBAT W		Attack Dice	Weapon+	M+W	Att Rge		M+W+Ch		Damage*	Hands	Class	Weapon R			
1 Hamars of Jö Two Hamm		1 2 3 4 5 6 7 8 9 1	12	86	1 "				1	2	Borne	Mighty Strik	e; Grab; Vicious Damage		
2 Tramp		1 2 3	7	81	0"				1	0	Natural	Sightless St	rike; Stomp		
COMBAT WEAPO	ON OPTIONS	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
Hamarr of Jötunhe	eimr Great Hamme	1 2 3 4 5 6 7 8	24	98	1.5 "				2	2	Borne	Replace (Tv Vicious Dan	vo Hammers); Grab; Might; nage	y Strike;	4
ARMO	UR		Armour+	C+A						Hands	Class	Armour Ru	ıles		
1 Leathery	Skin		4	72						0	Natural				
2 Scavenged Light Armo			11	83						0	Worn				
UNIT OPT	TONS	Unit Option Rules													Cost
Yfirjötunn	Champion	One Felljötunn becomes	the mustered	champion, v	vho gains +1	attack die on	his primary c	ombat weapo	on						12
					NOR-1	TN-8250 -	Jötnar of l	ltnard							

				Sī	ΓEΙ	NN.	JÖ joh-tun	TUN	IN					
Kindred	Realm	Kin	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity	_	<b>nds</b> O	Unit Size	Cost
Norse	Jötunheimr	Steinnjötunn	Monstrou Ardent		Ве	ast	Fe	ral	Ra	re		ass 7	Base Size 110x60mm	67
STEINN:	JÖTUNN	Pace	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Forti	itude	Authority	Temper
Gigantic; Insensate	Gigantic; Insensate; Tough; Terrifying         8         16         62         61         21         50         37         53													
Abili	Abilities Bulk Charger; Roarer													
Wound	l Track	1 2 3 4 5 6 7 8 9 1	0 11 12 13 14 15	16 17 18 19 20	21									
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Skull- Head		1 2 3 4 5 6 7 8	12	74	0.5 "	24	98		2	0	Natural	Impact Migl	nty Strike; Charge+	
Gnawii Bi		1 2 3	12	74	0 "				1	0	Natural			
Tran		1 2 3 4 5	11	73	0"				1	0	Natural	Sightless St	rike	
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles	
<b>Leathe</b>			4	65						0	Natural			
						NOR-	JTN-?							

							RE								
Kindred	Realm	Kin	Cla	iss	Priv	ilege	Acı	iity	Ubiq	uity		nds 2	Unit Size	Cost	
Norse	Jötunheimr	Vore	Monstroi Soli		Ве	ast	Fe	ral	Ra	re		<b>ass</b> 12	Base Size	278	
VO	RE	Pace	Sk	till	Mig	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper	
	gantic; Insensate; Tough; Unseeing; Fearless; 7 21 88 90 50 44 45 69														
Abil	Abilities Bulk Charger; Devourer; Roarer														
Wound	Wound Track 1 2 3 4 5 6 7 8 9 1011 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49														
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	Claws	1 2 3 4 5 6 7 8 9 1 11 12 13 14 15	20	108	2 "				2	2	Borne	Grab; Might	y Strike; Vicious Damage		
<sub>2</sub> Crushir	ng Jaws te	1 2 3 4	27	115	0"				3	0	Natural	Pierce; Terr	ible Damage		
	nple	1 2 3 4 5	9	97	1"				1	0	Natural	Sightless St	rike		
ARM	OUR		Armour+	C+A						Hands	Class	Armour Ru	iles		
	n Skin		6	96						0	Natural				
<u> </u>					NO	R-JTN-865	0 - Blood-M	1aw							

					SM	IÁR SMO	VO R-vor	RE						
Kindred	Realm	Kin	Cla	Class		Privilege		Acuity		uity	Ha	nds	Unit Size	Cost
											M	ass	1+/2+/3 Base Size	
Norse	Jötunheimr Vore		Monstro	Monstrous Beast		ast	Fer	al	Uncor	mmon	1414	7	80mm	100
SMÁR	VORE	Pace	Sk	Skill		Might		Constitution		ınds	Fortitude		Authority	Temper
Gigantic; Insensate; Tou	ugh; Unseeing; Terrifying	6	2	5	6	2	64	4	2	3	5	2	36	52
Abil	lities	Bulk Charger; Devo	ırer; Roarer											
1 2 3 4 5 6 7 8 9 10	11 12 13 14 15 16 17 18 19 20	21 22	Smárvore 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17	18 19 20 21 22		Smárvo	re 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16 17 18 19 20 21 22	Smárvore 3
COMBAT	WEAPON	Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
	Claws	1 2 3 4 5 6 7 8	9 10 14	76	2"				2	2	Borne	Grab; Might	y Strike	
	ng Jaws	1 2 3	18	80	0"				2	0	Natural	Pierce; Vicio	ous Damage	
	nple	1 2 3 4	6	68	1"				1	0	Natural	Sightless Str	rike	
ARM	IOUR		Armour+	C+A						Hands	Class	Armour Ru	les	
	h Skin		6	70						0	Natural			
						NOR-JTN	-8300 - ?							

						GUI		HRA	۱F۱							
Kindred	Realm	к	in	Cla	ISS	Priv	ilege	Acu	ity	Ubiq	uity		nds	Unit Size	Cos	st
								,					2 ass	1+/2+/3 Base Size		
Norse :	Skilfing	Gunn	ıhrafn	Monstrous Beast		Beast		Wild		Uncor	nmon	$\overline{}$	5	80mm	69	9
GUNNHRAI	FN	Pace	Flight	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate; Fearsom	ie	6	20	3	5	6	2	5:	1	1	7	7	2	31	4	4
Abilities		Bind (Hrafn,	); Bulk Charg	er; Hoverer; S	Soarer											
1 2 3 4 5 6 7 8 9 10 11 12 13 1	4 15 16 17		Gunn	hrafn 1 1 2	3 4 5 6 7	8 9 10 11 12	13 14 15 16 17			Gunnhra	fn 2 1 2 3	4 5 6 7 8	9 10 11 12 13	14 15 16 17	Gı	unnhrafn 3
COMBAT WEA	PON	Attacl	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
Langseax Great Sword		1 2 3 4 5	6 7	18	80	1 "				2	2	Borne	Vicious Dam	age		
2 Crushing Bea	ak	1 2		18	80	0″				2	0	Natural	Pierce			
Raking Talor	ns	1 2		14	76	0"				1	0	Natural	Grab and So	ar		
4 Trample		1 2 3		6	68	0"				1	0	Natural	Sightless Str	ike		
COMBAT WEAPON O	PTIONS	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		Cost
1 Langseaxes Two S	Swords	1 2 3 4 5	6 7 8 9 10	9	<i>71</i>	1 "				1	2	Borne	Replace (Gr	eat Sword)		-6
ARMOUR				Armour+	C+A						Hands	Class	Armour Ru	les		
Greaves Light Armour				5	56						0	Worn				
ARMOUR OPTIC	ONS			Armour+	C+A						Hands	Class	Armour Ru	les		Cost
<sup>2</sup> Scavenged Brynja L	ight Armour			8	64						0	Worn	Add			1
UNIT OPTION	IS	Unit Optio	n Rules													Cost
Kappi Champion	7	One Gunnhi	rafn becomes	s the mustered	champion, i	who gains +1	attack die or	n his primary co	ombat weap	on	, and a					10
							NOR-SFG-8	101 - Hrókr								

						FE	LLH	IRA	FN							
Kindred	Realm	R	in	Cla	ss	Priv	ilege	Acı	iity	Ubiq	uity		nds	Unit Size	Со	st
Norse	Skilfing	Fell	hrafn		Monstrous Beast dent Mount; Solitary		Beast		Wild		Uncommon		lass 6	Base Size 80mm	6	2
FELLH	IRAFN	Pace	Flight	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Tem	per
Insensate,	: Fearsome	6	24	3:	2	5	8	5	3	1	9	(	53	30	4	5
Abil	ities	Bulk Charg	er; Hoverer; S	Soarer												
Wound	d Track	1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17											
COMBAT	WEAPON		k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules		
	ng Beak	1 2 3 4 5		18	76	1"				2	0	Natural	Pierce; Vicio	ous Damage		
<sub>1</sub> Slashing	Talons	1 2 3 4 5		14	72	1"				1	0	Natural	Grab and So	par		
2 Tran	nple	1 2 3 4		6	64	0"				1	0	Natural	Sightless Str	rike		
ARMOUR	OPTIONS			Armour+	C+A						Hands	Class	Armour Ru	iles		Cost
1 Hrafnhjáln	<b>nr</b> Light Armour			8	61		•				0	Worn	Add			1
						NC	R-SFG-82	l6 - Vaenhi	ldr							

						VA	LH VAL-H	RA	FN						
Kindred	Realm	Kin		Class		Privilege		Acuity		Ubiquity		Hands 2		Unit Size	Cost
Norse	Skilfing	Val	Valhrafn		Monstrous Beast Solitary		Beast		Wild		ire	Mass 12		Base Size 120mm	229
VALHRAFN Pace Flight		Sk	Skill		ght	Constitution		Wounds		Fort	itude	Authority	Temper		
Gigantic; Insensate;	24	2	0	8	5	8	84 4		18		78	49	72		
Abilities Bulk Charger; Roarer; Soarer  Wound Track 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48															
Wound	d Track	1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33 34 35	36 37 38 39 40	41 42 43 44 45	46 47 48				
COMBAT	WEAPON	Attac	k Dice	Weapon+ M+W		Att Rge Charge+ M				Damage* Hands		Class	Weapon R	ules	
	Claws	1 2 3 4 5 11 12 13 14	6 7 8 9 10	20	105	.05 2"				2	2	Natural	Mighty Strik	xe; Grab; Vicious Damage	
_ Bi	ng Beak	1 2 3		27	112	1"				3		Natural	Pierce; Terr		
Raking Talons				20	105	0"				1	0	Natural	Grab and So	oar	
	Trample 1 2 3 4 5 6		6	9	94	0"				1	0	Natural	Sightless St	rike; Stomp	
ARM	ARMOUR				C+A		Hands						Armour Ru	ıles	
1 Tougl	Tough Skin					0 Natural									
						N	UB-SEC-88	350 - Hrudii	an .						

						G		THI -theer	R						
Kindred	Realm	к	in	Cla	ss	Priv	ilege	Acı	iitv	Ubio	ıuitv		nds	Unit Size	Cost
				-				-			,		0	1	
Norse	Skilfing	Grí	thír		Monstrous Beast Ardent Mount; Solitary		ast	w	ild	Ra	Rare		<b>ass</b> 9	Base Size 100mm	205
'-		_					_		_		-		-		_
GRÍ	THIR	Pace	Flight	Sk	ill	Mi	ght	Consti	tution	Wou	ınds	Fort	itude	Authority	Temper
Gigantic; Insensate;	Stubborn; Terrifying	8	24	32		72		6	3	33		7	<b>'</b> 3	40	59
Abil	ities	Bulk Charge	er; Roarer; So	oarer											
Wound	l Track	1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33							
COMBAT	WEAPON	Attac	k Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
1 Crushin		1 2 3 4 5		21	93	1"				2	0	Natural	Pierce; Vicio	ous Damage	
1 Slashing	6	16 88		1"				1	0	Natural	Grab and Soar				
<sub>2</sub> Tran		7	79	0"				1	0	Natural	Sightless St	rike			
								65 - Egaen							

						HRO		SIT ee-theer	HÍF	2					
Kindred	Realm	К	in	Cla	ss	Priv	ilege	Acu	itv	Ubiq	uitv		nds	Unit Size	Cost
14114114					Class			7.00	,	0.0.14	,	_	0	1	
Norse	Skilfing	Hrossíthír			Monstrous Beast		ast	Wild		Rare		Mass		Base Size	95
	, ,		Ardent Mou								9		100mm		
HROSSÍ	THÍR	Pace	Flight	Skill		Might		Constitution		Wounds		Fortitude		Authority	Temper
Gigantic; Insensate; St	tubborn; Terrifying	8	24	31		69		6	1	32		7	'8	40	58
Abiliti	ies	Bulk Charge	er; Roarer; Si	oarer										*	
Wound 1	Track	1 2 3 4 5	6 7 8 9 10	11 12 13 14 15	16 17 18 19 20	21 22 23 24 25	26 27 28 29 30	31 32 33							
COMBAT V	VEAPON		k Dice	Weapon+	M+W	Att Rge		M+W+Ch		Damage*	Hands	Class	Weapon R	ules	
Crushing		1 2 3 4 5		21	90	1"				2	0	Natural	Pierce; Vicio	ous Damage	
Slashing Talons		1 2 3 4 5	6	16	85	1"				1	0	Natural	Grab and Soar		
Trampling Hooves				7	76	0"				1	0	Natural	Sightless St	rike	