

# NORSE

## KINDRED MUSTER

*for Darklands: Second Edition*

*v2.07*



*Fötunheimr*



*Skilfing*



*last updated 1st January 2024*

**MIERCE**  
MINIATURES



## version 2.07

**HOST SILVER**

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 visi
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 <i>Roars</i> work
	Clarified the Lightning Storm invocation and flyers that <i>Fly Over</i> 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, visi 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 conflation with the 'Sons of Thur' ability
	Altered the Forked Lightning invocation to ensure each fork is a separate invocation



# NORSE MUSTERING

version 2.07

## 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.

host's realm cost  
50%+

artefact limit  
0 to 10%

contingent limit  
0% to 33.333r%

Realm	Compulsory Commands	Host Commands	Realm Commands
<b>SKILFING HOST</b>	<div>Skilfing General 1</div> <div>Skilfing Command 1</div>	<div>Skilfing Command 0-1+</div> <div>Allied Contingent 0-1</div>	<div>Jötunheimr Command 0-1+</div>
<b>JÖTUNHEIMR HOST</b>	<div>Jötunheimr General 1</div> <div>Jötunheimr Command 1</div>	<div>Jötunheimr Command 0-1+</div> <div>Allied Contingent 0-1</div>	<div>Skilfing Command 0-1+</div>

## NORSE COMMANDS

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, either the general's command or a commander's command

Commander	Sworn Box	Pledge Box	Petition Box
<b>GENERAL'S COMMAND</b>	<div>Sworn Unit 1 Bind Units</div> <div>Companions 0-1</div>	<div>Pledged Unit &lt; 0-1+ Bind Units</div>	<div>Influenced Warchief &lt; 0-1 Bind Units</div> <div>Petitioned Unit &lt; 0-1+ Bind Units</div>
without General's Command, at least one command	<div>Sworn Unit 1 Bind Units</div>	<div>Pledged Unit &lt; 0-1+ Bind Units</div>	<div>Influenced Warchief &lt; 0-1 Bind Units</div> <div>Petitioned Unit &lt; 0-1+ Bind Units</div>
any number of other commands	<div>Sworn Units 1 Bind Units</div>	<div>Pledged Units &lt; 0-1+ Bind Units</div>	<div>Influenced Warchiefs &lt; 0-1 Bind Units</div> <div>Petitioned Units &lt; 0-1+ Bind Units</div>
allied contingent	<div>Allied Commander's Sworn Unit 1 Bind Units</div>	<div>Allied Commander's Pledged Unit &lt; 0-1 Bind Units</div>	<div>Allied Commander's Influenced Warchief &lt; 0-1 Bind Units</div> <div>Allied Commander's Petitioned Units &lt; 0-1+ Bind Units</div>
<b>COMPANIONS</b>	<div>Sorcerer &lt; 0-1</div> <div>Host Champion &lt; 0-1</div> <div>Host Banner Bearer &lt; 0-1</div> <div>Host Herald &lt; 0-1</div> <div>Companions must have an AUTHORITY that is lower than or equal to the general's AUTHORITY. The AUTHORITY of companions counts as 0 for COMMAND AUTHORITY purposes.</div> <div>Sell-Sword &lt; 0-1</div>		

<b>COMMANDER'S COMMAND</b>	<div>Commander 1</div> <div>Sworn Unit 1 Bind Units</div> <p>A commander must choose a unit within his sworn box as his <b>sworn unit</b>.</p>	<div>Pledged Unit &lt; 0-1+ Bind Units</div> <p>A commander may choose a unit within his pledge box to be one of his <b>pledged units</b>.</p>	<div>Influenced Warchief &lt; 0-1 Bind Units</div> <div>Petitioned Unit &lt; 0-1+ Bind Units</div> <p>A commander may choose a unit within his petition box to be one of his <b>petitioned units</b>.</p>
with option	<div>Commander 1</div> <div>Optioned Sworn Unit 1 Bind Units</div> <p>If an option has been purchased, a commander may choose a unit on that option line within his sworn box as his <b>optioned sworn unit</b>.</p>	<div>Optioned Pledged Unit &lt; 0-1+ Bind Units</div> <p>If an optioned sworn unit has been chosen, a commander may choose a unit on the same option line within his pledge box to be one of his <b>optioned pledged units</b> in addition to any other pledged units that are not on an option line.</p>	<div>Optioned Petitioned Unit &lt; 0-1+ Bind Units</div> <p>If an optioned sworn unit has been chosen, a commander may choose a unit on the same option line within his petition box as an <b>optioned petitioned unit</b> in addition to any other petitioned units that are not on an option line.</p>
with restrictive option	<div>Commander 1</div> <div>Restricted Sworn Unit 1</div> <p>If a restrictive option has been purchased, a commander must choose a unit on that restrictive option line within his sworn box as his <b>restricted sworn unit</b>.</p>	<div>Restricted Pledged Unit &lt; 0-1+ Bind Units</div> <p>If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his pledge box to be one of his <b>restricted pledged units</b>.</p>	<div>Restricted Petitioned Unit &lt; 0-1+ Bind Units</div> <p>If a restrictive sworn unit has been chosen, a commander may only choose a unit on the same restrictive option line within his petition box to be one of his <b>restricted petitioned units</b>.</p>
	<div>companion warchiefs are indicated with 'CW'</div> <div>Noble CW 0-1</div>	<div>Unit &lt; 0-1+ Bind Units</div> <p>If a unit is joined to a noble by a double line known as a <b>noble path</b>, that noble <u>must</u> be mustered within a command before the unit on that path can be mustered.</p>	<div>Realm Unit &lt; 0-1+ Bind Units</div> <p>If the realm is noted above the unit name, the commander must be of that realm in order to muster that unit in his command.</p>

## MINIATURE AVAILABILITY

Unit	
n	n-n

Available

Unit	
n	n-n

Coming Soon

Unit	
n	n-n

Unavailable

A miniature's availability for a particular profile is shown by the colour of the unit box text on the muster chart. If the text colour is black, that miniature is available from the Mierce Miniatures range and may be used in official Darklands battles. If the text colour is **blue**, that miniature has a scheduled production date and will be available soon. If the text colour is **grey** (or the profile box is pink), that miniature is not produced yet and may not be for some time. Profiles with **blue** or **grey** text colours cannot be used in official Darklands battles as no miniatures are available.

**NORSE UNIQUE COMMANDERS**  
One of each unique commander may be mustered in your host

One of each unique commander may be mustered in your host

Commander		Sworn Box		Pledge Box			Petition Box		
<div>Skifling</div> <div>INGJALD</div> <div>ILL-RULER</div> <div>96</div>		<div>Hirdmann</div> <div>0-1</div>	<div>Holumann</div> <div>0-1</div> <div>Hásteri</div>	<div>Hirdmann</div> <div>19</div> <div>0-1</div>	<div>Bondmann</div> <div>11</div> <div>0-1+</div>	<div>Holumann</div> <div>8</div> <div>0-1+</div> <div>Hásteri</div>	<div>Holumann</div> <div>Bowman</div> <div>8</div> <div>0-1+</div>	<div>Hirdmann</div> <div>Ridderi</div> <div>19</div> <div>0-1</div>	<div>Bondmann</div> <div>Ridderi</div> <div>11</div> <div>0-1+</div>
				<div>Drengr</div> <div>11</div> <div>0-1+</div>			<div>Hrafnmann</div> <div>27</div> <div>0-1+</div> <div>Hrafn</div>	<div>Gunnhrafn</div> <div>31</div> <div>0-1</div> <div>Hrafn</div>	<div>Hálftröll</div> <div>17</div> <div>0-1+</div> <div>Leiptröll</div>
	<div>as rider of Hross</div>	<div>Hirdmann</div> <div>Ridderi</div> <div>0-1</div>	<div>Bondmann</div> <div>Ridderi</div> <div>0-1</div>	<div>Hirdmann</div> <div>Ridderi</div> <div>19</div> <div>0-1</div>	<div>Bondmann</div> <div>Ridderi</div> <div>11</div> <div>0-1+</div>		<div>Sjetroll</div> <div>21</div> <div>0-1</div>	<div>Troll</div> <div>27</div> <div>0-1</div>	<div>Sell-Sword</div> <div>&lt;</div> <div>0-1</div>
<div>as rider of Grondugr</div> <div>Hrafn</div>	<div>Hrafnmann</div> <div>0-1</div> <div>Hrafn</div>		<div>Hrafnmann</div> <div>27</div> <div>0-1+</div> <div>Hrafn</div>	<div>Gunnhrafn</div> <div>31</div> <div>0-1</div> <div>Hrafn</div>		<div>Hrossíthir</div> <div>40</div> <div>0-1</div> <div>Hrafn</div>	<div>Gríthír</div> <div>40</div> <div>0-1</div> <div>Hrafn</div>	<div>Fellhrafn</div> <div>30</div> <div>0-1</div> <div>Hrafn</div>	

**NORSE COMMANDERS**  
Any number of commanders may be mustered in your host

Any number of commanders may be mustered in your host

Commander

Skifling  
SKIPARI

91

as rider of Hross

Sworn Box

Hirdmann  
0-1

Holumann  
0-1  
Hásteri

Hirdmann  
Ridderi  
0-1

Bondmann  
Ridderi  
0-1

Pledge Box

Hirdmann  
19 0-1

Bondmann  
11 0-1+

Holumann  
8 0-1+  
Hásteri

Dreng  
11 0-1+

Hirdmann  
Ridderi  
19 0-1

Bondmann  
Ridderi  
11 0-1+

Petition Box

Holumann  
Bowman  
8 0-1+

Hirdmann  
Ridderi  
19 0-1

Bondmann  
Ridderi  
11 0-1+

Hrafnmann  
27 0-1+  
Hrafn

Gunnhrafn  
31 0-1  
Hrafn

Hálftröll  
17 0-1+  
Leiptroll

Sjötroll  
21 0-1

Troll  
27 0-1

Sell-Sword  
< 0-1

Skifling  
SEITHKONA

42

Hrafn

as rider of  
Fellhrafn

Hrafn

Sworn Box

Hrafn  
0-1

Hrafnserkr  
0-1  
Hrafn

Hrafn  
0-1

Pledge Box

Hrafnserkr  
17 0-1+

Hrafn  
5 0-1+

Fellhrafn  
30 0-1  
Hrafn

Petition Box

Hrafnmann  
27 0-1  
Hrafn

Gunnhrafn  
31 0-1  
Hrafn

Fellhrafn  
30 0-1  
Hrafn

Jötunheimr  
TROLL  
KONUNGR

66

as rider of  
Hross troll or  
Grundtroll

Sworn Box

Troll  
0-1

Kappi  
Skifling  
CW 0-1

Tórtroll  
0-1

Pledge Box

Troll  
27 0-1+

Sjötroll  
21 0-1+  
Leiptroll

Trollhundr  
15 0-1+

Bondmann  
Skifling  
11 0-1+

Holumann  
Skifling  
8 0-1+  
Hásteri

Tórtroll  
30 0-1

Petition Box

Hálftröll  
17 0-1+  
Leiptroll

Leiptroll  
16 0-1+

Tórtroll  
30 0-1

Holmn Bowman  
8 0-1+

Felltroll  
30 0-1

Grimtroll  
39 0-1

Smárvore  
36 0-1

Vore  
45 0-1

Felljötunn  
36 0-1

Jötunn  
50 0-1

Skilfing <b>STEERSMAN</b>		<b>Holumann</b> <b>0-1</b> Hásteri		<b>Hásteri</b> <b>0-1</b>		<b>Holumann</b> 8 <b>0-1+</b> Hásteri		<b>Hásteri</b> 8 <b>0-1+</b>		<b>Drengr</b> 11 <b>0-1+</b>		<b>Holumann Bowman</b> 8 <b>0-1+</b>		<b>Bondmann</b> 11 <b>0-1+</b>		<b>Bondmann Ridderi</b> 11 <b>0-1+</b>	
85												<b>Hrafnmann</b> 27 <b>0-1+</b> Hrafn		<b>Gunnhrafn</b> 31 <b>0-1</b> Hrafn		<b>Hálftroll</b> 17 <b>0-1+</b> Leiptroll	
												<i>Bondmann Ridderi</i> <b>0-1</b>		<i>Bondmann Ridderi</i> 11 <b>0-1+</b>		<i>Sjöttroll</i> 21 <b>0-1</b>	
<i>as rider of Hross</i>																	

81	Skilfing VÍSI	<table><tr><td>Bondmann</td></tr><tr><td>0-1</td></tr></table>	Bondmann	0-1	<table><tr><td>Holumann</td></tr><tr><td>0-1</td></tr><tr><td>Hásteri</td></tr></table>	Holumann	0-1	Hásteri	<table><tr><td>Bondmann</td></tr><tr><td>11</td><td>0-1+</td></tr></table>	Bondmann	11	0-1+	<table><tr><td>Holumann</td></tr><tr><td>8</td><td>0-1+</td></tr><tr><td>Hásteri</td></tr></table>	Holumann	8	0-1+	Hásteri	<table><tr><td>Drengr</td></tr><tr><td>11</td><td>0-1+</td></tr></table>	Drengr	11	0-1+	<table><tr><td>Hirdmann</td></tr><tr><td>19</td><td>0-1</td></tr></table>	Hirdmann	19	0-1	<table><tr><td>Hirdmann Ridderi</td></tr><tr><td>19</td><td>0-1</td></tr></table>	Hirdmann Ridderi	19	0-1	<table><tr><td>Bondmann Ridderi</td></tr><tr><td>11</td><td>0-1+</td></tr></table>	Bondmann Ridderi	11	0-1+
	Bondmann																																
	0-1																																
	Holumann																																
	0-1																																
	Hásteri																																
Bondmann																																	
11	0-1+																																
Holumann																																	
8	0-1+																																
Hásteri																																	
Drengr																																	
11	0-1+																																
Hirdmann																																	
19	0-1																																
Hirdmann Ridderi																																	
19	0-1																																
Bondmann Ridderi																																	
11	0-1+																																
	with Bogi			<table><tr><td>Holumann Bowman</td></tr><tr><td>8</td><td>0-1+</td></tr></table>	Holumann Bowman	8	0-1+	<table><tr><td>Veithmann</td></tr><tr><td>11</td><td>0-1+</td></tr></table>	Veithmann	11	0-1+		<table><tr><td>Thrall</td></tr><tr><td>2</td><td>0-1+</td></tr></table>	Thrall	2	0-1+	<table><tr><td>Holumann Bowman</td></tr><tr><td>8</td><td>0-1+</td></tr></table>	Holumann Bowman	8	0-1+	<table><tr><td>Veithmann</td></tr><tr><td>11</td><td>0-1</td></tr></table>	Veithmann	11	0-1									
Holumann Bowman																																	
8	0-1+																																
Veithmann																																	
11	0-1+																																
Thrall																																	
2	0-1+																																
Holumann Bowman																																	
8	0-1+																																
Veithmann																																	
11	0-1																																
	as Veithmann	<table><tr><td>Veithmann</td></tr><tr><td>0-1</td></tr></table>	Veithmann	0-1		<table><tr><td>Veithmann</td></tr><tr><td>11</td><td>0-1+</td></tr></table>	Veithmann	11	0-1+	<table><tr><td>Holumann Bowman</td></tr><tr><td>8</td><td>0-1+</td></tr></table>	Holumann Bowman	8	0-1+		<table><tr><td>Hálftroll</td></tr><tr><td>17</td><td>0-1+</td></tr><tr><td>Leiptroll</td></tr></table>	Hálftroll	17	0-1+	Leiptroll	<table><tr><td>Sjöttroll</td></tr><tr><td>21</td><td>0-1</td></tr></table>	Sjöttroll	21	0-1	<table><tr><td>Hrafnmann</td></tr><tr><td>27</td><td>0-1+</td></tr><tr><td>Hrafn</td></tr></table>	Hrafnmann	27	0-1+	Hrafn					
Veithmann																																	
0-1																																	
Veithmann																																	
11	0-1+																																
Holumann Bowman																																	
8	0-1+																																
Hálftroll																																	
17	0-1+																																
Leiptroll																																	
Sjöttroll																																	
21	0-1																																
Hrafnmann																																	
27	0-1+																																
Hrafn																																	
	as rider of Hross	<table><tr><td>Bondmann Ridderi</td></tr><tr><td>0-1</td></tr></table>	Bondmann Ridderi	0-1		<table><tr><td>Bondmann Ridderi</td></tr><tr><td>11</td><td>0-1+</td></tr></table>	Bondmann Ridderi	11	0-1+																								
Bondmann Ridderi																																	
0-1																																	
Bondmann Ridderi																																	
11	0-1+																																
	as rider of Fellhrafn	<table><tr><td>Hrafnmann</td></tr><tr><td>0-1</td></tr><tr><td>Hrafn</td></tr></table>	Hrafnmann	0-1	Hrafn		<table><tr><td>Hrafnmann</td></tr><tr><td>27</td><td>0-1+</td></tr><tr><td>Hrafn</td></tr></table>	Hrafnmann	27	0-1+	Hrafn			<table><tr><td>Gunnhrafn</td></tr><tr><td>31</td><td>0-1</td></tr><tr><td>Hrafn</td></tr></table>	Gunnhrafn	31	0-1	Hrafn	<table><tr><td>Fellhrafn</td></tr><tr><td>30</td><td>0-1</td></tr><tr><td>Hrafn</td></tr></table>	Fellhrafn	30	0-1	Hrafn										
Hrafnmann																																	
0-1																																	
Hrafn																																	
Hrafnmann																																	
27	0-1+																																
Hrafn																																	
Gunnhrafn																																	
31	0-1																																
Hrafn																																	
Fellhrafn																																	
30	0-1																																
Hrafn																																	
	as Ravener	<table><tr><td>Hrafn</td></tr><tr><td>0-1</td></tr></table>	Hrafn	0-1		<table><tr><td>Hrafn</td></tr><tr><td>5</td><td>0-1+</td></tr></table>	Hrafn	5	0-1+			<table><tr><td>Gunnhrafn</td></tr><tr><td>31</td><td>0-1</td></tr><tr><td>Hrafn</td></tr></table>	Gunnhrafn	31	0-1	Hrafn	<table><tr><td>Fellhrafn</td></tr><tr><td>30</td><td>0-1</td></tr><tr><td>Hrafn</td></tr></table>	Fellhrafn	30	0-1	Hrafn	<table><tr><td>Sell-Sword</td></tr><tr><td>&lt;</td><td>0-1</td></tr></table>	Sell-Sword	<	0-1								
Hrafn																																	
0-1																																	
Hrafn																																	
5	0-1+																																
Gunnhrafn																																	
31	0-1																																
Hrafn																																	
Fellhrafn																																	
30	0-1																																
Hrafn																																	
Sell-Sword																																	
<	0-1																																
	Hrafn																																

52	Skilfing <b>KAPPI</b>	<table><tr><td><b>Holumann</b></td></tr><tr><td><b>0-1</b></td></tr><tr><td>Hásteri</td></tr></table>	<b>Holumann</b>	<b>0-1</b>	Hásteri	<table><tr><td><b>Holumann</b></td><td><b>Drengr</b></td></tr><tr><td>8 <b>0-1+</b></td><td>11 <b>0-1+</b></td></tr><tr><td>Hásteri</td><td></td></tr></table>	<b>Holumann</b>	<b>Drengr</b>	8 <b>0-1+</b>	11 <b>0-1+</b>	Hásteri		<table><tr><td><b>Bondmann</b></td><td><b>Thrall</b></td><td><b>Holumann Bowman</b></td></tr><tr><td>11 <b>0-1+</b></td><td>2 <b>0-1+</b></td><td>8 <b>0-1+</b></td></tr></table>	<b>Bondmann</b>	<b>Thrall</b>	<b>Holumann Bowman</b>	11 <b>0-1+</b>	2 <b>0-1+</b>	8 <b>0-1+</b>
	<b>Holumann</b>																		
	<b>0-1</b>																		
	Hásteri																		
<b>Holumann</b>	<b>Drengr</b>																		
8 <b>0-1+</b>	11 <b>0-1+</b>																		
Hásteri																			
<b>Bondmann</b>	<b>Thrall</b>	<b>Holumann Bowman</b>																	
11 <b>0-1+</b>	2 <b>0-1+</b>	8 <b>0-1+</b>																	
with Bogi	<table><tr><td><b>Holumann Bowman</b></td></tr><tr><td><b>0-1</b></td></tr></table>	<b>Holumann Bowman</b>	<b>0-1</b>	<table><tr><td><b>Holumann Bowman</b></td></tr><tr><td>8 <b>0-1+</b></td></tr></table>	<b>Holumann Bowman</b>	8 <b>0-1+</b>	<table><tr><td><b>Bondmann Ridderi</b></td><td><b>Hálftroll</b></td><td><b>Veithmann</b></td></tr><tr><td>11 <b>0-1+</b></td><td>17 <b>0-1</b></td><td>11 <b>0-1</b></td></tr><tr><td></td><td>Leiptroll</td><td></td></tr></table>	<b>Bondmann Ridderi</b>	<b>Hálftroll</b>	<b>Veithmann</b>	11 <b>0-1+</b>	17 <b>0-1</b>	11 <b>0-1</b>		Leiptroll				
<b>Holumann Bowman</b>																			
<b>0-1</b>																			
<b>Holumann Bowman</b>																			
8 <b>0-1+</b>																			
<b>Bondmann Ridderi</b>	<b>Hálftroll</b>	<b>Veithmann</b>																	
11 <b>0-1+</b>	17 <b>0-1</b>	11 <b>0-1</b>																	
	Leiptroll																		
as Veithmann	<table><tr><td><b>Veithmann</b></td></tr><tr><td><b>0-1</b></td></tr></table>	<b>Veithmann</b>	<b>0-1</b>	<table><tr><td><b>Veithmann</b></td><td><b>Holumann Bowman</b></td></tr><tr><td>11 <b>0-1+</b></td><td>8 <b>0-1+</b></td></tr></table>	<b>Veithmann</b>	<b>Holumann Bowman</b>	11 <b>0-1+</b>	8 <b>0-1+</b>											
<b>Veithmann</b>																			
<b>0-1</b>																			
<b>Veithmann</b>	<b>Holumann Bowman</b>																		
11 <b>0-1+</b>	8 <b>0-1+</b>																		
as rider of Hross	<table><tr><td><b>Bondmann Ridderi</b></td></tr><tr><td><b>0-1</b></td></tr></table>	<b>Bondmann Ridderi</b>	<b>0-1</b>	<table><tr><td><b>Bondmann Ridderi</b></td></tr><tr><td>11 <b>0-1+</b></td></tr></table>	<b>Bondmann Ridderi</b>	11 <b>0-1+</b>													
<b>Bondmann Ridderi</b>																			
<b>0-1</b>																			
<b>Bondmann Ridderi</b>																			
11 <b>0-1+</b>																			

Skilfing <b>SEGGR</b>		Bondmann 0-1		Holumann 0-1		Bondmann 11 0-1+		Holumann 8 0-1+ Hásteri		Drengr 11 0-1+		Bondmann Ridderi 11 0-1+		Hrafnmann 27 0-1 Hrafn		Gunnhrafn 31 0-1 Hrafn	
80	as rider of Hross	Bondmann Ridderi 0-1				Bondmann Ridderi 11 0-1+						Hálftroll 17 0-1+ Leiptroll		Sjöttroll 21 0-1		Troll 27 0-1	
	as rider of Grundtroll	Bondmann Ridderi 0-1				Bondmann Ridderi 11 0-1+						Tórtroll 30 0-1					

37	Skilfing <b>GYTHJA</b>	<table><tr><td><b>Hrafn</b></td><td><b>Hrafnserkr</b></td></tr><tr><td><b>0-1</b></td><td><b>0-1</b></td></tr><tr><td colspan="2">Hrafn</td></tr></table>		<b>Hrafn</b>	<b>Hrafnserkr</b>	<b>0-1</b>	<b>0-1</b>	Hrafn		<table><tr><td><b>Hrafnserkr</b></td><td><b>Hrafn</b></td></tr><tr><td>17</td><td><b>0-1</b></td></tr><tr><td>5</td><td><b>0-1+</b></td></tr></table>		<b>Hrafnserkr</b>	<b>Hrafn</b>	17	<b>0-1</b>	5	<b>0-1+</b>	<table><tr><td><b>Hrafnmann</b></td></tr><tr><td>27</td><td><b>0-1</b></td></tr><tr><td colspan="2">Hrafn</td></tr></table>		<b>Hrafnmann</b>	27	<b>0-1</b>	Hrafn	
	<b>Hrafn</b>	<b>Hrafnserkr</b>																						
	<b>0-1</b>	<b>0-1</b>																						
Hrafn																								
<b>Hrafnserkr</b>	<b>Hrafn</b>																							
17	<b>0-1</b>																							
5	<b>0-1+</b>																							
<b>Hrafnmann</b>																								
27	<b>0-1</b>																							
Hrafn																								
	<i>as rider of Fellhrafn</i>	<table><tr><td><b>Hrafn</b></td></tr><tr><td><b>0-1</b></td></tr></table>		<b>Hrafn</b>	<b>0-1</b>	<table><tr><td><b>Fellhrafn</b></td></tr><tr><td>30</td><td><b>0-1</b></td></tr><tr><td colspan="2">Hrafn</td></tr></table>		<b>Fellhrafn</b>	30	<b>0-1</b>	Hrafn													
<b>Hrafn</b>																								
<b>0-1</b>																								
<b>Fellhrafn</b>																								
30	<b>0-1</b>																							
Hrafn																								
	Hrafn																							

Jötunheimr

TROLL

JARL

55

as rider of  
Hrosstroll or  
Grundtroll

Troll

0-1

Kappi

Skilfing

CW

0-1

Tórtroll

0-1

Troll

27

0-1+

Sjötroll

21

0-1+

Trollhundr

15

0-1+

Bondmann

Skilfing

11

0-1+

Holumann

Skilfing

8

0-1+

Hásteri

Tórtroll

30

0-1

Hálftroll

17

0-1+

Leiptroll

Leiptroll

16

0-1+

Tórtroll

30

0-1

Holmn Bowman

Skilfing

8

0-1+

Felltroll

30

0-1

Grimtroll

39

0-1

Smárvore

36

0-1

Vore

45

0-1

Felljötunn

36

0-1

Jötunheimr

HÁLFTROLL

JARL

63

Hálftroll

0-1

Leiptroll

Kappi

Skilfing

CW

0-1

Hálftroll

17

0-1+

Leiptroll

Leiptroll

16

0-1+

Trollhundr

15

0-1+

Bondmann

Skilfing

11

0-1+

Holumann

Skilfing

8

0-1+

Hásteri

Troll

27

0-1

Sjötroll

21

0-1

Felltroll

30

0-1

Holmn Bowman

Skilfing

8

0-1+

Skilfing

HRAFNMANN

JARL

59

Hrafnmann

0-1

Hrafn

Kappi

CW

0-1

Hrafnmann

27

0-1+

Hrafn

Hrafn

5

0-1+

Bondmann

11

0-1+

Holumann

8

0-1+

Hásteri

Gunnhrafn

31

0-1

Hrafn

Gríthír

40

0-1

Hrossithír

40

0-1

Holumann Bowman

8

0-1+

Valhrafn

49

0-1

Hrafn

Fellhrafn

30

0-1

Hrafn

Jötunheimr

FELLJÖTUNN

JARL

60

as rider of  
Steinjötunn or  
Grundtroll

Felljötunn

0-1

Tórjötunn

0-1

Felljötunn

36

0-1

Tórjötunn

42

0-1

Steinnjötunn

37

0-1

Grundtroll

32

0-1

Bergjötunn

53

0-1

Jötunn

50

0-1

Steinnjötunn

37

0-1

Smárvore

36

0-1

Vore

45

0-1

Felltroll

30

0-1

Grimtroll

39

0-1

NORSE SELL-SWORD COMMANDERS

Up to a third of the silver cost of your host may be spent on sell-swords and allies  
Sell-Swords not listed here may not be Norse generals or commanders

Commander

88

Sworn Box

Ruffian

Sell-Swords

0-1

Ogre

Hirdmann

0-1

Ogre

Bondmann

0-1

Ogre

Holumann

0-1

Hásteri+, Ogre+

Pledge Box

Ruffian

Sell-Swords

11

0-1+

Ogre

Outlaw

Sell-Swords

11

0-1+

Hirdmann

19

0-1+

Ogre

Bondmann

11

0-1+

Ogre

Holumann

8

0-1+

Hásteri+, Ogre+

Drengr

11

0-1+

Ogre

Petition Box

Hrafnmann

27

0-1

Hrafn

Gunnhrafn

31

0-1

Hrafn

Ogre

Sell-Swords

26

0-1+

Hálftroll

17

0-1+

Leiptroll

Sjötroll

21

0-1+

Troll

27

0-1+

Sell-Sword

RIKKARD

80

Ruffian

Sell-Swords

0-1

Ogre

Florus

Sell-Swords

CW

0-1

Ruffian

Sell-Swords

11

0-1+

Ogre

Outlaw

Sell-Swords

11

0-1+

Ogre

Sell-Swords

26

0-1+

Sell-Sword

<

0-1

Bondmann

11

0-1+

Ogre

Holumann

8

0-1+

Hásteri+, Ogre+

Drengr

11

0-1+

Ogre

NORSE ALLIES

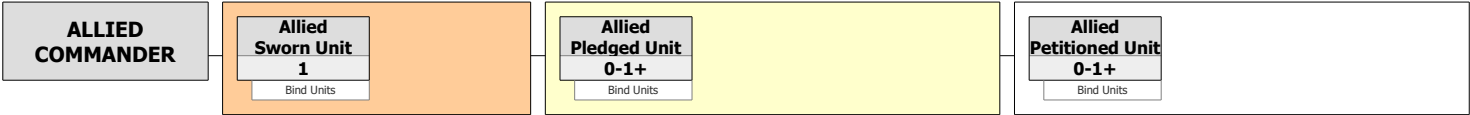
Up to a third of the silver cost of your host may be spent on sell-swords and allies

Fomoraic

Far Thule

Friesians

any realm





NORSE RULES

version 2.07

ABILITY	Ability Rules
Sons of Thur	<p><b>Invigorating Lightning:</b> A Troll with this ability (called the <b>Thur Troll</b>) 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.</p> <p><b>Arcers:</b> 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.</p>

### ***Norse Invocation List***

INVOCATION		Invoke Dice								Power	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Invocation Rules	Cost			
1	<b>Unkindness of Ravens</b> Sight	1	2	3	4	5	6	7	8	9	10	45	0"	0"	32"	48"	1	No Lethal Range	4	
		11	12	13	14	15														
2	<b>War Raven</b> Sight	1	2	3	4	5	6	7	8			67	0"	0"	48"	60"	2	No Lethal Range	10	
3	<b>Battle-Blinder</b> Focus	1	2									<b>Constant Effect:</b> Marked units that do not have the 'unseeing' trait become <b>unsighted 1"</b> and <b>confused</b> . Marked units with a FLIGHT attribute that are not Unseeing also become <b>involuntarily grounded</b> . <b>Rules:</b> Once per Mark; Majority Mark; Transient								10
4	<b>Unearthly Gale</b> Focus	1	2	3								<b>Enemy Constant Effect:</b> An enemy Marked unit is <b>slowed</b> (or, if it has a FLIGHT attribute, is both <b>slowed</b> and <b>grounded</b> ). <b>Friendly Constant Effect:</b> A friendly Marked unit becomes a difficult strike, difficult target and difficult mark. <b>Constant Effect:</b> 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, as normal. <b>Rules:</b> Once per Mark; Majority Mark; Transient								6
5	<b>Lightning Bolt</b> Sight	1	2	3	4	5	6	7				79	0"	0"	60"	60"	2	<b>Friend or Enemy:</b> Lightning Bolt can be used against friendly units as well as enemy units. <b>Rules:</b> No Lethal Range; Lightning Damage; Ignores Armour	12	
6	<b>Flesh Splitter</b> Focus	1	2	3	4	5						62					2	<b>Rules:</b> Ignores Armour; Once per Mark; Majority Mark	5	
7	<b>Shocked</b> Focus	1	2	3	4	5	6	7				44					1	<b>Constant Effect:</b> Marked unit suffers a debilitating electric shock and becomes <b>entangled</b> . <b>Rules:</b> Once per Mark; Entire Mark; Ignores Armour; Lightning Damage	7	
8	<b>Winged Death</b> Focus	1	2	3								<b>Marked Raven:</b> Marked unit may only be a friendly unit with a FLIGHT attribute that is not Circling. <b>Constant Effect:</b> Marked unit's next <i>Move</i> must be a <i>Flight Move</i> (called the <b>Winged Death Move</b> ), but after the <i>action</i> that performs the <i>Winged Death Move</i> is declared, the Marked unit adds 2D10" to its <i>Flight Move</i> . If an enemy unit is <i>Engaged</i> by the <i>Winged Death Move</i> its only <i>Engagement reaction</i> is to <i>Hold</i> (unless it is broken, in which case it must <i>Flee</i> ) and the <i>Engagement</i> counts as an <i>Ambush</i> . <b>Rules:</b> Once per Mark; Entire Mark								14
9	<b>Forked Lightning</b> Sight	1	2	3	4	5	6	7				68	0"	0"	40"	40"	1	<b>Friend or Enemy:</b> Forked Lightning can be used against friendly units as well as enemy units. <b>Forked Marks:</b> Before rolling the invoke dice, roll a D5, called the <b>forked roll result</b> . The Invoker must select as many potential Marked units as the forked roll result to become Marked units, called <b>Forked units</b> . 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. <b>Forked Lightning:</b> The Invoker must then roll the invoke dice against each Forked unit, treating each as a separate invocation (so each can be <i>Earthed</i> , or each can fumble, etc). Extra invoke dice from artefacts or other sources may only be used once against one Forked unit, however. <b>Rules:</b> No Lethal Range; Lightning Damage; Ignores Armour	8	
10	<b>Thunderous Skies</b> Focus	1										<b>Marked Point:</b> select a point anywhere on the battlefield to be the Mark. <b>Booming Thunder:</b> 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 <i>Panic reaction</i> . <b>Constant Effect:</b> the battle's current <b>weather</b> immediately changes to <b>Thunderstorm</b> 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.								15
11	<b>Mists of Niflheimr</b> Focus	1	2	3	4							<b>Immediate Effect:</b> Marked unit immediately becomes active and performs a <i>Sorcerous Move</i> - which is a <i>Fetch Move</i> - 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 <i>Lands</i> . The Marked unit cannot be engaged or be beset by an enemy unit as a result of this <i>Move</i> . 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. <b>Rules:</b> Once per Mark; Entire Mark								16
12	<b>Breath of Muspelheimr</b> Focus	1	2	3	4	5	6					<b>Marked Unit:</b> Marked unit may only be a friendly unit. <b>Constant Effect:</b> Marked warriors within the Marked unit gain fire damage on all of their combat weapons and shot weapons. <b>Rules:</b> Once per Mark; Majority Mark; Transient								13
13	<b>Undaunted</b> Focus	1	2	3	4	5						<b>Marked Units:</b> The Marked unit may only be a friendly unit of the kin Man. <b>Constant Effect:</b> One Marked unit per invoked die within focus range gains the 'fearless' trait. <b>Rules:</b> Once per Mark; Entire Mark; Mutable								9
12	<b>Steinheimr</b> Focus	1	2	3	4	5	6					<b>Marked Unit:</b> Marked unit may only be a friendly unit. <b>Constant Effect:</b> Marked warriors within the Marked unit gain either 2D10 CONSTITUTION or 2D10 MIGHT, or 1D10 CONSTITUTION and 1D10 MIGHT, per invoked die. <b>Rules:</b> Once per Mark; Majority Mark; Transient								13
15	<b>Lightning Storm</b> Focus	1	2	3	4							72	<b>Marked Point or Unit:</b> 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. <b>5" Lightning Storm Template:</b> place the centre of the 5" Lightning Storm Template upon the Marked point. <b>Immediate Effect:</b> Each warrior within the Lightning Storm when it is placed must attempt to <i>Avoid</i> 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. <b>Constant Effect:</b> Each warrior that <i>Moves</i> from within the Lightning Storm immediately suffers D5 damage, called <b>lightning storm damage</b> , applied before he <i>Moves</i> . 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). Flyers that <i>Fly Over</i> the Lightning Storm count as having <i>Moved</i> within it. <b>Future Effect:</b> 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). <b>Rules:</b> Lightning Damage; Ignores Armour; Unstable						14	

### Norse Artefact List

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.

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
1Laevatein Sorcerous Arrows Baldr's bane		1-		4	+4	-	-	-	-	1	2	Borne	Add; Muster with (Bow); Pierce; Ignores Armour		9
		God-killer: fated damage caused by Laevatein is doubled.													
1Bow of Trollsteinn Sorcerous Bow Gift of the Jötnar		+ 1 2 3 4		14	+14	0"	9"	36"	48"	1	2	Borne	Replace; Lightning Damage		8+M
		Shocked: an enemy warrior suffering fated damage caused by the Bow of Trollsteinn immediately becomes entangled. Man only: Only warriors of the kin 'Man' may bear this shot weapon artefact.													
1Whalebone Bow Sorcerous Bow Long is the whale road		+ 1 2		13	+13	0"	9"	48"	72"	2	1	Borne	Replace; Pierce		8+M
		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.													
1Bergeirr Sorcerous Throwing Spear Of mountain-stone		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
		Jötunheimr only: Only warriors of the Jötunheimr realm may bear the Bergeirr.													
1Blackfeathers Sorcerous Arrows The raven's doom		-		8	+8	-	-	-	-	1	2	Borne	Add; Muster with (Bow)		5
		Swift as ravens: shot dice (but not fated shot dice) caused by Blackfeathers are doubled.													
1Gusirsnautar Sorcerous Arrows Gusir's gifts		-		9	+9	-	-	-	-	1	-	Borne	Add; Muster with (Bow)		2
		Accurate: evade rolls are modified by +1 against Gusirsnautar shots.													
1Muninn's Breath Sorcerous Bow The memory of death		+ 1 2 3		12	+12	0"	6"	44"	58"	1	2	Borne	Replace; Quick Shot		8+M
		Blood-Memory: fallen dice caused by Muninn's Breath may be re-rolled.													
1Leipstormr Lightning The lightning-spear		1 2 3 4		50	50	0"	0"	18"	24"	2	1	Borne	Add; Combat Shot Weapon; Pierce; Ignores Armour; Lightning Damage		6+M
		Jötunheimr only: Only warriors of the Jötunheimr realm may bear the Leipstormr.													
1Hrafnband Birdstrikes Black doom		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
		Feather Flurry: warriors that are shot by the Hrafnband - i.e., that suffer shot dice - become entangled until the end of the current activation. Circling warriors thus shot will immediately perform an Involuntary Land action. Skilfing only: Only warriors of the Skilfing realm may bear this shot weapon artefact.													
1Gungnirsson Sorcerous Throwing Spear Dvalinn's work		1 2 3 4		16	+16	0"	6"	24"	36"	2	1	Borne	Add; Impetus Shot; Pierce		7+M
		Balanced: the bearer of Gungnirsson will always cause at least one shot die per Shoot action, using the highest rolled value for that shot, regardless of the actual rolls. Odin's Spear: Gungnirsson will always return to its bearer after being thrown, meaning, it has infinite shots.													

WEAPON COATING		Artefact Rules		Class	Cost
1	<b>Svefnthorn</b> Weapon Coating	1	<b>Sleep Thorn:</b> 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. <b>Scouts:</b> Only warriors under <i>SCOUT orders</i> at the beginning of the battle and of the Kin 'Man' may use this weapon coating. <b>Rules:</b> Add; Mundane Artefact	Borne	<b>2</b>
1	<b>Fire</b> Shot Weapon Coating	2	<b>Brazier:</b> a brazier object must be placed within 2" of the unit purchasing the Fire weapon coating. <b>Rules:</b> Additional; Fire Damage; Mundane Artefact	Borne	<b>1</b>
1	<b>Thursblood</b> Combat Weapon Coating	3	<b>Rules:</b> Add; Lightning Damage; Mundane Artefact <b>Jötunheimr only:</b> Only warriors of the Jötunheimr realm may bear this weapon coating.	Borne	<b>1</b>
1	<b>Brokkkrverk</b> Combat Weapon Forging	4	<b>Brokkr's Work:</b> a warrior parrying the strike dice of a Brokkkrverk weapon does so with a +2 parry modifier. <b>Rules:</b> Add	Borne	<b>2</b>
1	<b>Urtharlogr</b> Sorcerous Combat Weapon Coating	5	<b>Let Fate Decide:</b> 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. <b>Rules:</b> Add	Borne	<b>2</b>

ARMOUR ARTEFACT		Armour+	C+A	Hands	Class	Armour Rules	Cost
1	<b>Brynja of Örvar-Oddr</b> Sorcerous Corselet <i>Impenetrable</i>	16	<b>+16</b>	0	Worn	Add or Replace; Aura Parry	<b>9+M</b>
1	<b>Sigurd's Coat</b> Sorcerous Corselet <i>The dragon's prize</i>	12	<b>+12</b>	0	Worn	Add; Quick Parry	<b>6+M</b>
1	<b>Ægishjálmr</b> Sorcerous Helm <i>The Helm of Awe</i>	11	<b>+11</b>	0	Worn	Add or Replace	<b>2+M</b>
1	<b>Megingjörð</b> Sorcerous Belt <i>Born in Lightning</i>	24	<b>+24</b>	0	Worn	Add or Replace	<b>12+M</b>
1	<b>Huginn skjöldr</b> Sorcerous Shield <i>The Shield of Huginn</i>	14	<b>+14</b>	1	Borne	Add or Replace; Shieldwall; Parry; Thwart	<b>5+M</b>
1	<b>Tarnhelm</b> Sorcerous Helm <i>Shaped in the forges of the north</i>	6	<b>+6</b>	0	Worn	Add or Replace	<b>8+M</b>
1	<b>Svalinn</b> Sorcerous Shield <i>Standing before the sun</i>	17	<b>+17</b>	1	Borne	Add or Replace; Shieldwall; Quick Parry	<b>3+M</b>
1	<b>Steinn skjöldr</b> Sorcerous Shield <i>Hrungnir's Heart</i>	22	<b>+22</b>	0	Borne	Add or Replace; Shieldwall; Parry	<b>11+M</b>
1	<b>Leiphelm</b> Sorcerous Helm <i>Son of Asgard</i>	7	<b>+7</b>	0	Worn	Add or Replace	<b>7+M</b>
1	<b>Hrafnen</b> Armour Emblem <i>The Black Raven</i>	3	<b>+3</b>	0	Worn	Add; Mundane Artefact	<b>3</b>

BANNER ARTEFACT		Banner Artefact Rules		Cost
1	<b>Naglfar</b> Banner Finial	1	<b>Nails of the Dead:</b> the bearer of Naglfar and any unit he has <i>Joined</i> gains the 'fearless' and 'fearsome' trait.	<b>3+M</b>
1	<b>Storm Banner</b> Sorcerous Banner	2	<b>Lightning Within:</b> 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. <b>Lightning Rod:</b> if the bearer of the Storm Banner (or the unit he has <i>Joined</i> ) 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. <b>Bringer of Storms:</b> 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.	<b>6+M</b>
1	<b>Horns of Tanngrisnir</b> Sorcerous Banner Finial	3	<b>Deadly Horns:</b> enemies striking the bearer of the Horns of Tanngrisnir, or the unit he has <i>Joined</i> , have a +1 strike modifier.	<b>5+M</b>
1	<b>Wings of Huginn</b> Sorcerous Banner Finial	4	<b>Thought:</b> 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. <b>Host Banner Bearer:</b> the Wings of Muninn may only be borne by a host banner bearer.	<b>8+M</b>
1	<b>Banner of Jötunheimr</b> Sorcerous Banner	5	<b>Granite Hard:</b> 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. <b>Jötunheimr only:</b> Only warriors of the Jötunheimr realm may bear this banner artefact.	<b>6+M</b>
1	<b>Arvak and Alsvid</b> Sorcerous Banner Emblem	6	<b>The Glory of their Manes:</b> the bearer of Arvak and Alsvid, and the unit he has <i>Joined</i> , can never become unsighted. <b>Skilfing only:</b> Only warriors of the Skilfing realm may bear this banner artefact.	<b>2+M</b>
1	<b>Hringhorni's Sail</b> Sorcerous Banner	7	<b>From the Pyre:</b> The bearer of Hringhorni, and the unit he has Joined, gain the 'resistant (fire, hellfire)' trait. <b>Host Banner Bearer:</b> Hringhorni's Sail may only be borne by a host banner bearer.	<b>2+M</b>
1	<b>Hrafnsmarki</b> Sorcerous Banner	8	<b>Banner of The Raven:</b> the bearer and the unit he has <i>Joined</i> gain +1 PACE. <b>Skilfing only:</b> Only warriors of the Skilfing realm may bear this banner artefact.	<b>4+M</b>
1	<b>The Black Raven</b> Banner Emblem	9	<b>For Odin:</b> the bearer of The Black Raven, and the unit he has <i>Joined</i> , doubles its combat mass. <b>Skilfing only:</b> Only warriors of the Skilfing realm may bear this banner artefact.	<b>3+M</b>
1	<b>Mimir's Head</b> Sorcerous Banner Finial	10	<b>Wise Counsel:</b> 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. <b>Host Banner Bearer:</b> Mimir's Head may only be borne by a host banner bearer.	<b>2+M</b>

Instrument Artefact		Instrument Artefact Rules		Cost
1	<b>Thunderhorn</b> Sorcerous Instrument	1	<b>Stormbringer:</b> a successful <i>Inspire action</i> performed by a herald bearing the Thunderhorn immediately changes the current weather to Thunderstorm. <b>Herald bearer:</b> Nobles that are not host banner bearers or host champions may bear the Thunder-horn, and thus gain the 'host herald' ability.	<b>8+M</b>
1	<b>Valhalla Awaits</b> Tune	2	<b>To our Doom:</b> 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	<b>5</b>
1	<b>Gjallarhorn</b> Sorcerous Instrument	3	<b>The Doom of Ragnarök:</b> enemy units that fail a DREAD TEST caused by the bearer's <i>Daunt action</i> must immediately perform a <i>Panic reaction</i> with a panic modifier of +30. Living enemy units that are Fearless or Frenzied must perform DREAD TESTS caused by the bearer's <i>Daunt actions</i> regardless of any other rule. <b>Host Herald only:</b> the Gjallarhorn may only be borne by a host herald.	<b>15+M</b>
1	<b>Odin's Dirge</b> Tune	4	<b>Meet in Valhalla:</b> friendly units <i>Inspired</i> by a herald performing the Odin's Dirge tune immediately become Exulted units.	<b>2</b>
1	<b>Roar of Jötunheimr</b> Roar	5	<b>The Doom of the Enemy:</b> a successful <i>Roar action</i> 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. <b>Rules:</b> Mundane Artefact <b>Roarers:</b> 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.	<b>1+M</b>
1	<b>Shield Storm</b> Tune	6	<b>Shield-bearers only:</b> 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). <b>Roar of Shields:</b> warriors that are <i>Inspired</i> by a herald performing Shield Storm gain the 'fearless' trait and a -1 strike modifier until the end of the current battle hour.	<b>5</b>
1	<b>Call of Glasir</b> Tune	7	<b>The World is Ours:</b> units <i>Inspired</i> by a herald performing the Call of Glasir tune cannot become defeated units in the current battle hour. <b>Host Herald only:</b> the Call of Glasir may only be played by a host herald.	<b>7</b>
1	<b>Horn of Tanngnjóstr</b> Sorcerous Instrument	8	<b>Soar:</b> a successful <i>Inspire action</i> 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 <i>Soar action</i> to immediately do so regardless of their vigour or any other rule. Enemies may not perform <i>Reflex Attack reactions</i> upon the Inspired unit. <b>Host Herald only:</b> the Horn of Tanngnjóstr may only be borne by a host herald.	<b>8+M</b>
1	<b>Skilfing-Horn</b> Instrument	9	<b>Man only:</b> only mustered heralds of the Kin Man may bear a Skilfing-Horn. <b>Inspirer:</b> a herald bearing a Skilfing-Horn may perform an <i>Inspire action</i> as if he was a host herald. <b>Rules:</b> Mundane Artefact	<b>1+M</b>
1	<b>Drum of Ymir</b> Sorcerous Instrument	10	<b>Bone-breaker:</b> enemy units that fail a DREAD TEST caused by the bearer's <i>Daunt action</i> immediately suffer D5 sorcerous damage, distributed randomly amongst its members. <b>Herald bearer:</b> Nobles that are not host banner bearers or host champions may bear the Drum of Ymir, and thus gain the 'host herald' ability. <b>Jötunheimr only:</b> only warriors of the Jötunheimr realm may bear this instrument artefact.	<b>9+M</b>

TALISMAN ARTEFACT		Artefact Rules					Class	Cost		
1	<b>Bófi's Charm</b> Sorcerous Pendant	1	<b>Rán's Shield:</b> Amphibious warriors may only perform difficult strikes, difficult shots and difficult invokes against the wearer of Bófi's Charm. <b>Rules:</b> Add or Replace					Worn	<b>5+M</b>	
1	<b>Aslaug's Gift</b> Sorcerous Shirt	2	<b>Snakebane:</b> 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. <b>Man only:</b> only warriors of the kin 'Man' may wear this talisman artefact. <b>Rules:</b> Add or Replace					Worn	<b>7+M</b>	
1	<b>Thunderstone</b> Sorcerous Pendant	3	<b>Thor's Boon:</b> 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 earth range of 24". <b>Rules:</b> Add or Replace					Worn	<b>2+M</b>	
1	<b>Trollkors</b> Sorcerous Pendant	4	1	2	3	4	5	<b>Othala of Earth:</b> the wearer gains D5 <b>trollkors earth dice</b> 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. <b>Rules:</b> Add or Replace	Worn	<b>8</b>
1	<b>Helskór</b> Sorcerous Boots	5	<b>Hel-shoes:</b> the wearer gains the 'fearless' trait. <b>Man only:</b> only warriors of the kin 'Man' may wear this talisman artefact. <b>Rules:</b> Add or Replace					Worn	<b>3+M</b>	
1	<b>Brisingamen</b> Sorcerous Brooch	6	<b>Freyja's Charm:</b> enemy warriors attacking the wearer of Brisingamen do so with a -1 strike modifier. <b>Rules:</b> Add or Replace					Borne	<b>3+M</b>	
1	<b>Mugurt</b> Sorcerous Belt-Hung Potion	7	<b>Invigorating:</b> 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 beyond its basic value. <b>Rules:</b> Add; One Use Only					Worn	<b>6+M</b>	
1	<b>Draupnirfár</b> Sorcerous Vambraces	8	<b>Lifegiver:</b> the bearer of Draupnirfár gains a -1 parry, evade and avoid modifier. <b>Rules:</b> Add or Replace					Worn	<b>4+M</b>	
1	<b>Carrion Ring</b> Sorcerous Ring	9	<b>Corpse-call:</b> 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. <b>Man only:</b> only warriors of the kin 'Man' may wear this talisman artefact. <b>Rules:</b> Add or Replace					Worn	<b>7+M</b>	
1	<b>Boots of Vidar</b> Sorcerous Boots	10	<b>Vidar's Gift:</b> 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. <b>Man only:</b> only warriors of the kin 'Man' may wear this talisman artefact. <b>Rules:</b> Add or Replace					Worn	<b>12+M</b>	

ENCHANTED ARTEFACT		Artefact Rules										Class	Cost		
1	<b>Andvarinaut</b> Sorcerous Ring	1	<b>Goldgiver:</b> 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. <b>Rules:</b> Jealous Artefact										Worn	<b>12+M</b>	
1	<b>Gritharvölr</b> Sorcerous Staff	2	<b>Giant-killer:</b> the bearer of Gritharvölr has an invoke modifier of -3 against enemy warriors of the 'Monstrous Beast' class. <b>Man only:</b> only warriors of the kin 'Man' may wear this talisman artefact. <b>Rules:</b> Add or Replace										Borne	<b>8+M</b>	
1	<b>Rauthskinnna</b> Sorcerous Belt-Hung Book	3	<b>Gottskalk's Power:</b> the bearer of the Rauthskinnna gains +2D10 TEMPER, rolled for in the battle rolls step of the Joining Battle Sequence, but fumbled invoked dice are doubled. <b>Man only:</b> Only warriors of the kin 'Man' may bear this enchanted artefact. <b>Rules:</b> Add or Replace										Borne	<b>11+M</b>	
1	<b>Raven Cloak</b> Sorcerous Cloak	4	<b>Flight:</b> The wearer of the raven cloak gains a FLIGHT attribute of twice his PACE. <b>Man only:</b> Only warriors of the kin 'Man' may wear this enchanted artefact. <b>Rules:</b> Add or Replace										Worn	<b>4+M</b>	
1	<b>Golden Tress of Sif</b> Sorcerous Crown	5	<b>Lucky:</b> 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. <b>Rules:</b> Add or Replace										Worn	<b>3+M</b>	
1	<b>Grith's Rod</b> Sorcerous Staff	6	1	2	3	4	5	6	7	8	9	10	<b>Lightning Rod:</b> 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 Grith's Rod. Each point of lightning damage becomes a point of lightning within Grith's Rod, called <b>grith points</b> , and the bearer may store ten grith points within the rod. Note these on the chart to the left. <b>Increased Power:</b> the bearer may discard one or more grith 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 D10 per grith point discarded. <b>Hard to Control:</b> the bearer suffers a fumbled invoke dice on a 1 or 0 when performing an <i>Invoke action</i> with one or more grith point. This number is increased by +1 per grith points used, so if 2 grith points are used, he suffers a fumble on the roll of 0-2, for example. <b>Rules:</b> Add or Replace	Borne	<b>13+M</b>
1	<b>Bone of Ullr</b> Sorcerous Pendant	7	<b>Of Jötunheimr:</b> The wearer may perform the Lightning Bolt invocation as a slaved invocation using his own TEMPER for that purpose. Fumbles affect the wearer. <b>Rules:</b> Add or Replace										Worn	<b>9+M</b>	
1	<b>Raven's Claw</b> Sorcerous Pendant	8	<b>Ravencall:</b> the bearer may perform a <i>Ravencall action</i> (which is also a <i>command action</i> ) to call ravens to his cause. <b>Called Raven:</b> The bearer does not know what kind of raven the Raven's Claw will call and so after he has declared the <b>call point</b> (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 <b>raven roll</b> . 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: <i>0-29:</i> 2D10 Hrafn; <i>30-59:</i> D5 Hrafnmenn; <i>60-69:</i> D5 Fellhrafn; <i>70-79:</i> D5 Gunnhrafn; <i>80-89:</i> 1 Hrosshítr; <i>90-95:</i> 1 Grithir; <i>95-99:</i> 1 Valhrafn. The amount of warriors may exceed the maximum size of a unit of their profile. <b>Call Roll:</b> The Called Raven will only appear on the call point upon the roll of a 9 or above on a D10, called the <b>call roll</b> . 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. <b>Placing the Called Raven:</b> 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 <i>Displaced</i> 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 Ravens cannot be called. A Called Raven is lively when it is first placed, placed in the bearer's command and is under the same <i>orders</i> as that command's commander. Called Ravens have the standard equipment of their profile and options cannot be chosen for them. The Called Raven counts as a friendly unit (and thus part of the bearer's host). The Called Ravens, if 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 bearer cannot control the Called Ravens of another player. <b>Man only:</b> Only warriors of the kin 'Man' and of the Skilfing realm may wear this enchanted artefact. <b>Rules:</b> One use only; Add										Worn	<b>28+M</b>	
1	<b>Tarnkappe</b> Sorcerous Cloak	9	<b>Sigurd's Friend:</b> The wearer of Tarnkappe is unseen. <b>Man only:</b> Only warriors of the kin 'Man' may wear this enchanted artefact. <b>Rules:</b> Add or Replace										Worn	<b>6+M</b>	
1	<b>Dew of Yggdrasil</b> Sorcerous Belt-Hung Potion	10	<b>Boon of the World Tree:</b> 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. <b>Rules:</b> Add or Replace										Borne	<b>6+M</b>	

Brand Artefact		Artefact Rules		Class	Cost
----------------	--	----------------	--	-------	------



1	<b>Chains of Gleipnir</b> Sorcerous Collar	1	<b>Bound to Glory:</b> the wearer of the Chains of Gleipnir gains +2D10 SKILL, rolled for in the battle rolls step of the Joining Battle Sequence, but can never become frenzied. <b>Solitary Monstrous Beasts Only:</b> only warriors with the Solitary subclass and of the Monstrous Beast class may bear the Chains of Gleipnir.										Borne	<b>5+M</b>
	<b>Surtr's Fire</b> Sorcerous Brand	2	<b>The World Burns:</b> the bearer gains the Surtr's Fire spray shot weapon as shown below. <b>Solitary Monstrous Beasts Only:</b> only warriors with the Solitary subclass and of the Monstrous Beast class may bear Surtr's Fire.										Natural	
1	<b>SHOT WEAPON</b>		<b>Shoot Dice</b>	<b>Weapon+</b>	<b>M+W</b>	<b>Min Rge</b>	<b>Lth Rge</b>	<b>Eff Rge</b>	<b>Max Rge</b>	<b>Damage*</b>	<b>Hands</b>	<b>Class</b>	<b>Weapon Rules</b>	<b>3+M</b>
	<b>Surtr's Fire</b> Spray	1		70	<b>70</b>			6"		1	0	Natural	Combat Shot Weapon; Spray; 6" Fire Spray Template; Fire Damage	
1	<b>Mark of Thor</b> Sorcerous Brand	3	<b>Thor's Chosen:</b> the Mark of Thor ensures that all damage caused by the bearer is lightning damage, but no other effect damage may be caused. <b>Jötunheimr only:</b> only warriors of the Jötunheimr realm may bear this brand. <b>Rules:</b> Mundane Artefact										Natural	<b>1+UM</b>
1	<b>Scars of Eldhrímnir</b> Brand	4	<b>Burnt Black:</b> The bearer of the Scars of Eldhrímnir brand gain the 'resistant (fire, hellfire)' trait.										Natural	<b>1+UM</b>
1	<b>Silver Feather</b> Sorcerous Brand	9	<b>Born of the Skies:</b> While Circling, the bearer of the Silver Feather brand, if forced to <i>Land involuntarily</i> , will instead <i>Land voluntarily</i> wherever it wishes on the battlefield, although it remains in whatever state it is currently in and cannot <i>Engage</i> an enemy unit as a result of this <i>Land</i> . <b>Rules:</b> any warrior with a FLIGHT attribute may bear the Silver Feather brand.										Natural	<b>2+UM</b>
1	<b>Tears of Grendel</b> Sorcerous Brand	6	<b>Lament of Death:</b> the bearer of the Tears of Grendel brand add +1 to the damage* of their primary combat weapon, but reduce their SKILL by -2D10 (rolled for in the battle rolls step of the Joining Battle Sequence). This cannot reduce their SKILL lower than 20.										Natural	<b>4+UM</b>
1	<b>Thjazi's Eye</b> Sorcerous Brand	7	<b>Star Eyes:</b> The bearer of the Thjazi's Eye brand gains the 'unseeing' trait.										Natural	<b>2+UM</b>
1	<b>Sjöborn</b> Brand	8	<b>Sea-Born:</b> the bearers of the Sjöborn brand gain the 'amphibious' trait. <b>Jötunheimr only:</b> only warriors of the Jötunheimr realm may bear this brand. <b>Rules:</b> Mundane Artefact										Natural	<b>1+UM</b>
1	<b>Brand of Asgard</b> Sorcerous Brand	9	<b>Luck of the Gods:</b> the bearer of the Brand of Asgard may re-roll any one roll of a D10 or D100 at any point in their activation or reactivation. The second result is binding.										Natural	<b>2+UM</b>
1	<b>Odin's Gaze</b> Sorcerous Brand	10	<b>The Wind Hears:</b> the bearer of Odin's Gaze gains +2D10 FLIGHT, rolled for each time the bearer wishes to perform a <i>Flight Move</i> . Warriors that do not already have a FLIGHT attribute cannot bear this brand. <b>Rules:</b> any warrior with a FLIGHT attribute may bear the Odin's Gaze brand.										Natural	<b>2+UM</b>

### ING-yald IL-ROO-ler

**NOR-SFG-0000 - Ingjald III-Ruler**

**GRON-dug-er**

**NOR-SFG-8470-100 - Grondugr**

***ski-PAH-ri***

**NOR-SFG-0201 - Knútr of Víkin; NOR-SFG-1101 - Eirik Longaxe; NOR-SFG-1110 - Birna**

**SAYTH-ko-na**

**NOR-SFG-1260 - Brynhild Gunnblindi**

**TROL KON-ung-ər**

**NOR-JTN-0607 - Thórrir**

**STEE-ərz-man**

**NOR-SFG-0201 - Knútr of Víkin; NOR-SFG-1101 - Eirik Longaxe; NOR-SFG-1110 - Birna**

**VEE-si**

**NOR-SFG-1101 - Eirik Longaxe; NOR-SFG-1110 - Birna; NOR-SFG-1130 - Kjartan of Jylland**

**KAP-ī**

**NOR-SFG-1101 - Eirik Longaxe; NOR-SFG-1110 - Birna; NOR-SFG-1130 - Kjartan of Jylland**

**SEG-ər**

## NOR-SFG-1220 - Steinn the Bold



***fī-LUNG-i***

## NOR-SFG-1280 - Rollo Iron Head

**GITH-yə**

**NOR-SFG-1260 - Brynhild Gunnblindi**

***E-ri-laz***

## NOR-SFG-1160 - Víthar

**TROL YARL**

## NOR-JTN-1606 - Jörmungand

**TROLL GOTH-i**

**NOR-JTN-1660 - Gamla Bror**

HÁLFTRÖLL JARL													
HARLF-trol YARL													
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost		
							2	1					
							Mass	Base Size					
Norse	Jötunheimr	Hálftröll	Warchief	Noble	Wild	Uncommon	2	40mm			32		
HÁLFTRÖLL JARL		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper				
Insensate; Tough; Fearsome		6	56	52	41	9	84	63	22				
Abilities		Bind (Leiptroll); Bulk Charger; Sons of Thur											
Wound 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 Rules	
1	Øx Axe	1 2 3 4 5 6	9	61	1 "				1	1	Borne	Hook	
		1 2 3 4 5	18	70	1 "				2	2	Borne		
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	Cost
1	Two Øxar Axes	1 2 3 4 5 6 7	9	61	1 "				1	2	Borne	Replace (Axe); Hook	-2
1	Geirr Spear	1 2 3 4 5 6	8	60	2 "				1	2	Borne	Replace (Axe); Hedge	-3
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules	
1	Troll Hide Skin		3	44						0	Natural		
2	Beaten Brynja Light Armour		10	54						0	Worn		
ARMOUR OPTIONS			Armour+	C+A						Hands	Class	Armour Rules	Cost
3	Skjoldr Shield		9	63						1	Borne	Add; Shieldwall; Parry	2
NOBLE OPTIONS		Noble Option Rules											Cost
1	Yfirthurs Host's Banner	May bear the Host's Banner. Gains the Host Banner Bearer ability											9
2	Hornbori Host's Instrument	May bear the Host's Instrument. Gains the Host Herald ability											9
NOR-SFG-2920 - ?													

NOR-SFG-2920 - ?

HRAFMANN JARL														
HRAV-an-man YARL														
Kindred	Realm	Kin		Class	Privilege	Acuity	Ubiquity	Hands	Unit Size		Cost			
								2	1					
								Mass	Base Size					
Norse	Skilfing	Hrafnmann		Warchief	Noble	Wild	Uncommon	3	60mm		54			
HRAFMANN JARL		Pace	Flight	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper				
Insensate; Fearsome		5	16	52	55	38	12	72	59	32				
Abilities		Bulk Charger; Hoverer; Soarer												
Wound Track		1 2 3 4 5 6 7 8 9 10 11 12												
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules	
1	Two Scramaseax Sword	1 2 3 4 5 6 7 8 9 10	8	63	0.5 "					1	2	Borne	Parry	
2	Crushing Beak Bite	1 2	18	73	0 "					2	0	Natural		
3	Raking Talons Claws	1 2	14	69	0 "					1	0	Natural	Grab and Soar	
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		Cost
1	Scramaseax Sword	1 2 3 4 5 6 7 8	8	63	0.5 "				1	1	Borne	Replace (Two Scramaseax); Parry		-5
SHOT WEAPON OPTIONS		Shoot Dice	Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules		Cost
1	Bogi Bow	1 2 3 4	9	64	0 "	9 "	48 "	72 "	1	2	Borne	Muster with (Scramaseax)		4
ARMOUR			Armour+	C+A						Hands	Class	Armour Rules		
1	Brynja Corselet		8	46						0	Worn			
2	Gutplate Light Armour		4	50						0	Worn			
NOR-SFG-1607 - Egil Dead Hand														

NOR-SFG-1607 - Egil Dead Hand

FELLJÖTUNN JARL																											
FELL-yoh-tun YARL																											
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost																
							2	1																			
							Mass	Base Size																			
Norse	Jötunheimr	Felljötunn	Warchief	Noble	Feral	Uncommon	8	80mm	124																		
FELLJÖTUNN JARL		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																		
Gigantic; Insensate; Tough; Terrifying		7	41	81	78	34	76	60	56																		
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 21 22 23 24 25 26 27 28 29																									
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules														
1	Hammars of Jötunheimr Two Hammers	1 2 3 4 5 6 7 8 9 10 11 12 13	12	93	1 "					1	2	Borne	Mighty Strike; Grab; Vicious Damage														
2	Trample Trample	1 2 3 4	8	89	0 "					1	0	Natural	Sightless Strike; Stomp														
COMBAT WEAPON OPTIONS		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules					Cost									
1	Hammarr of Jötunheimr Great Hammer	1 2 3 4 5 6 7 8 9 10	24	105	1.5 "					2	2	Borne	Replace (Two Hammers); Grab; Mighty Strike; Vicious Damage					11									
ARMOUR				Armour+	C+A						Hands	Class	Armour Rules														
1	Leathery Skin Skin			5	83						0	Natural															
2	Scavenged Armour Light Armour			11	94						0	Worn															
MOUNT OPTIONS		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-17xx - ?																											

NOR-JTN-17xx - ?

## HARLF-trol

**NOR-SFG-2920 - ?**

**LYP-trol**

## NOR-SFG-2990 - Trolls of Vartheim

## HERD-man

**NOR-SFG-2000 - ?**

HRAFNSERKR																																							
HRAV-an-ZER-ker																																							
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost																												
							2	5+/15+/30																															
							Mass	Base Size																															
Norse	Skilfing	Man	Infantry	Vassal	Fanatical	Uncommon	1	30mm			8																												
HRAFNSERKR		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																														
Fearless		5	52	33	17	3	94	17	22																														
Abilities																																							
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	Hrafnserkr 14	1	2	3	Hrafnserkr 15	1	2	3	Hrafnserkr 16	1	2	3	Hrafnserkr 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	Hrafnserkr 24	1	2	3	Hrafnserkr 25	1	2	3	Hrafnserkr 26	1	2	3	Hrafnserkr 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 Rules																										
1	Great Øx Great Axe		1	2	3		18	51	0.5 "			2	2	Borne	Hook																								
COMBAT WEAPON OPTIONS		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules							Cost																			
1	Two Øxar Axes		1	2	3	4	5		9	42	0.5 "			1	2	Borne	Replace (Great Axe); Hook; Quick Strike							2															
UNIT OPTIONS		Unit Option Rules																		Cost																			
Kappi Champion		One Hrafnserkr becomes the mustered champion, who gains +1 attack die on his primary combat weapon																		3																			
NOR-SFG-2050 - ?																																							

BONDMANN																																							
BOND-man																																							
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost																												
							2	5+/20+/30																															
							Mass	Base Size																															
Norse	Skilfing	Man	Infantry	Vassal	Drilled	Common	1	30mm			8																												
BONDMANN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																														
		5	57	32	15	3	70	11	16																														
Abilities		Disciplined; Shieldwall																																					
1	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
1	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
1	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		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*		Hands	Class	Weapon Rules																										
1	Øx Axe	1	2	3	9	41	0.5 "			1	1	Borne	Hook																										
		1	2	18	50	0.5 "			2	2	Borne	Foot only																											
COMBAT WEAPON OPTIONS		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*		Hands	Class	Weapon Rules										Cost																
1	Sverd and Øx Sword; Axe	1	2	3	4	9	41	0.5 "		1	2	Borne	Replace (Axe); Hook or Parry										2																
1	Geirr Spear	1	2	3	9	41	1.5 "			1	1	Borne	Replace (Axe); Hedge										0																
ARMOUR				Armour+	C+A							Hands	Class	Armour Rules																									
1	Hjálmr-Brynja Helmet; Corselet			11	26							0	Worn																										
2	Skjoldr Shield			10	36							1	Borne	Parry																									
UNIT OPTIONS		Unit Option Rules																			Cost																		
Kappi Champion		One Bondmann becomes the mustered champion, who gains +1 attack die on his primary combat weapon																			3																		
Merkismann Banner Bearer		One Bondmann becomes the mustered banner bearer																			2																		
Hornbori Herald		One Bondmann becomes the mustered herald																			2																		
Veteran Bondmenn		The Bondmann unit becomes Veteran (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY																			2																		
NOR-SFG-2100 - ?																																							

DRENGR																			
DRENG-ar																			
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost								
							2	5+/20+/30											
							Mass	Base Size											
Norse	Skilfing	Man	Infantry	Vassal	Drilled	Common	1	30mm	2										
DRENGR		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper										
Headstrong		5	53	26	12	3	68	11	16										
Abilities		Shieldwall																	
1 2 3	Dreng 1 1 2 3	Dreng 2 1 2 3	Dreng 3 1 2 3	Dreng 4 1 2 3	Dreng 5 1 2 3	Dreng 6 1 2 3	Dreng 7 1 2 3	Dreng 8 1 2 3	Dreng 9 1 2 3	Dreng 10 1 2 3									
1 2 3	Dreng 11 1 2 3	Dreng 12 1 2 3	Dreng 13 1 2 3	Dreng 14 1 2 3	Dreng 15 1 2 3	Dreng 16 1 2 3	Dreng 17 1 2 3	Dreng 18 1 2 3	Dreng 19 1 2 3	Dreng 20 1 2 3									
1 2 3	Dreng 21 1 2 3	Dreng 22 1 2 3	Dreng 23 1 2 3	Dreng 24 1 2 3	Dreng 25 1 2 3	Dreng 26 1 2 3	Dreng 27 1 2 3	Dreng 28 1 2 3	Dreng 29 1 2 3	Dreng 30 1 2 3									
COMBAT WEAPON		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules								
1	Øx Axe	1 2 3	7	33	0.5 "			1	1	Borne	Hook								
COMBAT WEAPON OPTIONS		Attack Dice	Weapon+	M+W	Att Rge	Charge+	M+W+Ch	Damage*	Hands	Class	Weapon Rules	Cost							
1	Sverd and Øx Sword; Axe	1 2 3 4	8	34	0.5 "			1	2	Borne	Replace (Axe); Parry or Hook	1							
1	Geirr Spear	1 2 3	8	34	1.5 "			1	1	Borne	Replace (Axe); Hedge	0							
ARMOUR			Armour+	C+A					Hands	Class	Armour Rules								
1	Brynja Corselet		5	17					0	Worn									
2	Skjoldr Shield		9	26					1	Borne	Parry								
ARMOUR OPTIONS			Armour+	C+A					Hands	Class	Armour Rules	Cost							
1	Hjálmr-Brynja Helmet; Corselet		11	32					0	Worn	Replace (Corselet)	1							
UNIT OPTIONS		Unit Option Rules										Cost							
Kappi Champion		One Drengr becomes the mustered champion, who gains +1 attack die on his primary combat weapon										3							
Merkismann Banner Bearer		One Drengr becomes the mustered banner bearer										2							
Hornbori Herald		One Drengr becomes the mustered herald										2							
NOR-SFG-2150 - ?																			



**HOL-yoo-man**

## NOR-SFG-2250 - Hrafnen Crew

**HOL-yoo-man BOH-man**

## NOR-SFG-2410 - Hrafnen Bowmen

**VAYTH-man**

**NOR-SFG-2xxx - ?**

**HARS-ter-i**

## NOR-SFG-2300 - ?

**THRALL**

**NOR-SFG-2350 - ?**

TROLL																																																																																														
TROLL																																																																																														
Kindred		Realm		Kin		Class		Privilege		Acuity		Ubiquity		Hands		Unit Size		Cost																																																																												
Norse		Jötunheimr		Troll		Monstrous Infantry		Vassal		Wild		Common		2		1+/3+/5																																																																														
														Mass		Base Size																																																																														
														4		60mm		33																																																																												
TROLL				Pace		Skill		Might		Constitution		Wounds		Fortitude		Authority		Temper																																																																												
Insensate; Tough; Fearsome				6		36		54		49		13		78		27		33																																																																												
Abilities				Bulk Charger; Bind (Trollhundr); Roarer; Sons of Thur																																																																																										
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 Rules																																																																								
1 Kljúfra Two Cleavers				1	2	3	4	5	6	7	8	9		63		1 "						1		2		Borne																																																																				
COMBAT WEAPON OPTIONS				Attack Dice		Weapon+		M+W		Att Rge		Charge+		M+W+Ch		Damage*		Hands		Class		Weapon Rules						Cost																																																																		
1 Great Kljúfr Great Cleaver				1	2	3	4	5	18		72		1 "						2		2		Borne		Replace (Cleavers); Vicious Damage						2																																																															
ARMOUR						Armour+		C+A								Hands		Class		Armour Rules																																																																										
1 Troll Hide Skin						14		63								0		Natural																																																																												
2 Scavenged Brynja Light Armour						6		69								0		Worn																																																																												
ARMOUR OPTIONS						Armour+		C+A								Hands		Class		Armour Rules						Cost																																																																				
2 Beaten Brynja Heavy Armour						12		75								0		Worn		Replace (Light Armour)						1																																																																				
UNIT OPTIONS				Unit Option Rules																										Cost																																																																
Yfirthurs Champion				One Troll becomes the mustered champion, who gains +1 attack die on his primary combat weapon																										6																																																																
Merkisthurs Banner Bearer				One Troll becomes the mustered banner bearer																										5																																																																
NOR-JTN-3710 - Trolls of Gunnheim; NOR-SFG-3720 - Trolls of Norrheim																																																																																														

SJØTROLL																																			
SYOH-trol																																			
Kindred		Realm		Kin		Class		Privilege		Acuity		Ubiquity		Hands		Unit Size		Cost																	
Norse		Jötunheimr		Sjötroll		Monstrous Infantry		Vassal		Wild		Uncommon		2		1+/2+/3		36																	
														Mass		Base Size																			
														3		50mm																			
SJØTROLL				Pace		Skill		Might		Constitution		Wounds		Fortitude		Authority		Temper																	
Insensate; Tough; Fearsome; Loathsome				6		32		47		46		8		64		21		26																	
Abilities				Amphibious; Bulk Charger; Sons of Thur																															
				Sjötroll 1																Sjötroll 2															
1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	Sjötroll 3											
COMBAT WEAPON				Attack Dice		Weapon+		M+W		Att Rge		Charge+		M+W+Ch		Damage*		Hands		Class		Weapon Rules													
1	Sjøgeirr Spear			1	2	3	4	5	8		55		1 "				1		1		Borne														
				1	2	3	4	16		63		1 "				2		2		Borne		Pierce													
2	Cleaver Cleaver			1	2	3	9		56		0.5 "						1		1		Borne														
SHOT WEAPON				Shoot Dice		Weapon+		M+W		Min Rge		Lth Rge		Eff Rge		Max Rge		Damage*		Hands		Class		Shot Weapon Rules											
1	Sjøgeirr Throwing Spear			1	2	8		55		0 "		6 "		24 "		36 "		1		1		Borne		Shoot and Drag; Impetus Shot; Pierce											
ARMOUR						Armour+		C+A										Hands		Class		Armour Rules													
1	Troll Hide Skin					11		57										0		Natural															
2	Scavenged Armour Light Armour					6		63										0		Worn															
UNIT OPTIONS				Unit Option Rules																					Cost										
Yfirthurs Champion				One Sjötroll becomes the mustered champion, who gains +1 attack die on his primary combat weapon																					5										
NOR-SFG-3170 - ?																																			

**HERD-man RID-er-i**

**NOR-SFG-4000 - ?**

**BOND-man RID-er-i**

**NOR-SFG-4100 - ?**

**TOR-trol**

**NOR-JTN-?**

**TOR-trol**

**NOR-JTN-3710 - Trolls of Gunnheim; NOR-SFG-3720 - Trolls of Norrheim**



**HROS**

**NOR-SFG-0201-400 - Knútr of Víkin on Horse**

***HRAV-ənt***

## NOR-SFG-7200 - Hrafnar of Stafangr

**TROL hun-dər**

**NOR-SFG-75xx - ?**

FELLTROLL																																																																																																					
FELL-troll																																																																																																					
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost																																																																																										
							2		1+/2+/3																																																																																												
							Mass		Base Size																																																																																												
Norse	Jötunheimr	Felltroll	Monstrous Beast	Beast	Wild	Uncommon	7		80mm		65																																																																																										
FELLTROLL		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																																																																																												
Gigantic; Insensate; Tough; Stubborn; Terrifying		7	32	62	66	25	72	30	47																																																																																												
Abilities		Bind (Trollhundr); Bulk Charger; Roarer; Sons of Thur																																																																																																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Felltroll 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	Felltroll 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	Felltroll 3									
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																																																																																								
1	Fellgeirr Spear	1	2	3	4	5	6	7		11	73	2 "										2	1	Borne	Switch (Kljúfr, Fellgeirr and Kljúfr); Grab; Pierce; Vicious Damage																																																																												
		1	2	3	4	5	6			19	81	2 "										3	2	Borne																																																																													
1	Kljúfr Cleaver	1	2	3	4	5	6	7		9	71	1 "										1	1	Borne	Switch (Fellgeirr, Fellgeirr and Kljúfr); Grab; Vicious Damage																																																																												
1	Fellgeirr and Kljúfr Spear; Cleaver	1	2	3	4	5		Fellgeirr	11	73	2 "											2	1	Borne	Switch (Fellgeirr, Kljúfr); Grab; Vicious Damage	Pierce																																																																											
		1	2	3	4			Kljúfr	9	71	1 "											1	1	Borne																																																																													
2	Trample Trample	1	2	3					6	68	0 "											1	0	Natural	Sightless Strike; Stomp																																																																												
SHOT WEAPON OPTIONS		Shoot Dice		Weapon+	M+W	Min Rge	Lth Rge	Eff Rge	Max Rge	Damage*	Hands	Class	Shot Weapon Rules											Cost																																																																													
1	Fellgeirr Throwing Spear	1	2	3	4	5	6	7		11	73	0 "	6 "	30 "	40 "	2	1	Borne	1	2	Add; Shots (2); Impetus Shot; Pierce; Vicious Damage											8																																																																					
ARMOUR				Armour+	C+A												Hands	Class	Armour Rules																																																																																		
1	Stone Hide Skin			22	88												0	Natural																																																																																			
ARMOUR OPTIONS				Armour+	C+A												Hands	Class	Armour Rules											Cost																																																																							
2	Scavenged Brynja Light Armour			6	94												0	Worn	Add												1																																																																						
UNIT OPTIONS		Unit Option Rules																																Cost																																																																			
Yfirthurs Champion		One Felltroll becomes the mustered champion, who gains +1 attack die on his primary combat weapon or +1 shoot die on his primary shot weapon																																			12																																																																
NOR-JTN-8100 - Trolls of Skarheim																																																																																																					

GRIMTROLL																																	
GRIM-troll																																	
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																								
							2	1																									
							Mass	Base Size																									
Norse	Jötunheimr	Grimtroll	Monstrous Beast <i>Solitary</i>	Beast	Wild	Rare	12	100mm	193																								
GRIMTROLL		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																								
<i>Gigantic; Insensate; Tough; Stubborn; Terrifying</i>		7	21	83	91	49	78	39	63																								
Abilities		<i>Bulk Charger; Roarer; Sons of Thur</i>																															
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 49																															
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																				
1	<b>Hammer of Thór</b> <i>Warhammer</i>	1 2 3 4 5 6 7 8 9 10 11		25	108	2 "				3	2	Borne	Grab; Mighty Strike; Terrible Damage																				
2	<b>Gnawing Bite</b> <i>Bite</i>	1 2 3		5	88	0 "				1	0	Natural																					
3	<b>Trample</b> <i>Trample</i>	1 2 3 4 5		8	91	0 "				1	0	Natural	Sightless Strike; Stomp																				
ARMOUR				Armour+	C+A						Hands	Class	Armour Rules																				
1	<b>Stone Hide</b> <i>Skin</i>			27	118						0	Natural																					
NOR-JTN-8450 - Tórlákr																																	

GRUNDTROLL																																	
GRUN-troll																																	
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																								
							0	1																									
							Mass	Base Size																									
Norse	Jötunheimr	Grundtroll	Monstrous Beast Ardent Mount	Beast	Wild	Rare	9	110x60mm	140																								
GRUNDTROLL		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																								
Gigantic; Insensate; Tough; Stubborn; Terrifying		7	21	78	79	34	64	32	52																								
Abilities		Bulk Charger; Roarer; Sons of Thur																															
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																															
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																				
1	Goring Tusks Tusks	1 2 3 4 5 6 7 8 9	16	94	1 "	32	126			2	0	Natural	Impact Mighty Strike; Charge+; Pierce; Vicious Damage																				
2	Crushing Bite Bite	1 2 3 4	16	94	0 "					2	0	Natural	Pierce																				
3	Trample Trample	1 2 3 4 5	13	91	0 "					1	0	Natural	Sightless Strike																				
ARMOUR			Armour+	C+A							Hands	Class	Armour Rules																				
1	Stone Hide Skin		15	94							0	Natural																					
NOR-JTN-1220-800 - Steinn the Bold on Grundtroll																																	

## HROS-troll

## NOR-JTN-?

**BERG-yo-tun**

**NOR-JTN-8950 - Fornjöttr**

## YO-tun

**NOR-JTN-8900 - Mjagnir**

FELLJÖTUNN																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
FELL-yoh-tun																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
							2	1+/2+/3																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
							Mass	Base Size																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
Norse	Jötunheimr	Felljötunn	Monstrous Beast	Beast	Feral	Uncommon	8	80mm	75																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
FELLJÖTUNN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
Gigantic; Insensate; Tough; Terrifying		7	32	74	68	30	68	36	54																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
Abilities		Bulk Charger; Roarer																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
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 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	Felljötunn 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 WEAPON		Attack Dice			Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																					
1	Hamars of Jötunheimr Two Hammers		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	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	524	525	526	527	528	529	530	531	532	533	534	535	536	537	538	539	540	541	542	543	544	545	546	547	548	549	550	551	552	553	554	555	556	557	558	559	560	561	562	563	564	565	566	567	568	569	570	571	572	573	574	575	576	577	578	579	580	581	582	583	584	585	586	587	588	589	590	591	592	593	594	595	596	597	598	599	600	601	602	603	604	605	606	607	608	609	610	611	612	613	614	615	616	617	618	619	620	621	622	623	624	625	626	627	628	629	630	631	632	633	634	635	636	637	638	639	640	641	642	643	644	645	646	647	648	649	650	651	652	653	654	655	656	657	658	659	660	661	662	663	664	665	666	667	668	669	670	671	672	673	674	675	676	677	678	679	680	681	682	683	684	685	686	687	688	689	690	691	692	693	694	695	696	697	698	699	700	701	702	703	704	705	706	707	708	709	710	711	712	713	714	715	716	717	718	719	720	721	722	723	724	725	726	727	728	729	730	731	732	733	734	735	736	737	738	739	740	741	742	743	744	745	746	747	748	749	750	751	752	753	754	755	756	757	758	759	760	761	762	763	764	765	766	767	768	769	770	771	772	773	774	775	776	777	778	779	780	781	782	783	784	785	786	787	788	789	790	791	792	793	794	795	796	797	798	799	800	801	802	803	804	805	806	807	808	809	810	811	812	813	814	815	816	817	818	819	820	821	822	823	824	825	826	827	828	829	830	831	832	833	834	835	836	837	838	839	840	841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863	864	865	866	867	868	869	870	871	872	873	874	875	876	877	878	879	880	881	882	883	884	885	886	887	888	889	890	891	892	893	894	895	896	897	898	899	900	901	902	903	904	905	906	907	908	909	910	911	912	913	914	915	916	917	918	919	920	921	922	923	924	925	926	927	928	929	930	931	932	933	934	935	936	937	938	939	940	941	942	943	944	945	946	947	948	949	950	951	952	953	954	955	956	957	958	959	960	961	962	963	964	965	966	967	968	969	970	971	972	973	974	975	976	977	978	979	980	981	982	983	984	985	986	987	988	989	990	991	992	993	994	995	996	997	998	999	1000	1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218	1219	1220	1221	1222	1223	1224	1225	1226	1227	1228	1229	1230	1231	1232	1233	1234	1235	1236	1237	1238	1239	1240	1241	1242	1243	1244	1245	1246	1247	1248	1249	1250	1251	1252	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262	1263	1264	1265	1266	1267	1268	1269	1270	1271	1272	1273	1274	1275	1276	1277	1278	1279	1280	1281	1282	1283	1284	1285	1286	1287	1288	1289	1290	1291	1292	1293	1294	1295	1296	1297	1298	1299	1300	1301	1302	1303	1304	1305	1306	1307	1308	1309	1310	1311	1312	1313	1314	1315	1316	1317	1318	1319	1320	1321	1322	1323	1324	1325	1326	1327	1328	1329	1330	1331	1332	1333	1334	1335	1336	1337	1338	1339	1340	1341	1342	1343	1344	1345	1346	1347	1348	1349	1350	1351	1352	1353	1354	1355	1356	1357	1358	1359	1360	1361	1362	1363	1364	1365	1366	1367	1368	1369	1370	1371	1372	1373	1374	1375	1376	1377

STEINNJÖTUNN																						
STYN-joh-tun																						
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Cost													
							0	1														
							Mass	Base Size														
Norse	Jötunheimr	Steinnjötunn	Monstrous Beast Ardent Mount	Beast	Feral	Rare	7	110x60mm	67													
STEINNJÖTUNN		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper													
Gigantic; Insensate; Tough; Terrifying		8	16	62	61	21	50	37	53													
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 21																				
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules									
1	Skull-Butt Headbutt	1 2 3 4 5 6 7 8		12	74	0.5"	24	98		2	0	Natural	Impact Mighty Strike; Charge+									
2	Gnawing Bite Bite	1 2 3		12	74	0"				1	0	Natural										
3	Trample Trample	1 2 3 4 5		11	73	0"				1	0	Natural	Sightless Strike									
ARMOUR				Armour+	C+A					Hands	Class	Armour Rules										
1	Leathery Skin Skin			4	65					0	Natural											
NOR-JTN-?																						

VORE																																																	
VOR																																																	
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost																																						
							2	1																																									
							Mass	Base Size																																									
Norse	Jötunheimr	Vore	Monstrous Beast <i>Solitary</i>	Beast	Feral	Rare	12	100mm	278																																								
VORE		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																																								
<i>Gigantic; Insensate; Tough; Unseeing; Fearless; Terrifying</i>		7	21	88	90	50	44	45	69																																								
Abilities		<i>Bulk Charger; Devourer; Roarer</i>																																															
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 49																																															
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																																				
1	Raking Claws Claws	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15		20	108	2"				2	2	Borne	Grab; Mighty Strike; Vicious Damage																																				
2	Crushing Jaws Bite	1 2 3 4		27	115	0"				3	0	Natural	Pierce; Terrible Damage																																				
3	Trample Trample	1 2 3 4 5		9	97	1"				1	0	Natural	Sightless Strike																																				
ARMOUR				Armour+	C+A						Hands	Class	Armour Rules																																				
2	Tough Skin Skin			6	96						0	Natural																																					
NOR-JTN-8650 - Blood-Maw																																																	

SMÁRVORE																													
SMOR-vor																													
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost																		
							2	1+/2+/3																					
							Mass	Base Size																					
Norse	Jötunheimr	Vore	Monstrous Beast	Beast	Feral	Uncommon	7	80mm	100																				
SMÁRVORE		Pace	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																				
Gigantic; Insensate; Tough; Unseeing; Terrifying		6	25	62	64	23	52	36	52																				
Abilities		Bulk Charger; Devourer; 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														Smárvore 2												Smárvore 3	
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																
1	Raking Claws Claws	1 2 3 4 5 6 7 8 9 10 11		14	76	2 "				2	2	Borne	Grab; Mighty Strike																
2	Crushing Jaws Bite	1 2 3 4		18	80	0 "				2	0	Natural	Pierce; Vicious Damage																
3	Trample Trample	1 2 3 4 5		6	68	1 "				1	0	Natural	Sightless Strike																
ARMOUR				Armour+	C+A						Hands	Class	Armour Rules																
2	Tough Skin Skin			6	70						0	Natural																	
NOR-JTN-8300 - ?																													

GUNNHRAFN																																							
GUN-hrav-en																																							
Kindred	Realm	Kin	Class	Privilege	Acuity	Ubiquity	Hands		Unit Size		Cost																												
							2	1+/2+/3																															
							Mass	Base Size																															
Norse	Skilfing	Gunnhrafn	Monstrous Beast	Beast	Wild	Uncommon	5	80mm	69																														
GUNNHRAFN		Pace	Flight	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper																													
Insensate; Fearsome		6	20	35	62	51	17	72	31	44																													
Abilities		Bind (Hrafn); Bulk Charger; Hoverer; Soarer																																					
Gunnhrafn 1																	Gunnhrafn 2													Gunnhrafn 3									
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules																										
1	Langseax Great Sword	1 2 3 4 5 6 7		18	80	1"				2	2	Borne	Vicious Damage																										
2	Crushing Beak Bite	1 2		18	80	0"				2	0	Natural	Pierce																										
3	Raking Talons Claws	1 2		14	76	0"				1	0	Natural	Grab and Soar																										
4	Trample Trample	1 2 3		6	68	0"				1	0	Natural	Sightless Strike																										
COMBAT WEAPON OPTIONS		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules		Cost																								
1	Langseaxes Two Swords	1 2 3 4 5 6 7 8 9 10		9	71	1"				1	2	Borne	Replace (Great Sword)		-6																								
ARMOUR				Armour+	C+A						Hands	Class	Armour Rules																										
1	Greaves Light Armour			5	56						0	Worn																											
ARMOUR OPTIONS				Armour+	C+A						Hands	Class	Armour Rules		Cost																								
2	Scavenged Brynja Light Armour			8	64						0	Worn	Add			1																							
UNIT OPTIONS		Unit Option Rules																												Cost									
Kappi Champion		One Gunnhrafn becomes the mustered champion, who gains +1 attack die on his primary combat weapon																												10									
NOR-SFG-8101 - Hrókr																																							

FELLHRAFN																
FELL-hrav-en																
Kindred	Realm	Kin		Class	Privilege	Acuity	Ubiquity	Hands	Unit Size		Cost					
								0	1							
								Mass	Base Size							
Norse	Skilfing	Fellhrafñ		Monstrous Beast <i>Ardent Mount; Solitary</i>	Beast	Wild	Uncommon	6	80mm		62					
FELLHRAFN		Pace	Flight	Skill	Might	Constitution	Wounds	Fortitude	Authority	Temper						
<i>Insensate; Fearsome</i>		6	24	32	58	53	19	63	30	45						
Abilities		Bulk Charger; Hoverer; Soarer														
Wound Track		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17														
COMBAT WEAPON		Attack Dice		Weapon+	M+W	Att Rge	Charge+	M+W+Ch		Damage*	Hands	Class	Weapon Rules			
1	Crushing Beak <small>Bite</small>	1	2 3 4 5	18	76	1"				2	0	Natural	Pierce; Vicious Damage			
1	Slashing Talons <small>Claws</small>	1	2 3 4 5	14	72	1"				1	0	Natural	Grab and Soar			
2	Trample <small>Trample</small>	1	2 3 4	6	64	0"				1	0	Natural	Sightless Strike			
ARMOUR OPTIONS				Armour+	C+A					Hands	Class	Armour Rules		Cost		
1	Hrafnhjálmr <small>Light Armour</small>			8	61					0	Worn	Add		1		
NOR-SFG-8246 - Vaenildir																

**VAL-hrav-ən**

**NOR-SFG-8850 - Hrudinn**

**GREE-theer**

**NOR-SFG-8465 - Egaendr**

**HROS-ee-theer**

**NOR-SFG-8465 - Egaendr**