

# NORSE

## KINDRED MUSTER

*VI.25*



*Fötunheimr*



*Skilfing*

*last updated 2nd October 2018*

**MIERCE**  
MINIATURES



# NORSE MUSTER

version 1.25

|                   | Realm | Au | Ub | GOLD EACH | equipment | eqp gd each | TOT GD EACH | qty | UNIT GOLD | unit options | option gold | TOT UNIT GOLD | St | Orders |
|-------------------|-------|----|----|-----------|-----------|-------------|-------------|-----|-----------|--------------|-------------|---------------|----|--------|
| <b>GENERAL:</b>   |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 1:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 2:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 3:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 4:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 5:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| <b>COMMANDER:</b> |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 1:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 2:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 3:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 4:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 5:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| <b>COMMANDER:</b> |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 1:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 2:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 3:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 4:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 5:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| <b>COMMANDER:</b> |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 1:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 2:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 3:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 4:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 5:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| <b>COMMANDER:</b> |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 1:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 2:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 3:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 4:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 5:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| <b>COMMANDER:</b> |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 1:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 2:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 3:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 4:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |
| UNIT 5:           |       |    |    |           |           |             |             |     |           |              |             |               |    |        |

HOST GOLD \_\_\_\_\_

# NORSE RULES

version 1.25

| ABILITY             | Ability Rules  |
|---------------------|--|
| <b>Sons of Thur</b> | <p><b>Invigorating Lightning:</b> A Troll with this ability, now called the <b>Thur Troll</b>, that is struck by lightning damage is invigorated by it. Instead of taking damage, wound rolls caused by lightning damage increase a Thur Troll's CONSTITUTION by 1 point per damage point caused. If the Thur Troll is in a unit of other trolls, the wounded warrior's CONSTITUTION is increased. This cannot take the Thur Troll's CONSTITUTION beyond its basic value, nor resurrect dead warriors.</p> <p><b>Arcers:</b> Warriors of the kin Leiptröll 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> |

# RUNIC POWERS

## Invocation List

| INVOCATION                                | Invoke Dice     | Power+   | P+P | Minimum Range  | Lethal Range | Effective Range | Maximum Range | Wound+ | Invocation Rules  | Initial Price   | Cost |                 |    |
|---|-----------------|--|-----|--|--------------|-----------------|---------------|--------|---|-----------------|------|-----------------|----|
| 1<br><b>Unkindness of Ravens</b><br>Sight | 1 2 3 4 5 6 7 8 | 30   | 32  | 0"   | 0"           | 32"             | 48"           |        | No Lethal Range   | 2+              | 8    |                 |    |
| 2<br><b>War Raven</b><br>Sight            | 1 2 3 4 5       | 50   | 56  | 0"   | 0"           | 48"             | 60"           | 1 D 10 | No Lethal Range   | 6+              | 16   |                 |    |
| 3<br><b>Battle-Blinder</b><br>Focus       | 1 2             | <p><b>Continuous Effect:</b> Marked unit becomes <b>un sighted 1"</b> until the end of its next activation and <b>confused</b>. Marked units with a FLIGHT attribute that are not Unseeing also become <b>grounded</b>.</p> <p><b>Rules:</b> Once per Mark; Majority Mark</p>  |     |  |              |                 |               |        |   | 3+<br>+strength | 14   |                 |    |
| 4<br><b>Unearthly Gale</b><br>Focus       | 1 2             | <p><b>Enemy Continuous 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>) until the end of the current battle hour.</p> <p><b>Friendly Continuous Effect:</b> A friendly Marked unit becomes a <b>difficult strike</b>, <b>difficult target</b> and <b>difficult mark</b> until the end of the current battle hour.</p> <p><b>Continuous Effect:</b> the battle's current <b>wind strength</b> 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.</p> <p><b>Rules:</b> Once per Mark; Majority Mark</p> |     |  |              |                 |               |        |   | 3+<br>+strength | 16   |                 |    |
| 5<br><b>Lightning Bolt</b><br>Sight       | 1 2 3           | 60   | 69  | 0"   | 0"           | 60"             | 60"           | 1 D 10 | <p><b>Friendly:</b> Lightning Bolt can be used against friendly units.</p> <p><b>Rules:</b> No Lethal Range; Lightning Damage; Ignores Armour</p>   | 9+              | 17   |                 |    |
| 6<br><b>Flesh Splitter</b><br>Focus       | 1 2 3 4         | 50   | 52  | Ignores Armour   |              |                 |               |        |   |                 |      | 2+<br>+strength | 19 |
| 6<br><b>Shocked</b><br>Focus              | 1 2 3 4         | 30   | 34  | <p><b>Continuous Effect:</b> Marked unit suffers a debilitating electric shock and becomes <b>entangled</b>.</p> <p><b>Rules:</b> Once per Mark; Entire Mark; Ignores Armour; Lightning Damage</p> |              |                 |               |        |   |                 |      | 4+<br>+strength | 15 |
| 8<br><b>Winged Death</b><br>Focus         | 1 2             | <p><b>Marked Raven:</b> Marked unit may only be a friendly unit with a FLIGHT attribute.</p> <p><b>Continuous Effect:</b> Marked unit's next <i>Move</i> must be a <i>Flight Move</i>, but after the <i>action</i> that performs the <i>Move</i> is declared, the Marked unit adds D10" to its <i>Flight Move</i>.</p> <p><b>Rules:</b> Once per Mark; Entire Mark</p>   |     |  |              |                 |               |        |   | 2+<br>+strength | 20   |                 |    |
| 9<br><b>Forked Lightning</b><br>Sight     | 1 2 3 4 5 6 7   | 50   | 58  | 0"   | 0"           | 40"             | 40"           |        | <p><b>Friendly:</b> Forked Lightning can be used against friendly units.</p> <p><b>Forked Marks:</b> Before rolling the invoke dice, roll a D5 and then add 1 to the result, called the <b>forked roll result</b>. The Invoker must then 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. The Invoker must then roll the invoke dice against one Marked unit from the Forked units (of the Invoker's choice); the resulting invoked dice are then applied to each Forked unit.</p> <p><b>Rules:</b> No Lethal Range; Lightning Damage; Ignores Armour</p> | 8+              | 15   |                 |    |
| 10<br><b>Thunderous Skies</b><br>Focus    | 1               | <p><b>Marked Point:</b> select a point anywhere on the battlefield to be the Mark.</p> <p><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>.</p> <p><b>Continuous 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.</p>   |     |  |              |                 |               |        |   | 12+             | 12   |                 |    |

# SKIPARI

ski-PAH-ri

| Kindred   | Realm                                 | Kin                       | Class          | Privilege    | Acuity              | Ubiquity            | Hands                     | Unit Size                | Cost          |              |  |             |
|---|---------------------------------------|---------------------------|----------------|--------------|---------------------|---------------------|---------------------------|--------------------------|---------------|--------------|--|-------------|
|   |                                       |                           |                |              |                     |                     | 2                         | 1                        |               |              |  |             |
| Norse   | Skifling                              | Man                       | Warlord        | Noble        | Elite               | Uncommon            | <b>Strength</b><br>1      | <b>Base Size</b><br>30mm | 69            |              |  |             |
| <b>SKIPARI</b>  |                                       |                           | <b>Pace</b>    | <b>Skill</b> | <b>Might</b>        | <b>Constitution</b> | <b>Fortitude</b>          | <b>Authority</b>         | <b>Temper</b> |              |  |             |
| <i>Shieldwall; Compel (Hirdmenn, all Bondmenn, all Holumenn)</i>  |                                       |                           | <b>5</b>       | <b>73</b>    | <b>46</b>           | <b>39</b>           | <b>90</b>                 | <b>88</b>                | <b>16</b>     |              |  |             |
| 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 |                                       |                           |                |              |                     |                     |                           |                          |               |              |  |             |
| <b>COMBAT WEAPON</b>  |                                       | <b>Attack Dice</b>        | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b>      | <b>Charge+</b>      | <b>M+W+Ch</b>             | <b>Wound+</b>            | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                            |             |
| 1   | <b>Øx</b><br>Axe                      | 1 2 3 4 5 6 7             | 9              | <b>55</b>    | 0.5"                |                     |                           |                          | 1             | Borne        | Hook   |             |
|   |                                       | 1 2 3 4 5 6               | 18             | <b>64</b>    | 0.5"                |                     |                           | 1D10                     | 2             | Borne        | Foot only                                      |             |
| <b>COMBAT WEAPON OPTIONS</b>  |                                       | <b>Attack Dice</b>        | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b>      | <b>Charge+</b>      | <b>M+W+Ch</b>             | <b>Wound+</b>            | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                            | <b>Cost</b> |
| 1   | <b>Sverd and Øx</b> <i>Sword; Axe</i> | 1 2 3 4 5 6 7 8           | 10             | <b>56</b>    | 0.5"                |                     |                           |                          | 2             | Borne        | Replacement (Axe); Parry or Hook; Quick Strike | <b>-7</b>   |
| 1   | <b>Sverd</b> <i>Sword</i>             | 1 2 3 4 5 6 7             | 9              | <b>55</b>    | 0.5"                |                     |                           |                          | 1             | Borne        | Replacement (Axe)                              | <b>0</b>    |
|   |                                       | 1 2 3 4 5 6               | 18             | <b>64</b>    | 0.5"                |                     |                           | 1D10                     | 2             | Borne        | Parry<br>Foot only                             |             |
| <b>ARMOUR</b>   |                                       |                           | <b>Armour+</b> | <b>C+A</b>   |                     |                     |                           | <b>Wound-</b>            | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                            |             |
| 1   | <b>Brynja</b><br>Corselet             |                           | 8              | <b>47</b>    |                     |                     |                           |                          | 0             | Worn         |  |             |
| <b>ARMOUR OPTIONS</b>   |                                       |                           | <b>Armour+</b> | <b>C+A</b>   | <i>with options</i> | <i>with options</i> |                           | <b>Wound-</b>            | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                            | <b>Cost</b> |
| 1   | <b>Hringa-Brynja</b> <i>Corselet</i>  |                           | 12             | <b>51</b>    |                     |                     |                           |                          | 0             | Worn         | Replacement (Leather Armour)                   | <b>2</b>    |
| 2   | <b>Hjálmr</b> <i>Helmet</i>           |                           | 8              | <b>55</b>    | +Hringa-Brynja      | <b>59</b>           |                           |                          | 0             | Worn         | Additional                                     | <b>3</b>    |
| 3   | <b>Skjoldr</b> <i>Shield</i>          |                           | 11             | <b>58</b>    | +Brynja and Hjálmr  | <b>66</b>           | +Hringa-Brynja and Hjálmr | <b>70</b>                | 1             | Borne        | Additional; Parry                              | <b>5</b>    |
| <b>MOUNT OPTIONS</b>  |                                       | <b>Mount Option Rules</b> |                |              |                     |                     |                           |                          |               |              |  |             |
| <b>Hross</b>  |                                       | <i>May ride a Horse</i>   |                |              |                     |                     |                           |                          |               |              |  |             |
| <b>MOUNT ARMOUR OPTIONS</b>   |                                       |                           | <b>Armour+</b> | <b>C+A</b>   |                     |                     |                           | <b>Wound-</b>            | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                            | <b>Cost</b> |
| 4   | <b>Hross-Brynja</b> <i>Barding</i>    |                           | 6              | <b>53</b>    |                     |                     |                           |                          | 0             | Worn         | Additional                                     | <b>3</b>    |

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

# TROLL KONUNGR

TROL KON-ung-er

| Kindred  | Realm                                    | Kin   | Class          | Privilege    | Acuity         | Ubiquity            | Hands                | Unit Size                | Cost          |              |   |             |
|--|--|---|----------------|--------------|----------------|---------------------|----------------------|--------------------------|---------------|--------------|---|-------------|
|  |  |   |                |              |                |                     | 2                    | 1                        |               |              |   |             |
| Norse  | Jötunheimr                               | Troll   | Warlord        | Noble        | Wild           | Rare                | <b>Strength</b><br>4 | <b>Base Size</b><br>60mm | 206           |              |   |             |
| <b>TROLL KONUNGR</b>   |  |   | <b>Pace</b>    | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b>     | <b>Authority</b>         | <b>Temper</b> |              |   |             |
| <i>Immune (Lightning); Insensate; Tough; Fearsome; Bulk Charger; Compel (Troll, Leiptroll); Influence (Felltroll); Sons of Thur</i>  |  |   | <b>6</b>       | <b>57</b>    | <b>73</b>      | <b>64</b>           | <b>96</b>            | <b>81</b>                | <b>42</b>     |              |   |             |
| 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 |  |   |                |              |                |                     |                      |                          |               |              |   |             |
| <b>COMBAT WEAPON</b>   |  | <b>Attack Dice</b>  | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>        | <b>Wound+</b>            | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                       |             |
| 1  | <b>Great Kljúfr</b><br>Great Cleaver     | 1 2 3 4 5 6 7 8 9   | 18             | <b>91</b>    | 2"             |                     |                      |                          | 2             | Borne        |   |             |
| <b>COMBAT WEAPON OPTIONS</b>   |  | <b>Attack Dice</b>  | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>        | <b>Wound+</b>            | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                       | <b>Cost</b> |
| 1  | <b>Two Kljúfra</b><br>Cleavers           | 1 2 3 4 5 6 7 8 9 10<br>11 12   | 10             | <b>83</b>    | 1"             |                     |                      |                          | 2             | Borne        | Replacement (Great Cleaver); Quick Strike | <b>-28</b>  |
| <b>ARMOUR</b>  |  |   | <b>Armour+</b> | <b>C+A</b>   |                |                     |                      | <b>Wound-</b>            | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                       |             |
| 1  | <b>Troll Hide</b><br>Skin                |   | 5              | <b>69</b>    |                |                     |                      |                          | 0             | Natural      |   |             |
| 2  | <b>Scavenged Brynja</b><br>Light Armour  |   | 8              | <b>77</b>    |                |                     |                      |                          | 0             | Worn         |   |             |
| <b>ARMOUR OPTIONS</b>  |  |   | <b>Armour+</b> | <b>C+A</b>   |                |                     |                      | <b>Wound-</b>            | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                       | <b>Cost</b> |
| 1  | <b>Beaten Brynja</b> <i>Heavy Armour</i> |   | 13             | <b>82</b>    |                |                     |                      |                          | 0             | Worn         | Replacement (Scavenged Armour)            | <b>3</b>    |
| <b>ARTEFACTS</b>   |  | <b>Artefact Rules</b>   |                |              |                |                     |                      |                          |               |              |   |             |
| <b>Trophy Rack</b>   |  | <b>Slaughterer:</b> a Troll Konungr's trophy rack displays his might for all to see. While he bears his trophy rack, a Troll Konungr is <i>Terrifying</i> . |                |              |                |                     |                      |                          |               |              |   |             |

NOR-JTN-0607 - Thórrir

# STEERSMAN

STEE-erz-man

| Kindred  | Realm                          | Kin                       | Class          | Privilege    | Acuity              | Ubiquity            | Hands            | Unit Size         | Cost          |              |  |             |
|--|--------------------------------|---------------------------|----------------|--------------|---------------------|---------------------|------------------|-------------------|---------------|--------------|--|-------------|
|  |                                |                           |                |              |                     |                     | 2                | 1                 |               |              |  |             |
| Norse  | Skifing                        | Man                       | Warchief       | Noble        | Veteran             | Uncommon            | Strength<br>1    | Base Size<br>30mm | 52            |              |  |             |
| <b>STEERSMAN</b>   |                                |                           | <b>Pace</b>    | <b>Skill</b> | <b>Might</b>        | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b>  | <b>Temper</b> |              |  |             |
| <i>Shieldwall; Compel (all Holumenn)</i>   |                                |                           | <b>5</b>       | <b>68</b>    | <b>40</b>           | <b>36</b>           | <b>81</b>        | <b>81</b>         | <b>15</b>     |              |  |             |
| 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 |                                |                           |                |              |                     |                     |                  |                   |               |              |  |             |
| <b>COMBAT WEAPON</b>   |                                | <b>Attack Dice</b>        | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b>      | <b>Charge+</b>      | <b>M+W+Ch</b>    | <b>Wound+</b>     | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                            |             |
| 1  | <b>Øx</b><br>Axe               | 1 2 3 4 5 6               | 8              | <b>48</b>    | 0.5"                |                     |                  |                   | 1             | Borne        | Hook   |             |
|  |                                | 1 2 3 4 5                 | 16             | <b>56</b>    | 0.5"                |                     |                  | 1D10              | 2             | Borne        | Foot only                                      |             |
| <b>COMBAT WEAPON OPTIONS</b>   |                                | <b>Attack Dice</b>        | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b>      | <b>Charge+</b>      | <b>M+W+Ch</b>    | <b>Wound+</b>     | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                            | <b>Cost</b> |
| 1  | <b>Sverd and Øx</b> Sword; Axe | 1 2 3 4 5 6 7             | 9              | <b>49</b>    | 0.5"                |                     |                  |                   | 2             | Borne        | Replacement (Axe); Parry or Hook; Quick Strike | <b>-3</b>   |
| 1  | <b>Sverd</b> Sword             | 1 2 3 4 5 6               | 8              | <b>48</b>    | 0.5"                |                     |                  |                   | 1             | Borne        | Replacement (Axe)                              | <b>0</b>    |
|  |                                | 1 2 3 4 5                 | 16             | <b>56</b>    | 0.5"                |                     |                  | 1D10              | 2             | Borne        | Parry<br>Foot only                             |             |
| <b>ARMOUR</b>  |                                |                           | <b>Armour+</b> | <b>C+A</b>   |                     |                     |                  | <b>Wound-</b>     | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                            |             |
| 1  | <b>Hjálmr</b><br>Helmet        |                           | 8              | <b>44</b>    |                     |                     |                  |                   | 0             | Worn         |  |             |
| <b>ARMOUR OPTIONS</b>  |                                |                           | <b>Armour+</b> | <b>C+A</b>   | <i>with options</i> |                     |                  | <b>Wound-</b>     | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                            | <b>Cost</b> |
| 2  | <b>Hringa-Brynja</b> Corselet  |                           | 12             | <b>56</b>    |                     |                     |                  |                   | 0             | Worn         | Additional                                     | <b>5</b>    |
| 3  | <b>Skjoldr</b> Shield          |                           | 10             | <b>54</b>    | +Hringa-Brynja      | <b>66</b>           |                  |                   | 1             | Borne        | Additional; Parry                              | <b>4</b>    |
| <b>MOUNT OPTIONS</b>   |                                | <b>Mount Option Rules</b> |                |              |                     |                     |                  |                   |               |              | <b>Cost</b>                                    |             |
| <b>Hross</b>   |                                | <i>May ride a Horse</i>   |                |              |                     |                     |                  |                   |               |              | <b>26</b>                                      |             |
| <b>MOUNT ARMOUR OPTIONS</b>  |                                |                           | <b>Armour+</b> | <b>C+A</b>   |                     |                     |                  | <b>Wound-</b>     | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                            | <b>Cost</b> |
| 4  | <b>Hross-Brynja</b> Barding    |                           | 6              | <b>50</b>    |                     |                     |                  |                   | 0             | Worn         | Additional                                     | <b>2</b>    |

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

# VÍSI

VEE-sí

| Kindred   | Realm                          | Kin   | Class          | Privilege    | Acuity              | Ubiquity            | Hands                     | Unit Size         | Cost          |              |  |                                  |             |
|---|--------------------------------|---|----------------|--------------|---------------------|---------------------|---------------------------|-------------------|---------------|--------------|--|----------------------------------|-------------|
|   |                                |   |                |              |                     |                     | 2                         | 1                 |               |              |  |                                  |             |
| Norse   | Skifing                        | Man   | Warchief       | Noble        | Veteran             | Common              | Strength<br>1             | Base Size<br>30mm | 35            |              |  |                                  |             |
| <b>VÍSI</b>   |                                |   | <b>Pace</b>    | <b>Skill</b> | <b>Might</b>        | <b>Constitution</b> | <b>Fortitude</b>          | <b>Authority</b>  | <b>Temper</b> |              |  |                                  |             |
| <i>Shieldwall; Compel (Bondmenn); Influence (Hirdmann)</i>                          |                                |   | <b>5</b>       | <b>63</b>    | <b>37</b>           | <b>31</b>           | <b>74</b>                 | <b>76</b>         | <b>14</b>     |              |  |                                  |             |
| 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 |                                |   |                |              |                     |                     |                           |                   |               |              |  |                                  |             |
| <b>COMBAT WEAPON</b>  |                                | <b>Attack Dice</b>  | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b>      | <b>Charge+</b>      | <b>M+W+Ch</b>             | <b>Wound+</b>     | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                              |                                  |             |
| 1   | <b>Sverd</b><br>Sword          | 1 2 3 4 5   | 8              | <b>45</b>    | 0.5"                |                     |                           |                   | 1             | Borne        | Parry  |                                  |             |
|   |                                | 1 2 3 4   | 16             | <b>53</b>    | 0.5"                |                     |                           | 1D10              | 2             | Borne        | Foot only  |                                  |             |
| <b>COMBAT WEAPON OPTIONS</b>  |                                | <b>Attack Dice</b>  | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b>      | <b>Charge+</b>      | <b>M+W+Ch</b>             | <b>Wound+</b>     | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                              | <b>Cost</b>                      |             |
| 1   | <b>Øx</b> Axe                  | 1 2 3 4 5   | 8              | <b>45</b>    | 0.5"                |                     |                           |                   | 1             | Borne        | Replacement (Sword)                              | <b>0</b>                         |             |
|   |                                | 1 2 3 4   | 16             | <b>53</b>    | 0.5"                |                     |                           | 1D10              | 2             | Borne        | Hook<br>Foot only                                |                                  |             |
| 1   | <b>Sverd and Øx</b> Sword; Axe | 1 2 3 4 5 6 7   | 9              | <b>46</b>    | 0.5"                |                     |                           |                   | 2             | Borne        | Replacement (Sword); Parry or Hook; Quick Strike | <b>0</b>                         |             |
| 1   | <b>Geirr</b> Spear             | 1 2 3 4 5   | 8              | <b>45</b>    | 1.5"                |                     |                           |                   | 1             | Borne        | Replacement (Sword)                              | <b>-3</b>                        |             |
| <b>SHOT WEAPON OPTIONS</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>Wound+</b> | <b>Hands</b> | <b>Class</b>                                     | <b>Shot Weapon Rules</b>         | <b>Cost</b> |
| 1   | <b>Ravener</b> Birdstrike      | 1 2 3   | 8              | <b>48</b>    | 0"                  | 0"                  | 36"                       | 36"               |               | 1            | Borne  | Distinct Target; No Lethal Range | <b>8</b>    |
| <b>ARMOUR</b>   |                                |   | <b>Armour+</b> | <b>C+A</b>   |                     |                     |                           | <b>Wound-</b>     | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                              |                                  |             |
| 1   | <b>Brynja</b><br>Corselet      |   | 6              | <b>37</b>    |                     |                     |                           |                   | 0             | Worn         |  |                                  |             |
| <b>ARMOUR OPTIONS</b>   |                                |   | <b>Armour+</b> | <b>C+A</b>   | <i>with options</i> |                     | <i>with options</i>       | <b>Wound-</b>     | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                              | <b>Cost</b>                      |             |
| 1   | <b>Hringa-Brynja</b> Corselet  |   | 12             | <b>43</b>    |                     |                     |                           |                   | 0             | Worn         | Replacement (Corselet)                           | <b>2</b>                         |             |
| 2   | <b>Hjálmr</b> Helmet           |   | 7              | <b>44</b>    | +Hringa-Brynja      | <b>50</b>           |                           |                   | 0             | Worn         | Additional                                       | <b>2</b>                         |             |
| 3   | <b>Skjoldr</b> Shield          |   | 10             | <b>47</b>    | +Brynja and Hjálmr  | <b>54</b>           | +Hringa-Brynja and Hjálmr | <b>60</b>         | 1             | Borne        | Additional; Parry                                | <b>4</b>                         |             |
| <b>WARRIOR OPTIONS</b>  |                                | <b>Warrior Option Rules</b>   |                |              |                     |                     |                           |                   |               |              | <b>Cost</b>                                      |                                  |             |
| <b>Vane-Bearer</b>  |                                | <i>May bear the Host's Banner if the General is a different Noble</i> |                |              |                     |                     |                           |                   |               |              | <b>7</b>   |                                  |             |
| <b>MOUNT OPTIONS</b>  |                                | <b>Mount Option Rules</b>   |                |              |                     |                     |                           |                   |               |              | <b>Cost</b>                                      |                                  |             |
| <b>Fellhrafn</b>  |                                | <i>May ride a Fellhrafn</i>   |                |              |                     |                     |                           |                   |               |              | <b>9</b>   |                                  |             |
| <b>Hross</b>  |                                | <i>May ride a Horse</i>   |                |              |                     |                     |                           |                   |               |              | <b>46</b>  |                                  |             |
| <b>MOUNT ARMOUR OPTIONS</b>   |                                |   | <b>Armour+</b> | <b>C+A</b>   |                     |                     |                           | <b>Wound-</b>     | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                              | <b>Cost</b>                      |             |
| 4   | <b>Hross-Brynja</b> Barding    |   | 6              | <b>49</b>    |                     |                     |                           |                   | 0             | Worn         | Additional                                       | <b>2</b>                         |             |

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

# SEGGR

SEG-gr

| Kindred   | Realm                       | Kin | Class                        | Privilege      | Acuity        | Ubiquity            | Hands            | Unit Size                          | Cost          |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---|-----------------------------|-----|------------------------------|----------------|---------------|---------------------|------------------|------------------------------------|---------------|--------------|--------------|-------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|   |                             |     |                              |                |               |                     | 2                | 1                                  |               |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Norse   | Skifling                    | Man | Warchief                     | Noble          | Veteran       | Common              | Strength         | Base Size                          | 51            |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|   |                             |     |                              |                |               |                     | 1                | 30mm                               |               |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>SEGGR</b>  |                             |     | <b>Pace</b>                  | <b>Skill</b>   | <b>Might</b>  | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b>                   | <b>Temper</b> |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <i>Shieldwall; Fearless; Host Champion; Compel (all Bondmenn, all Holumenn)</i>   |                             |     | <b>5</b>                     | <b>74</b>      | <b>42</b>     | <b>29</b>           | <b>95</b>        | <b>71</b>                          | <b>15</b>     |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td> </tr> </table> |                             |     |                              |                |               |                     |                  |                                    |               | 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 |
| 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 |    |    |    |    |    |    |    |    |    |    |
| <b>COMBAT WEAPON</b>  |                             |     | <b>Attack Dice</b>           | <b>Weapon+</b> | <b>M+W</b>    | <b>Att Rge</b>      | <b>Charge+</b>   | <b>M+W+Ch</b>                      | <b>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Weapon Rules</b>     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1   | <b>Øx</b><br>Axe            |     | 1 2 3 4 5 6 7                | 8              | <b>50</b>     | 0.5 "               |                  |                                    |               | 1            | Borne        | Quick Strike; Hook      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|   |                             |     | 1 2 3 4 5 6                  | 16             | <b>58</b>     | 0.5 "               |                  |                                    | 1 D10         | 2            | Borne        | Quick Strike; Foot only |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>ARMOUR</b>   |                             |     | <b>Armour+</b>               | <b>C+A</b>     | <b>Wound-</b> | <b>Hands</b>        | <b>Class</b>     | <b>Armour Rules</b>                |               |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1   | <b>Brynja</b><br>Gutplate   |     | 6                            | <b>35</b>      |               | 0                   | Worn             |                                    |               |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 2   | <b>Skjoldr</b><br>Shield    |     | 10                           | <b>45</b>      |               | 1                   | Borne            | Parry                              |               |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>MOUNT OPTIONS</b>  |                             |     | <b>Mount Option Rules</b>    |                |               |                     |                  |                                    | <b>Mount+</b> | <b>C+A</b>   | <b>Cost</b>  |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Hross</b>  |                             |     | <i>May ride a Horse</i>      |                |               |                     |                  |                                    |               |              | <b>26</b>    |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Grundtroll</b>   |                             |     | <i>May ride a Grundtroll</i> |                |               |                     |                  |                                    | 8             | <b>53</b>    | <b>307</b>   |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>MOUNT ARMOUR OPTIONS</b>   |                             |     | <b>Armour+</b>               | <b>C+A</b>     | <b>Wound-</b> | <b>Hands</b>        | <b>Class</b>     | <b>Armour Rules</b>                | <b>Cost</b>   |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 3   | <b>Hross-Brynja</b> Barding |     | 6                            | <b>51</b>      |               | 0                   | Worn             | <i>Additional; Hross only</i>      | <b>2</b>      |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 4   | <b>Troll-Brynja</b> Barding |     | 10                           | <b>63</b>      |               | 0                   | Worn             | <i>Additional; Grundtroll only</i> | <b>3</b>      |              |              |                         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

NOR-SFG-1220 - Steinn the Bold

# FILUNGI

fi-LUNG-i

| Kindred  | Realm                          | Kin | Class              | Privilege      | Acuity        | Ubiquity            | Hands            | Unit Size           | Cost          |   |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|--|--------------------------------|-----|--------------------|----------------|---------------|---------------------|------------------|---------------------|---------------|---|--------------|--------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|  |                                |     |                    |                |               |                     | 2                | 1                   |               |   |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Norse  | Skifling                       | Man | Warchief           | Noble          | Veteran       | Uncommon            | Strength         | Base Size           | 48            |   |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|  |                                |     |                    |                |               |                     | 1                | 30mm                |               |   |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>FILUNGI</b>   |                                |     | <b>Pace</b>        | <b>Skill</b>   | <b>Might</b>  | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b>    | <b>Temper</b> |   |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|  |                                |     | <b>5</b>           | <b>54</b>      | <b>52</b>     | <b>36</b>           | <b>82</b>        | <b>68</b>           | <b>32</b>     |   |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
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| 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 |    |    |    |    |    |    |    |    |    |    |
| <b>COMBAT WEAPON</b>   |                                |     | <b>Attack Dice</b> | <b>Weapon+</b> | <b>M+W</b>    | <b>Att Rge</b>      | <b>Charge+</b>   | <b>M+W+Ch</b>       | <b>Wound+</b> | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Gunnhamarr</b><br>Warhammer |     | 1 2 3 4            | 9              | <b>61</b>     | 1 "                 |                  |                     |               | 1   | Borne        | Mighty Strike            |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|  |                                |     | 1 2 3              | 18             | <b>70</b>     | 1 "                 |                  |                     | 1 D10         | 2   | Borne        | Mighty Strike; Foot only |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>ARMOUR</b>  |                                |     | <b>Armour+</b>     | <b>C+A</b>     | <b>Wound-</b> | <b>Hands</b>        | <b>Class</b>     | <b>Armour Rules</b> |               |   |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Brynja</b><br>Gutplate      |     | 8                  | <b>44</b>      |               | 0                   | Worn             |                     |               |   |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>WARRIOR RULES</b>   |                                |     | <b>Ship-Smith</b>  |                |               |                     |                  |                     |               | <b>Master of Arms:</b> If a Filungi is mustered in a host as a commander (or is the host's general) the gold cost of all Additional or Replacement equipment options - even if they are already negative - is reduced by 4 per piece of equipment for warlords, 2 per piece of equipment for warchiefs and 1 per piece of equipment for any other warrior class to a minimum of zero. |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

NOR-SFG-1280 - Rollo Iron Head

# GYTHJA

GITH-ya

| Kindred  | Realm                          | Kin | Class  | Privilege   | Acuity        | Ubiquity            | Hands            | Unit Size           | Cost          |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|--|--------------------------------|-----|--|---|---------------|---------------------|------------------|---------------------|---------------|-------------------|--------------|---------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|  |                                |     |  |   |               |                     | 2                | 1                   |               |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Norse  | Skifling                       | Man | Warchief   | Noble   | Wild          | Uncommon            | Strength         | Base Size           | 110           |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|  |                                |     |  |   |               |                     | 1                | 30mm                |               |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>GYTHJA</b>  |                                |     | <b>Pace</b>  | <b>Skill</b>  | <b>Might</b>  | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b>    | <b>Temper</b> |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <i>Earther; Sorcerer (3); Compel (Hrafnsekr)</i>   |                                |     | <b>5</b>   | <b>32</b>   | <b>27</b>     | <b>26</b>           | <b>84</b>        | <b>33</b>           | <b>86</b>     |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td> </tr> </table> |                                |     |  |   |               |                     |                  |                     |               | 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 |
| 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 |    |    |    |    |    |    |    |    |    |    |
| <b>COMBAT WEAPON</b>   |                                |     | <b>Attack Dice</b>   | <b>Weapon+</b>  | <b>M+W</b>    | <b>Att Rge</b>      | <b>Charge+</b>   | <b>M+W+Ch</b>       | <b>Wound+</b> | <b>Hands</b>      | <b>Class</b> | <b>Weapon Rules</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Sverd</b><br>Sword          |     | 1 2  | 7   | <b>34</b>     | 0.5 "               |                  |                     |               | 1                 | Borne        | Parry               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>ARMOUR</b>  |                                |     | <b>Armour+</b>   | <b>C+A</b>  | <b>Wound-</b> | <b>Hands</b>        | <b>Class</b>     | <b>Armour Rules</b> |               |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Brynja</b><br>Corselet      |     | 5  | <b>31</b>   |               | 0                   | Worn             |                     |               |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>ARTEFACTS</b>   |                                |     | <b>Artefact Rules</b>  |   |               |                     |                  |                     |               |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Hrafnhjálmr</b>             |     | <i>Odin's work revealed</i><br><b>Hugin and Muninn:</b> A Gythja may perform the same invocation twice in the same hour. |   |               |                     |                  |                     |               |                   |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>INVOCATIONS</b>   |                                |     | <b>Invoke Dice</b>   | <b>Invocation Rules</b>   |               |                     |                  |                     |               | <b>Init Price</b> |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 3  | <b>Battle-Blinder</b><br>Focus |     | 1 2  | <b>Continuous Effect:</b> Marked unit becomes <b>unsighted</b> until the end of its next activation and <b>confused</b> . |               |                     |                  |                     |               | <b>7+</b>         |              |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

NOR-SFG-1260 - Brynhild Gunnblindi

# ERILAZ

E-ri-laz

| Kindred                               | Realm   | Kin   | Class  | Privilege    | Acuity         | Ubiquity            | Hands            | Unit Size        | Cost          |              |                     |             |
|---------------------------------------|---|---|--|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|---------------------|-------------|
|                                       |   |   |  |              |                |                     | 2                | 1                |               |              |                     |             |
| Norse                                 | Skifling  | Man   | Warchief   | Noble        | Drilled        | Uncommon            | Strength         | Base Size        | 109           |              |                     |             |
|                                       |   |   |  |              |                |                     | 1                | 30mm             |               |              |                     |             |
| <b>ERILAZ</b>                         |   |   | <b>Pace</b>  | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |                     |             |
| <i>Augurer; Earther; Sorcerer (3)</i> |   |   | <b>5</b>   | <b>38</b>    | <b>36</b>      | <b>34</b>           | <b>81</b>        | <b>41</b>        | <b>77</b>     |              |                     |             |
|                                       |   |   |  |              |                |                     | Earth Dice: 2    | Recovery Dice: 2 |               |              |                     |             |
| <b>COMBAT WEAPON</b>                  |   | <b>Attack Dice</b>  | <b>Weapon+</b>   | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    | <b>Wound+</b>    | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b> |             |
| 1                                     | <b>Sverd</b><br><i>Sword</i>                              | 1 2 3   | 8  | 44           | 0.5 "          |                     |                  |                  | 1             | Borne        | Parry               |             |
| 2                                     | <b>Hrafnangandr</b><br><i>Sorcerous Staff</i>             | 1   | 5  | 41           | 1 "            |                     |                  |                  | 1             | Borne        | Ravenstaff Artefact |             |
| <b>ARMOUR</b>                         |   |   | <b>Armour+</b>   | <b>C+A</b>   |                |                     |                  | <b>Wound-</b>    | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b> |             |
| 1                                     | <b>Brynja</b><br><i>Corselet</i>                          |   | 5  | 39           |                |                     |                  |                  | 0             | Worn         |                     |             |
| <b>ARMOUR OPTIONS</b>                 |   |   | <b>Armour+</b>   | <b>C+A</b>   |                |                     |                  | <b>Wound-</b>    | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b> | <b>Cost</b> |
| 1                                     | <b>Hrafnhjálmr</b> <i>Helmet</i>                          |   | 7  | 46           |                |                     |                  |                  | 0             | Worn         | Additional          | 2           |
| <b>ARTEFACTS</b>                      |   |   | <b>Artefact Rules</b>  |              |                |                     |                  |                  |               |              |                     |             |
| 1                                     | <b>Hrafnangandr</b><br><i>Odin's knowledge, whispered</i> | <b>Unkindness of Ravens:</b> while he bears the Ravenstaff, an Erilaz can create the Unkindness of Ravens invocation - if he purchases it as part of his invocation equipment - without having to pay any initial price for doing so. |  |              |                |                     |                  |                  |               |              |                     |             |
| 2                                     | <b>Runes of Power</b><br><i>Odin's strength, given</i>    | 1 2 3 4 5 6 7 8 9   | <b>Runic Power:</b> at the beginning of each of the Erilaz' activations, roll a D10, called the <b>Runic Power Roll</b> . The result of the Runic Power Roll is the amount of <b>Runic Power</b> the Erilaz' runes contain for that activation. The Erilaz may use any or all of the Runic Power he currently possesses as invoke dice for any invocation he can create (including that from his Ravenstaff). Declare the amount of Runic Power converted to invoke dice before the total price of the invocation is calculated, and mark off Runic Power as it is used. If there is any Runic Power remaining at the end of the Erilaz' activation, it dissipates and is reduced to zero. |              |                |                     |                  |                  |               |              |                     |             |

NOR-SFG-1160 - Víthar

# TROLL JARL

TROL YARL

| Kindred   | Realm  | Kin                  | Class          | Privilege    | Acuity         | Ubiquity            | Hands            | Unit Size        | Cost          |              |   |             |
|---|--|----------------------|----------------|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|---|-------------|
|   |  |                      |                |              |                |                     | 2                | 1                |               |              |   |             |
| Norse   | Jötunheimr                                     | Troll                | Warchief       | Noble        | Wild           | Uncommon            | Strength         | Base Size        | 117           |              |   |             |
|   |  |                      |                |              |                |                     | 1                | 60mm             |               |              |   |             |
| <b>TROLL JARL</b>   |  |                      | <b>Pace</b>    | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |   |             |
| <i>Immune (Lightning); Insensate; Tough; Fearsome; Bulk Charger; Compel (Troll); Influence (Leiptroll, Felltroll); Sons of Thur</i> |  |                      | <b>6</b>       | <b>48</b>    | <b>63</b>      | <b>56</b>           | <b>91</b>        | <b>72</b>        | <b>40</b>     |              |   |             |
|   |  |                      |                |              |                |                     | Earth Dice: 1    | Recovery Dice: 1 |               |              |   |             |
| <b>COMBAT WEAPON</b>  |  | <b>Attack Dice</b>   | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    | <b>Wound+</b>    | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                       |             |
| 1   | <b>Great Kjúfr</b><br><i>Great Cleaver</i>     | 1 2 3 4 5 6 7        | 18             | 81           | 2 "            |                     |                  | 1D10             | 2             | Borne        |   |             |
| <b>COMBAT WEAPON OPTIONS</b>  |  | <b>Attack Dice</b>   | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    | <b>Wound+</b>    | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>                       | <b>Cost</b> |
| 1   | <b>Two Kjúfra</b> <i>Cleavers</i>              | 1 2 3 4 5 6 7 8 9 10 | 9              | 72           | 1 "            |                     |                  |                  | 2             | Borne        | Replacement (Great Cleaver); Quick Strike | -13         |
| <b>ARMOUR</b>   |  |                      | <b>Armour+</b> | <b>C+A</b>   |                |                     |                  | <b>Wound-</b>    | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                       |             |
| 1   | <b>Troll Hide</b><br><i>Skin</i>               |                      | 3              | 59           |                |                     |                  |                  | 0             | Natural      |   |             |
| 2   | <b>Scavenged Brynja</b><br><i>Light Armour</i> |                      | 7              | 66           |                |                     |                  |                  | 0             | Worn         |   |             |
| <b>ARMOUR OPTIONS</b>   |  |                      | <b>Armour+</b> | <b>C+A</b>   |                |                     |                  | <b>Wound-</b>    | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>                       | <b>Cost</b> |
| 1   | <b>Beaten Brynja</b> <i>Heavy Armour</i>       |                      | 13             | 72           |                |                     |                  |                  | 0             | Worn         | Replacement (Light Armour)                | 3           |

NOR-JTN-1606 - Jörmungand

# TROLL GOTHI

TROLL GOTHI-I

| Kindred  | Realm  | Kin  | Class  | Privilege    | Acuity         | Ubiquity            | Hands            | Unit Size        | Cost          |              |                               |
|--|--|--|--|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|-------------------------------|
|  |  |  |  |              |                |                     | 2                | 1                |               |              |                               |
| Norse  | Jötunheimr   | Troll  | Warchief   | Noble        | Wild           | Rare                | Strength         | Base Size        | 154           |              |                               |
|  |  |  |  |              |                |                     | 1                | 60mm             |               |              |                               |
| <b>TROLL GOTHI</b>   |  |  | <b>Pace</b>  | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |                               |
| <i>Immune (Lightning); Insensate; Tough; Fearsome Bulk Charger; Earther; Sorcerer (3); Sons of Thur</i>                                  |  |  | <b>6</b>   | <b>32</b>    | <b>53</b>      | <b>54</b>           | <b>84</b>        | <b>48</b>        | <b>36</b>     |              |                               |
|  |  |  |  |              |                |                     | Earth Dice: 1    | Recovery Dice: 1 |               |              |                               |
| <b>COMBAT WEAPON</b>   |  | <b>Attack Dice</b>   | <b>Weapon+</b>   | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    | <b>Wound+</b>    | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>           |
| 1  | <b>Gunnhamarr</b><br><i>Sorcerous War Hammer</i>           | 1 2 3 4  | 14   | 67           | 2 "            |                     |                  |                  | 1             | Borne        | Lightning Damage; Mjólnirsson |
| <b>Mjólnirsson:</b> The Troll Gothi may only Invoke while he bears his War Hammer, but does not pay the initial price of any invocation. |  |  |  |              |                |                     |                  |                  |               |              |                               |
| 2  | <b>Trollskull Gandr</b><br><i>Sorcerous Staff</i>          | 1 2  | 7  | 60           | 2 "            |                     |                  |                  | 1             | Borne        | Trollskull Gandr Artefact     |
| <b>ARMOUR</b>  |  |  | <b>Armour+</b>   | <b>C+A</b>   |                |                     |                  | <b>Wound-</b>    | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>           |
| 1  | <b>Troll Hide</b><br><i>Skin</i>                           |  | 6  | 60           |                |                     |                  |                  | 0             | Natural      |                               |
| <b>ARTEFACTS</b>   |  |  | <b>Artefact Rules</b>  |              |                |                     |                  |                  |               |              |                               |
| 1  | <b>Trollskull Gandr</b><br><i>Wisdom contained therein</i> | <b>Ancient Thoughts:</b> A Gothi's Trollskull artefact entraps the TEMPER of an ancient ancestor, called the <b>ANCIENT TEMPER</b> . Before the battle begins, roll a D100 - called the <b>ANCIENT TEMPER ROLL</b> - the result of which is the amount of ANCIENT TEMPER still stored within the Trollskull. A Troll Gothi may add the Trollskull artefact's ANCIENT TEMPER to his own TEMPER for any reason, including for <i>Invoking</i> against the enemy. |  |              |                |                     |                  |                  |               |              |                               |
| <b>WARRIOR RULES</b>   |  |  | <b>Rules</b>   |              |                |                     |                  |                  |               |              |                               |
| <b>Thur's Might</b>  |  |  | <b>Lightning Invocations:</b> A Troll Gothi may only purchase invocations from the Runic Power invocation list that cause lightning damage. Additionally, a Troll Gothi's invocations are so attuned to lightning that they cause vicious damage on the roll of an 8 as well as a 9. |              |                |                     |                  |                  |               |              |                               |

NOR-JTN-1660 - Gamla Bror



# HRAFNMANN JARL

HRAV-an-man YARL

| Kindred   | Realm  | Kin                | Class                | Privilege     | Acuity         | Ubiquity       | Hands               | Unit Size        | Cost             |               |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---|--|--------------------|----------------------|---------------|----------------|----------------|---------------------|------------------|------------------|---------------|---------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|   |  |                    |                      |               |                |                | 2                   | 1                |                  |               |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Norse   | Skifling                                       | Hrafnmann          | Warchief             | Noble         | Wild           | Uncommon       | Strength            | Base Size        | 104              |               |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|   |  |                    |                      |               |                |                | 4                   | 60mm             |                  |               |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>HRAFNMANN JARL</b>   |  |                    | <b>Pace</b>          | <b>Flight</b> | <b>Skill</b>   | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <i>Insensate; Fearsome; Bulk Charger; Compel (Hrafnmann); Influence (Gunnhrafn); Soarer</i> |  |                    | <b>5</b>             | <b>20</b>     | <b>52</b>      | <b>55</b>      | <b>38</b>           | <b>72</b>        | <b>76</b>        | <b>39</b>     |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 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 |
| <b>COMBAT WEAPON</b>  |  | <b>Attack Dice</b> | <b>Weapon+</b>       | <b>M+W</b>    | <b>Att Rge</b> | <b>Charge+</b> | <b>M+W+Ch</b>       | <b>Wound+</b>    | <b>Hands</b>     | <b>Class</b>  | <b>Weapon Rules</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1   | <b>Two Scramaseax</b><br><small>Sword</small>  |                    | 1 2 3 4 5 6 7 8 9 10 | <b>8</b>      | <b>63</b>      | 0.5"           |                     |                  | 2                | Borne         | Parry; Quick Strike |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 2   | <b>Crushing Beak</b><br><small>Bite</small>    |                    | 1 2                  | <b>18</b>     | <b>73</b>      | 0"             |                     |                  | 1 D10            | Natural       |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 3   | <b>Raking Talons</b><br><small>Claws</small>   |                    | 1 2                  | <b>14</b>     | <b>69</b>      | 0"             |                     |                  | 0                | Natural       | Grab and Soar       |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>ARMOUR</b>   |  |                    | <b>Armour+</b>       | <b>C+A</b>    |                |                |                     | <b>Wound-</b>    | <b>Hands</b>     | <b>Class</b>  | <b>Armour Rules</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1   | <b>Brynja</b><br><small>Corselet</small>       |                    |                      | <b>8</b>      | <b>46</b>      |                |                     |                  | 0                | Worn          |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 2   | <b>Gutplate</b><br><small>Light Armour</small> |                    |                      | <b>4</b>      | <b>50</b>      |                |                     |                  | 0                | Worn          |                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

NOR-SFG-1607 - Egil Dead Hand

# LEIPTROLL

LYP-trol

| Kindred  | Realm                                   | Kin  | Class          | Privilege    | Acuity         | Ubiquity            | Hands            | Unit Size        | Cost          |              |              |   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
|--|---|--|----------------|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|--------------|---|----|----|----|----|----|----|----|----|----|----|----|----|----|-------------|-------------|
|  |   |  |                |              |                |                     | 2                | 1+/3+5           |               |              |              |   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| Norse  | Jötunheimr                              | Hálftröll  | Infantry       | Vassal       | Wild           | Common              | Strength         | Base Size        | 28            |              |              |   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
|  |   |  |                |              |                |                     | 2                | 40mm             |               |              |              |   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| <b>LEIPTROLL</b>   |   |  | <b>Pace</b>    | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |              |   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| <i>Immune (Lightning); Insensate; Hardy; Fearsome<br/>Bulk Charger; Sons of Thur</i> |   |  | <b>6</b>       | <b>32</b>    | <b>37</b>      | <b>26</b>           | <b>74</b>        | <b>16</b>        | <b>26</b>     |              |              |   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| 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 | Leiptroll 1 | Leiptroll 4 |
| 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 | Leiptroll 2 | Leiptroll 5 |
| 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 | Leiptroll 3 |             |
| <b>COMBAT WEAPON</b>   |   | <b>Attack Dice</b>   | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    |                  | <b>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Weapon Rules</b>   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| 1  | <b>Øx</b><br>Axe                        | 1 2 3 4  | 9              | 46           | 0.5"           |                     |                  |                  |               | 1            | Borne        | Hook  |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| <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>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Shot Weapon Rules</b>  |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| 1  | <b>Lightning Strike</b><br>Lightning    | 1 2  | 40             | 40           | 0"             | 0"                  | 18"              | 24"              |               | 2            | Natural      | No Lethal Range; Lightning Damage; Ignores Armour; Combat Shot Weapon |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| <b>ARMOUR</b>  |   |  | <b>Armour+</b> | <b>C+A</b>   |                |                     |                  |                  | <b>Wound-</b> | <b>Hands</b> | <b>Class</b> | <b>Armour Rules</b>   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| 1  | <b>Troll Hide</b><br>Skin               |  | 2              | 28           |                |                     |                  |                  |               | 0            | Natural      |   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| 2  | <b>Scavenged Brynja</b><br>Light Armour |  | 5              | 33           |                |                     |                  |                  |               | 0            | Worn         |   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| <b>UNIT OPTIONS</b>  |   | <b>Unit Option Rules</b>   |                |              |                |                     |                  |                  |               |              |              | <b>Cost</b>   |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |
| <b>Yfirthurs</b>   |   | One Leiptroll becomes the mustered champion, who gains +1 shoot die (Lightning Strike) |                |              |                |                     |                  |                  |               |              |              | <b>7</b>  |    |    |    |    |    |    |    |    |    |    |    |    |    |             |             |

NOR-SFG-2990 - Trolls of Vartheim

# HOLUMANN

HOL-yoo-man

| Kindred                      | Realm                                    | Kin   | Class          | Privilege    | Acuity         | Ubiquity            | Hands            | Unit Size        | Cost          |              |              |  |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
|------------------------------|--|---|----------------|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|--------------|--|----|-------------|----|----|----|----|----|----|----|----|----|----|----|------------|-------------|-------------|-------------|
|                              |  |   |                |              |                |                     | 2                | 5+/10+/20        |               |              |              |  |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| Norse                        | Skifing                                  | Man   | Infantry       | Vassal       | Trained        | Common              | Strength         | Base Size        | 10            |              |              |  |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
|                              |  |   |                |              |                |                     | 1                | 30mm             |               |              |              |  |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>HOLUMANN</b>              |  |   | <b>Pace</b>    | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |              |  |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <i>Shieldwall</i>            |  |   | <b>5</b>       | <b>31</b>    | <b>28</b>      | <b>11</b>           | <b>81</b>        | <b>11</b>        | <b>9</b>      |              |              |  |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 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 | Holumann 1 | Holumann 6  | Holumann 11 | Holumann 16 |
| 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 | Holumann 2 | Holumann 7  | Holumann 12 | Holumann 17 |
| 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 | Holumann 3 | Holumann 8  | Holumann 13 | Holumann 18 |
| 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 | Holumann 4 | Holumann 9  | Holumann 14 | Holumann 19 |
| 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 | Holumann 5 | Holumann 10 | Holumann 15 | Holumann 20 |
| <b>COMBAT WEAPON</b>         |  | <b>Attack Dice</b>  | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    |                  | <b>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Weapon Rules</b>                              |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 1                            | <b>Geirr</b><br>Spear                    | 1 2 3   | 8              | 36           | 1.5"           |                     |                  |                  |               | 1            | Borne        |  |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>COMBAT WEAPON OPTIONS</b> |  | <b>Attack Dice</b>  | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    |                  | <b>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Weapon Rules</b>                              |    | <b>Cost</b> |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 1                            | <b>Sverd</b> Sword                       | 1 2 3   | 8              | 36           | 0.5"           |                     |                  |                  |               | 1            | Borne        | Replacement (Spear); Parry                       |    | <b>0</b>    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 1                            | <b>Øx</b> Axe                            | 1 2 3   | 9              | 37           | 0.5"           |                     |                  |                  |               | 1            | Borne        | Replacement (Spear); Hook                        |    | <b>0</b>    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 1                            | <b>Sverd and Øx</b> Sword; Axe           | 1 2 3 4   | 9              | 37           | 0.5"           |                     |                  |                  |               | 2            | Borne        | Replacement (Spear); Parry or Hook; Quick Strike |    | <b>2</b>    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>ARMOUR</b>                |  |   | <b>Armour+</b> | <b>C+A</b>   |                |                     |                  |                  | <b>Wound-</b> | <b>Hands</b> | <b>Class</b> | <b>Armour Rules</b>                              |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 1                            | <b>Hjálmr-Brynja</b><br>Helmet; Corselet |   | 11             | 22           |                |                     |                  |                  |               | 0            | Worn         |  |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 2                            | <b>Skjoldr</b><br>Shield                 |   | 8              | 30           |                |                     |                  |                  |               | 1            | Borne        | Parry  |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>UNIT OPTIONS</b>          |  | <b>Unit Option Rules</b>  |                |              |                |                     |                  |                  |               |              |              | <b>Cost</b>                                      |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>Kappi</b>                 |  | One Holumann becomes the mustered champion, who gains +1 attack dice (Sword)  |                |              |                |                     |                  |                  |               |              |              | <b>3</b>   |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>Merkismann</b>            |  | One Holumann becomes the mustered banner bearer   |                |              |                |                     |                  |                  |               |              |              | <b>2</b>   |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>Hornbori</b>              |  | One Holumann becomes the mustered herald  |                |              |                |                     |                  |                  |               |              |              | <b>2</b>   |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>Drilled Holumann</b>      |  | The Holumann unit becomes Drilled (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY                         |                |              |                |                     |                  |                  |               |              |              | <b>1</b>   |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>Veteran Holumann</b>      |  | The Holumann unit becomes Veteran (cost shown is per warrior), gaining +20 SKILL, +10 FORTITUDE and +10 AUTHORITY, and becomes Mainstay |                |              |                |                     |                  |                  |               |              |              | <b>3</b>   |    |             |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |

NOR-SFG-2250 - Hrafnen Crew

# HOLUMANN BOWMAN

HOL-yoo-man BOH-man

| Kindred                        | Realm                     | Kin  | Class            | Privilege    | Acuity         | Ubiquity            | Hands            | Unit Size        | Cost          |              |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
|--------------------------------|---------------------------|--|------------------|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|--------------|--------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|------------|-------------|-------------|-------------|
|                                |                           |  |                  |              |                |                     | 2                | 5+/10+/20        |               |              |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| Norse                          | Skifing                   | Man  | Infantry Support | Vassal       | Trained        | Common              | Strength         | Base Size        | 11            |              |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
|                                |                           |  |                  |              |                |                     | 1                | 30mm             |               |              |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>HOLUMANN BOWMAN</b>         |                           |  | <b>Pace</b>      | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
|                                |                           |  | <b>5</b>         | <b>31</b>    | <b>29</b>      | <b>11</b>           | <b>81</b>        | <b>11</b>        | <b>9</b>      |              |              |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 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 | Holumann 1 | Holumann 6  | Holumann 11 | Holumann 16 |
| 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 | Holumann 2 | Holumann 7  | Holumann 12 | Holumann 17 |
| 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 | Holumann 3 | Holumann 8  | Holumann 13 | Holumann 18 |
| 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 | Holumann 4 | Holumann 9  | Holumann 14 | Holumann 19 |
| 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 | Holumann 5 | Holumann 10 | Holumann 15 | Holumann 20 |
| <b>COMBAT WEAPON</b>           |                           | <b>Attack Dice</b>   | <b>Weapon+</b>   | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    |                  | <b>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Weapon Rules</b>      |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 1                              | <b>Sverd</b><br>Sword     | 1 2 3  | 8                | 36           | 0.5"           |                     |                  |                  |               | 1            | Borne        | Parry                    |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <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>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Shot Weapon Rules</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 1                              | <b>Bogi</b><br>Bow        | 1  | 8                | 37           | 0"             | 6"                  | 30"              | 60"              |               | 2            | Borne        | Volley Shoot             |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>ARMOUR</b>                  |                           |  | <b>Armour+</b>   | <b>C+A</b>   |                |                     |                  |                  | <b>Wound-</b> | <b>Hands</b> | <b>Class</b> | <b>Armour Rules</b>      |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| 1                              | <b>Brynja</b><br>Corselet |  | 9                | 20           |                |                     |                  |                  |               | 0            | Worn         |                          |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>UNIT OPTIONS</b>            |                           | <b>Unit Option Rules</b>   |                  |              |                |                     |                  |                  |               |              |              | <b>Cost</b>              |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>Kappi</b>                   |                           | One Holumann Bowman becomes the mustered champion, who gains +1 shoot die (Bow)  |                  |              |                |                     |                  |                  |               |              |              | <b>3</b>                 |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |
| <b>Drilled Holumann Bowmen</b> |                           | The Holumann Bowman unit becomes Drilled (cost shown is per warrior), gaining +10 SKILL, +5 FORTITUDE and +5 AUTHORITY |                  |              |                |                     |                  |                  |               |              |              | <b>1</b>                 |    |    |    |    |    |    |    |    |    |    |    |    |    |            |             |             |             |

NOR-SFG-2410 - Hrafnen Bowmen

# TROLL

TROL

| Kindred   | Realm                                   | Kin  | Class              | Privilege    | Acuity         | Ubiquity            | Hands            | Unit Size        | Cost          |              |                            |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
|---|---|--|--------------------|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|----------------------------|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-------------------|
|   |   |  |                    |              |                |                     | 2                | 1+/3+/5          |               |              |                            |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| Norse   | Jötunheimr                              | Troll  | Monstrous Infantry | Vassal       | Wild           | Common              | Strength         | Base Size        | 60            |              |                            |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
|   |   |  |                    |              |                |                     | 4                | 60mm             |               |              |                            |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| <b>TROLL</b>  |   |  | <b>Pace</b>        | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |                            |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| <i>Immune (Lightning); Insensate; Tough; Fearsome<br/>Bulk Charger; Bind (Trollhundr); Sons of Thur</i> |   |  | <b>6</b>           | <b>32</b>    | <b>54</b>      | <b>49</b>           | <b>81</b>        | <b>26</b>        | <b>38</b>     |              |                            |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| 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 | Troll Warrior I   |
| 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 | Troll Warrior II  |
| 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 | Troll Warrior III |
| 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 | Troll Warrior IV  |
| 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 | Troll Warrior V   |
| <b>COMBAT WEAPON</b>  |   | <b>Attack Dice</b>   | <b>Weapon+</b>     | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    | <b>Wound+</b>    | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>        |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| 1   | <b>Kljúfra</b><br>Two Cleavers          | 1 2 3 4 5 6 7 8  | 9                  | 63           | 1"             |                     |                  |                  | 2             | Borne        | Quick Strike               |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| <b>COMBAT WEAPON OPTIONS</b>  |   | <b>Attack Dice</b>   | <b>Weapon+</b>     | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    | <b>Wound+</b>    | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b>        | <b>Cost</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| 1   | <b>Great Kljúfr</b> Great Cleaver       | 1 2 3 4 5  | 18                 | 72           | 1"             |                     |                  | 1D10             | 2             | Borne        | Replacement (Cleavers)     | 3           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| <b>ARMOUR</b>   |   |  | <b>Armour+</b>     | <b>C+A</b>   |                |                     |                  | <b>Wound-</b>    | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>        |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| 1   | <b>Troll Hide</b><br>Skin               |  | 3                  | 52           |                |                     |                  |                  | 0             | Natural      |                            |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| 2   | <b>Scavenged Brynja</b><br>Light Armour |  | 6                  | 58           |                |                     |                  |                  | 0             | Worn         |                            |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| <b>ARMOUR OPTIONS</b>   |   |  | <b>Armour+</b>     | <b>C+A</b>   |                |                     |                  | <b>Wound-</b>    | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b>        | <b>Cost</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| 2   | <b>Beaten Brynja</b> Heavy Armour       |  | 12                 | 64           |                |                     |                  |                  | 0             | Worn         | Replacement (Light Armour) | 2           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| <b>UNIT OPTIONS</b>   |   | <b>Unit Option Rules</b>   |                    |              |                |                     |                  |                  |               |              |                            | <b>Cost</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| <b>Yfirthurs</b>  |   | One Troll becomes the mustered champion, who gains +1 attack die (Two Cleavers or Great Cleaver) |                    |              |                |                     |                  |                  |               |              |                            | 14          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| <b>Merkisthurs</b>  |   | One Troll becomes the mustered banner bearer   |                    |              |                |                     |                  |                  |               |              |                            | 12          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |
| NOR-JTN-3710 - Trolls of Gunnheim; NOR-SFG-3720 - Trolls of Norrheim                                    |   |  |                    |              |                |                     |                  |                  |               |              |                            |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                   |

# HRAFNMANN

HRAV-an-man

| Kindred   | Realm                          | Kin   | Class              | Privilege     | Acuity         | Ubiquity       | Hands               | Unit Size        | Cost             |               |                     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
|---|--------------------------------|---|--------------------|---------------|----------------|----------------|---------------------|------------------|------------------|---------------|---------------------|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---------------------|--|--|--|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---------------------|
|   |                                |   |                    |               |                |                | 2                   | 1+/3+/5          |                  |               |                     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| Norse   | Skifling                       | Hrafnmann   | Monstrous Infantry | Vassal        | Wild           | Uncommon       | Strength            | Base Size        | 53               |               |                     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
|   |                                |   |                    |               |                |                | 4                   | 60mm             |                  |               |                     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| <b>HRAFNMANN</b>  |                                |   | <b>Pace</b>        | <b>Flight</b> | <b>Skill</b>   | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |                     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| <i>Insensate; Fearsome<br/>Bind (Hrafn); Bulk Charger; Soarer</i> |                                |   | <b>5</b>           | <b>16</b>     | <b>43</b>      | <b>44</b>      | <b>32</b>           | <b>62</b>        | <b>27</b>        | <b>38</b>     |                     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| 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 | Hrafnmann Warrior 1 |  |  |  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | Hrafnmann Warrior 4 |
| 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 | Hrafnmann Warrior 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 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | Hrafnmann Warrior 5 |
| 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 | Hrafnmann Warrior 3 |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| <b>COMBAT WEAPON</b>  |                                | <b>Attack Dice</b>  | <b>Weapon+</b>     | <b>M+W</b>    | <b>Att Rge</b> | <b>Charge+</b> | <b>M+W+Ch</b>       | <b>Wound+</b>    | <b>Hands</b>     | <b>Class</b>  | <b>Weapon Rules</b> |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| 1   | <b>Two Scramaseax</b><br>Sword | 1 2 3 4 5 6 7 8   | 8                  | 52            | 0.5"           |                |                     |                  | 2                | Borne         | Parry; Quick Strike |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| 2   | <b>Crushing Beak</b><br>Bite   | 1   | 12                 | 56            | 0"             |                |                     | 1D10             | 0                | Natural       |                     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| 3   | <b>Raking Talons</b><br>Claws  | 1   | 10                 | 54            | 0"             |                |                     |                  | 0                | Natural       | Grab and Soar       |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| <b>ARMOUR</b>   |                                |   | <b>Armour+</b>     | <b>C+A</b>    |                |                |                     | <b>Wound-</b>    | <b>Hands</b>     | <b>Class</b>  | <b>Armour Rules</b> |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| 1   | <b>Gutplate</b><br>Gutplate    |   | 3                  | 35            |                |                |                     |                  | 0                | Worn          |                     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| <b>UNIT OPTIONS</b>   |                                | <b>Unit Option Rules</b>  |                    |               |                |                |                     |                  |                  |               |                     | <b>Cost</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| <b>Yfirhrafn</b>  |                                | One Hrafnmann becomes the mustered champion, who gains +1 attack die (Two Scramaseax) |                    |               |                |                |                     |                  |                  |               |                     | 14          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |
| NOR-SFG-3730 - Corpse Takers                                      |                                |   |                    |               |                |                |                     |                  |                  |               |                     |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |   |   |   |   |   |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |

# HORSE

(HORS - HORSE)

| Kindred                                    | Realm                   | Kin                | Class                        | Privilege    | Acuity         | Ubiquity            | Hands            | Unit Size         | Cost          |              |                     |    |    |    |    |    |
|--|-------------------------|--------------------|------------------------------|--------------|----------------|---------------------|------------------|-------------------|---------------|--------------|---------------------|----|----|----|----|----|
|  |                         |                    |                              |              |                |                     | 0                | 1                 |               |              |                     |    |    |    |    |    |
| Norse                                      | Skifing                 | Horse              | Beast<br>Mount<br>Mount Only | Beast        | Wild           | Uncommon            | Strength<br>3    | Base Size<br>50mm | 12            |              |                     |    |    |    |    |    |
| <b>HORSE</b>                               |                         |                    | <b>Pace</b>                  | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b>  | <b>Temper</b> |              |                     |    |    |    |    |    |
| <i>Insensate<br/>Bulk Charger</i>          |                         |                    | <b>9</b>                     | <b>17</b>    | <b>34</b>      | <b>17</b>           | <b>39</b>        | <b>14</b>         | <b>28</b>     |              |                     |    |    |    |    |    |
| 1  | 2                       | 3                  | 4                            | 5            | 6              | 7                   | 8                | 9                 | 10            | 11           | 12                  | 13 | 14 | 15 | 16 | 17 |
| <b>COMBAT WEAPON</b>                       |                         | <b>Attack Dice</b> | <b>Weapon+</b>               | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    | <b>Wound+</b>     | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b> |    |    |    |    |    |
| 1  | <b>Trampling Hooves</b> |                    | 1 2                          | 6            | 40             | 1"                  |                  |                   | 0             | Natural      | Sightless Strike    |    |    |    |    |    |
| NOR-SFG-0201-400 - Knútr of Víkin on Horse |                         |                    |                              |              |                |                     |                  |                   |               |              |                     |    |    |    |    |    |

# HRAFN

(HRAV-en)

| Kindred  | Realm               | Kin                | Class          | Privilege     | Acuity         | Ubiquity       | Hands               | Unit Size         | Cost             |               |                     |   |         |   |   |   |   |   |   |         |   |   |   |   |   |   |          |
|--|---------------------|--------------------|----------------|---------------|----------------|----------------|---------------------|-------------------|------------------|---------------|---------------------|---|---------|---|---|---|---|---|---|---------|---|---|---|---|---|---|----------|
|  |                     |                    |                |               |                |                | 0                   | 5+/5+/10          |                  |               |                     |   |         |   |   |   |   |   |   |         |   |   |   |   |   |   |          |
| Norse  | Skifing             | Hrafn              | Beast          | Beast         | Wild           | Common         | Strength<br>1       | Base Size<br>30mm | 7                |               |                     |   |         |   |   |   |   |   |   |         |   |   |   |   |   |   |          |
| <b>HRAFN</b>   |                     |                    | <b>Pace</b>    | <b>Flight</b> | <b>Skill</b>   | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b>  | <b>Authority</b> | <b>Temper</b> |                     |   |         |   |   |   |   |   |   |         |   |   |   |   |   |   |          |
| <i>Insensate; Small<br/>Bound (Hrafnmann, Gunnhrafn, Valhrafn); Soarer</i> |                     |                    | <b>4</b>       | <b>16</b>     | <b>22</b>      | <b>18</b>      | <b>6</b>            | <b>33</b>         | <b>4</b>         | <b>18</b>     |                     |   |         |   |   |   |   |   |   |         |   |   |   |   |   |   |          |
| 1  | 2                   | 3                  | 4              | 5             | 6              | Hrafn 1        | 1                   | 2                 | 3                | 4             | 5                   | 6 | Hrafn 4 | 1 | 2 | 3 | 4 | 5 | 6 | Hrafn 7 | 1 | 2 | 3 | 4 | 5 | 6 | Hrafn 10 |
| 1  | 2                   | 3                  | 4              | 5             | 6              | Hrafn 2        | 1                   | 2                 | 3                | 4             | 5                   | 6 | Hrafn 5 | 1 | 2 | 3 | 4 | 5 | 6 | Hrafn 8 |   |   |   |   |   |   |          |
| 1  | 2                   | 3                  | 4              | 5             | 6              | Hrafn 3        | 1                   | 2                 | 3                | 4             | 5                   | 6 | Hrafn 6 | 1 | 2 | 3 | 4 | 5 | 6 | Hrafn 9 |   |   |   |   |   |   |          |
| <b>COMBAT WEAPON</b>   |                     | <b>Attack Dice</b> | <b>Weapon+</b> | <b>M+W</b>    | <b>Att Rge</b> | <b>Charge+</b> | <b>M+W+Ch</b>       | <b>Wound+</b>     | <b>Hands</b>     | <b>Class</b>  | <b>Weapon Rules</b> |   |         |   |   |   |   |   |   |         |   |   |   |   |   |   |          |
| 1  | <b>Pecking Beak</b> |                    | 1 2 3          | 6             | 24             | 0"             |                     |                   | 0                | Natural       |                     |   |         |   |   |   |   |   |   |         |   |   |   |   |   |   |          |
| NOR-SFG-7200 - Hrafnar of Stafangr   |                     |                    |                |               |                |                |                     |                   |                  |               |                     |   |         |   |   |   |   |   |   |         |   |   |   |   |   |   |          |

# FELLTROLL

FELL-troll

| Kindred  | Realm   | Kin  | Class           | Privilege | Acuity  | Ubiquity | Hands       | Unit Size    | Cost         |                     |                               |  |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|--|---|--|-----------------|-----------|---------|----------|-------------|--------------|--------------|---------------------|-------------------------------|--|---------------|----|----|-------------|----|----|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|  |   |  |                 |           |         |          | 2           | 1+/2+/3      |              |                     |                               |  |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Norse  | Jötunheimr  | Felltroll  | Monstrous Beast | Vassal    | Wild    | Uncommon | Strength    | Base Size    | 125          |                     |                               |  |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>FELLTROLL</b>   |   |  |                 |           |         |          | <b>Pace</b> | <b>Skill</b> | <b>Might</b> | <b>Constitution</b> | <b>Fortitude</b>              | <b>Authority</b>                                   | <b>Temper</b> |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <i>Immune (Lightning); Insensate; Tough; Stubborn; Fearsome Bulk Charger; Roarer; Bind (Trollhundur); Sons of Thur</i> |   |  |                 |           |         |          | <b>7</b>    | <b>28</b>    | <b>62</b>    | <b>66</b>           | <b>72</b>                     | <b>36</b>  | <b>49</b>     |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 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 |
|  |   |  |                 |           |         |          |             |              |              |                     |                               |  | Felltroll 1   |    |    | Felltroll 2 |    |    | Felltroll 3 |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| COMBAT WEAPON  |   | Attack Dice  | Weapon+         | M+W       | Att Rge | Charge+  | M+W+Ch      | Wound+       | Hands        | Class               | Weapon Rules                  |  |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Fellgeirr</b><br><small>Spear</small>            | 1 2 3 4 5  | 11              | <b>73</b> | 2"      |          |             | 1D10         | 1            | Borne               | Grab; Piercing; Vicious Wound |  |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Cleaver</b><br><small>Cleaver</small>            | 1 2 3 4  | 9               | <b>71</b> | 0.5"    |          |             |              | 1            | Borne               |                               |  |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| SHOT WEAPON  |   | Shoot Dice   | Weapon+         | M+W       | Min Rge | Lth Rge  | Eff Rge     | Max Rge      | Wound+       | Hands               | Class                         | Shot Weapon Rules                                  |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Fellgeirr</b><br><small>Throwing Spear</small>   | 1 2  | 11              | <b>73</b> | 0"      | 6"       | 30"         | 40"          | 1D10         | 1                   | Borne                         | Move and Shoot; Piercing; Vicious Wound; Shots (2) |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| ARMOUR   |   |  | Armour+         | C+A       |         |          |             |              | Wound-       | Hands               | Class                         | Armour Rules                                       |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Stone Hide</b><br><small>Skin</small>            |  | 8               | <b>74</b> |         |          |             |              |              | 0                   | Natural                       |  |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| ARMOUR OPTIONS   |   |  | Armour+         | C+A       |         |          |             |              | Wound-       | Hands               | Class                         | Armour Rules                                       |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 2  | <b>Scavenged Brynja</b> <small>Light Armour</small> |  | 6               | <b>80</b> |         |          |             |              |              | 0                   | Worn                          | Additional   |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| UNIT OPTIONS   |   | Unit Option Rules  |                 |           |         |          |             |              |              |                     |                               | Cost   |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>Yfirthurs</b>   |   | One Felltroll becomes the mustered champion, who gains +1 attack die (Fellspear) or +1 shoot die (Fellspear) |                 |           |         |          |             |              |              |                     |                               | <b>20</b>  |               |    |    |             |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

NOR-JTN-8100 - Trolls of Skarheim

# GRIMTROLL

GRIM-troll

| Kindred  | Realm   | Kin               | Class                              | Privilege  | Acuity  | Ubiquity | Hands       | Unit Size    | Cost         |                     |                         |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|--|---|-------------------|------------------------------------|------------|---------|----------|-------------|--------------|--------------|---------------------|-------------------------|------------------|---------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|  |   |                   |                                    |            |         |          | 2           | 1            |              |                     |                         |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Norse  | Jötunheimr  | Grimtroll         | Monstrous Beast<br><i>Solitary</i> | Vassal     | Wild    | Rare     | Strength    | Base Size    | 332          |                     |                         |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>GRIMTROLL</b>   |   |                   |                                    |            |         |          | <b>Pace</b> | <b>Skill</b> | <b>Might</b> | <b>Constitution</b> | <b>Fortitude</b>        | <b>Authority</b> | <b>Temper</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <i>Gigantic; Immune (Lightning); Insensate; Impenetrable; Fearless; Terrifying; Bulk Charger; Roarer; Sons of Thur</i> |   |                   |                                    |            |         |          | <b>7</b>    | <b>21</b>    | <b>83</b>    | <b>91</b>           | <b>78</b>               | <b>45</b>        | <b>61</b>     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 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 |
| COMBAT WEAPON  |   | Attack Dice       | Weapon+                            | M+W        | Att Rge | Charge+  | M+W+Ch      | Wound+       | Hands        | Class               | Weapon Rules            |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Hammer of Thor</b><br><small>Warhammer</small> | 1 2 3 4 5 6 7 8 9 | 25                                 | <b>108</b> | 2"      |          |             | 2D10         | 2            | Borne               | Mighty Strike; Grab     |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 2  | <b>Gnawing Bite</b><br><small>Bite</small>        | 1 2 3             | 5                                  | <b>88</b>  | 0"      |          |             |              | 0            | Natural             |                         |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 3  | <b>Trample</b><br><small>Trample</small>          | 1 2 3 4 5         | 8                                  | <b>91</b>  | 0"      |          |             |              | 0            | Natural             | Sightless Strike; Stomp |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| ARMOUR   |   |                   | Armour+                            | C+A        |         |          |             |              | Wound-       | Hands               | Class                   | Armour Rules     |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1  | <b>Stone Hide</b><br><small>Skin</small>          |                   | 12                                 | <b>103</b> |         |          |             |              |              | 0                   | Natural                 |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

NOR-JTN-8450 - Tórlákr

# GRUNDTROLL

GRUN-troll

| Kindred   | Realm                                       | Kin               | Class   | Privilege  | Acuity  | Ubiquity | Hands       | Unit Size    | Cost         |                     |                         |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---|---|-------------------|---|------------|---------|----------|-------------|--------------|--------------|---------------------|-------------------------|------------------|---------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|   |   |                   |   |            |         |          | 0           | 1            |              |                     |                         |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| Norse   | Jötunheimr                                  | Grundtroll        | Monstrous Beast<br><i>Mount; Ardent Mount</i> | Vassal     | Wild    | Rare     | Strength    | Base Size    | 304          |                     |                         |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <b>GRUNDTROLL</b>   |   |                   |   |            |         |          | <b>Pace</b> | <b>Skill</b> | <b>Might</b> | <b>Constitution</b> | <b>Fortitude</b>        | <b>Authority</b> | <b>Temper</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| <i>Gigantic; Immune (Lightning); Insensate; Tough; Stubborn; Terrifying; Bulk Charger; Roarer; Sons of Thur</i> |   |                   |   |            |         |          | <b>7</b>    | <b>25</b>    | <b>78</b>    | <b>79</b>           | <b>64</b>               | <b>46</b>        | <b>60</b>     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 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 |
| COMBAT WEAPON   |   | Attack Dice       | Weapon+                                       | M+W        | Att Rge | Charge+  | M+W+Ch      | Wound+       | Hands        | Class               | Weapon Rules            |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1   | <b>Goring Tusks</b><br><small>Tusks</small> | 1 2 3 4 5 6 7 8 9 | 24  | <b>102</b> | 1"      | 24       | <b>126</b>  | 1D10         | 0            | Natural             | Piercing; Mighty Strike |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 2   | <b>Crushing Bite</b><br><small>Bite</small> | 1 2 3 4 5         | 16  | <b>94</b>  | 0"      |          |             | 1D10         | 0            | Natural             |                         |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 3   | <b>Trample</b><br><small>Trample</small>    | 1 2 3 4 5         | 13  | <b>91</b>  | 0"      |          |             |              | 0            | Natural             | Sightless Strike; Stomp |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| ARMOUR  |   |                   | Armour+                                       | C+A        |         |          |             |              | Wound-       | Hands               | Class                   | Armour Rules     |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
| 1   | <b>Stone Hide</b><br><small>Skin</small>    |                   | 15  | <b>94</b>  |         |          |             |              |              | 0                   | Natural                 |                  |               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

NOR-JTN-1220-800 - Steinn the Bold on Grundtroll

# JÖTUNN

YO-tun

| Kindred   | Realm                                    | Kin                           | Class                              | Privilege  | Acuity    | Ubiquity     | Hands                 | Unit Size                 | Cost      |         |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
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| Norse   | Jötunheimr                               | Jötunn                        | Monstrous Beast<br><i>Solitary</i> | Vassal     | Feral     | Rare         | <b>Strength</b><br>12 | <b>Base Size</b><br>120mm | 492       |         |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| JÖTUNN  |  |                               | Pace                               | Skill      | Might     | Constitution | Fortitude             | Authority                 | Temper    |         |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| <i>Gigantic; Insensate; Tough; Fearless; Terrifying</i><br><i>Bulk Charger; Roarer</i>  |  |                               | <b>8</b>                           | <b>20</b>  | <b>95</b> | <b>113</b>   | <b>62</b>             | <b>61</b>                 | <b>73</b> |         |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
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| 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 |    |    |    |    |    |    |    |    |    |     |
| COMBAT WEAPON   |  | Attack Dice                   | Weapon+                            | M+W        | Att Rge   | Charge+      | M+W+Ch                | Wound+                    | Hands     | Class   | Weapon Rules                      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 1   | <b>Hamarr of Jötunheimr</b><br>Warhammer | 1 2 3 4 5 6 7 8 9 10<br>11 12 | 38                                 | <b>133</b> | 2"        |              |                       | 2D10                      | 2         | Borne   | Grab; Mighty Strike; Death Strike |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 2   | <b>Trample</b><br>Trample                | 1 2 3 4 5 6                   | 10                                 | <b>105</b> | 0"        |              |                       |                           | 0         | Natural | Sightless Strike; Stomp           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| ARMOUR  |  | Attack Dice                   | Weapon+                            | C+A        | Wound-    | Hands        | Class                 | Armour Rules              |           |         |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 1   | <b>Leathery Skin</b><br>Skin             |                               | 5                                  | <b>118</b> |           | 0            | Natural               |                           |           |         |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 2   | <b>Scavenged Armour</b><br>Light Armour  |                               | 12                                 | <b>130</b> |           | 0            | Worn                  |                           |           |         |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |

NOR-JTN-8900 - Mjagnir

# FELLJÖTUNN

FELL-yoh-tun

| Kindred   | Realm                                      | Kin   | Class           | Privilege | Acuity    | Ubiquity     | Hands                | Unit Size                | Cost      |         |                                   |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
|---|--|---|-----------------|-----------|-----------|--------------|----------------------|--------------------------|-----------|---------|-----------------------------------|-----------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|----|----|----|----|----|----|----|----|----|-----|
|   |  |   |                 |           |           |              | 2                    | 1+2+3                    |           |         |                                   |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| Norse   | Jötunheimr                                 | Felljötunn  | Monstrous Beast | Vassal    | Feral     | Uncommon     | <b>Strength</b><br>6 | <b>Base Size</b><br>80mm | 167       |         |                                   |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| FELLJÖTUNN  |  |   | Pace            | Skill     | Might     | Constitution | Fortitude            | Authority                | Temper    |         |                                   |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| <i>Gigantic; Insensate; Tough; Fearless; Terrifying</i><br><i>Bulk Charger; Roarer</i>  |  |   | <b>7</b>        | <b>26</b> | <b>74</b> | <b>66</b>    | <b>68</b>            | <b>42</b>                | <b>49</b> |         |                                   |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
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| 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 |    |    |    |    |    |    |    |    |    |     |
| COMBAT WEAPON   |  | Attack Dice   | Weapon+         | M+W       | Att Rge   | Charge+      | M+W+Ch               | Wound+                   | Hands     | Class   | Weapon Rules                      |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 1   | <b>Hamars of Jötunheimr</b><br>Two Hammers | 1 2 3 4 5 6 7 8 9 10<br>11  | 12              | <b>86</b> | 1"        |              |                      | 1D10                     | 2         | Borne   | Quick Strike; Mighty Strike; Grab |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 2   | <b>Trample</b><br>Trample                  | 1 2 3 4   | 7               | <b>81</b> | 0"        |              |                      |                          | 0         | Natural | Sightless Strike; Stomp           |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| COMBAT WEAPON OPTIONS   |  | Attack Dice   | Weapon+         | M+W       | Att Rge   | Charge+      | M+W+Ch               | Wound+                   | Hands     | Class   | Weapon Rules                      | Cost      |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 1   | <b>Hamarr of Jötunheimr</b> Great Hammk    | 1 2 3 4 5 6 7 8   | 24              | <b>98</b> | 2"        |              |                      | 2D10                     | 2         | Borne   | Replacement (Hamars of Jötunheim) | <b>18</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| ARMOUR  |  | Attack Dice   | Weapon+         | C+A       | Wound-    | Hands        | Class                | Armour Rules             |           |         |                                   |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 1   | <b>Leathery Skin</b><br>Skin               |   | 4               | <b>70</b> |           | 0            | Natural              |                          |           |         |                                   |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 2   | <b>Scavenged Armour</b><br>Light Armour    |   | 11              | <b>81</b> |           | 0            | Worn                 |                          |           |         |                                   |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| UNIT OPTIONS  |  | Unit Option Rules   |                 |           |           |              |                      |                          |           |         | Cost                              |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| <b>Yfirjötunn</b>   |  | One Felljötunn becomes the mustered champion, who gains +1 attack die (Two Hammers or Great Hammer) |                 |           |           |              |                      |                          |           |         | <b>17</b>                         |           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |

NOR-JTN-8250 - Jötnar of Utgard

# VORE

VOR

| Kindred   | Realm                        | Kin                              | Class                              | Privilege  | Acuity    | Ubiquity     | Hands                 | Unit Size                 | Cost      |         |                  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
|---|------------------------------|----------------------------------|------------------------------------|------------|-----------|--------------|-----------------------|---------------------------|-----------|---------|------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|----|----|----|----|----|----|----|----|----|-----|
|   |                              |                                  |                                    |            |           |              | 2                     | 1                         |           |         |                  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| Norse   | Jötunheimr                   | Vore                             | Monstrous Beast<br><i>Solitary</i> | Beast      | Feral     | Rare         | <b>Strength</b><br>10 | <b>Base Size</b><br>100mm | 426       |         |                  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| VORE  |                              |                                  | Pace                               | Skill      | Might     | Constitution | Fortitude             | Authority                 | Temper    |         |                  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| <i>Gigantic; Insensate; Tough; Unseeing; Fearless; Terrifying</i><br><i>Bulk Charger; Devourer; Roarer</i>  |                              |                                  | <b>7</b>                           | <b>17</b>  | <b>88</b> | <b>89</b>    | <b>44</b>             | <b>45</b>                 | <b>66</b> |         |                  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| <table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td><td>51</td><td>52</td><td>53</td><td>54</td><td>55</td><td>56</td><td>57</td><td>58</td><td>59</td><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td>68</td><td>69</td><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td>78</td><td>79</td><td>80</td><td>81</td><td>82</td><td>83</td><td>84</td><td>85</td><td>86</td><td>87</td><td>88</td><td>89</td><td>90</td><td>91</td><td>92</td><td>93</td><td>94</td><td>95</td><td>96</td><td>97</td><td>98</td><td>99</td><td>100</td></tr> </table> |                              |                                  |                                    |            |           |              |                       |                           |           | 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 |
| 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 |    |    |    |    |    |    |    |    |    |     |
| COMBAT WEAPON   |                              | Attack Dice                      | Weapon+                            | M+W        | Att Rge   | Charge+      | M+W+Ch                | Wound+                    | Hands     | Class   | Weapon Rules     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 1   | <b>Raking Claws</b><br>Claws | 1 2 3 4 5 6 7 8 9 10<br>11 12 13 | 20                                 | <b>108</b> | 2"        |              |                       | 1D10                      | 2         | Borne   | Grab             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 2   | <b>Crushing Jaws</b><br>Bite | 1 2 3 4                          | 27                                 | <b>115</b> | 0"        |              |                       | 3D10                      | 0         | Natural | Piercing         |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |
| 3   | <b>Trample</b><br>Trample    | 1 2 3 4 5                        | 9                                  | <b>97</b>  | 1"        |              |                       |                           | 0         | Natural | Sightless Strike |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |    |    |    |    |    |    |    |    |    |     |

NOR-JTN-8650 - Blood-Maw

# GUNNHRAFN

GUN-hrav-an

| Kindred  | Realm                                       | Kin       | Class              | Privilege      | Acuity       | Ubiquity       | Hands               | Unit Size        | Cost             |               |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
|--|---|-----------|--------------------|----------------|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|--------------|---------------------|----|----|----|----|----|----|----|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----------------------|--|--|--|--|--|--|--|--|--|
|  |   |           |                    |                |              |                | 2                   | 1+/2+/3          |                  |               |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| Norse  | Skifling                                    | Gunnhrafn | Monstrous Beast    | Vassal         | Wild         | Uncommon       | Strength            | Base Size        | 138              |               |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
|  |   |           |                    |                |              |                | 6                   | 80mm             |                  |               |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| <b>GUNNHRAFN</b>   |   |           | <b>Pace</b>        | <b>Flight</b>  | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| <i>Hardy; Insensate; Fearsome<br/>Bind (Hrafn); Bulk Charger; Soarer</i> |   |           | <b>6</b>           | <b>20</b>      | <b>35</b>    | <b>62</b>      | <b>51</b>           | <b>62</b>        | <b>37</b>        | <b>49</b>     |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| 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 | Gunnhrafn Warrior I   |  |  |  |  |  |  |  |  |  |
| 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 | Gunnhrafn Warrior II  |  |  |  |  |  |  |  |  |  |
| 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 | Gunnhrafn Warrior III |  |  |  |  |  |  |  |  |  |
| <b>COMBAT WEAPON</b>   |   |           | <b>Attack Dice</b> | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    |                  | <b>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Weapon Rules</b> |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| 1  | <b>Langseax</b><br><i>Great Sword</i>       |           | 1 2 3 4 5 6 7      | 18             | 80           | 1"             |                     |                  |                  | 1D10          | 2            | Borne        |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| 2  | <b>Crushing Beak</b><br><i>Bite</i>         |           | 1 2                | 18             | 80           | 0"             |                     |                  |                  | 1D10          | 0            | Natural      | Piercing            |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| 3  | <b>Raking Talons</b><br><i>Claws</i>        |           | 1 2                | 14             | 76           | 0"             |                     |                  |                  |               | 0            | Natural      | Grab and Soar       |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| 4  | <b>Trample</b><br><i>Trample</i>            |           | 1 2 3 4            | 6              | 68           | 0"             |                     |                  |                  |               | 0            | Natural      | Sightless Strike    |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| <b>ARMOUR</b>  |   |           |                    | <b>Armour+</b> | <b>C+A</b>   |                |                     |                  |                  | <b>Wound-</b> | <b>Hands</b> | <b>Class</b> | <b>Armour Rules</b> |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| 1  | <b>Greaves</b><br><i>Light Armour</i>       |           |                    | 5              | 56           |                |                     |                  |                  |               | 0            | Worn         |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| <b>ARMOUR OPTIONS</b>  |   |           |                    | <b>Armour+</b> | <b>C+A</b>   |                |                     |                  |                  | <b>Wound-</b> | <b>Hands</b> | <b>Class</b> | <b>Armour Rules</b> |    |    |    |    |    |    |    | <b>Cost</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |
| 2  | <b>Scavenged Brynja</b> <i>Light Armour</i> |           |                    | 8              | 64           |                |                     |                  |                  |               | 0            | Worn         | Additional          |    |    |    |    |    |    |    | 7           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                       |  |  |  |  |  |  |  |  |  |

NOR-SFG-8101 - Hrókr

# FELLHRAFN

FELL-hrav-an

| Kindred  | Realm                                       | Kin       | Class              | Privilege      | Acuity       | Ubiquity       | Hands               | Unit Size        | Cost             |               |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
|--|---|-----------|--------------------|----------------|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|--------------|---------------------|----|----|----|----|----|----|----|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---------------------|--|--|--|--|--|--|--|--|--|
|  |   |           |                    |                |              |                | 0                   | 1                |                  |               |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
| Norse  | Skifling                                    | Fellhrafn | Monstrous Beast    | Beast          | Wild         | Rare           | Strength            | Base Size        | 115              |               |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
|  |   |           |                    |                |              |                | 6                   | 80mm             |                  |               |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
| <b>FELLHRAFN</b>   |   |           | <b>Pace</b>        | <b>Flight</b>  | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
| <i>Gigantic; Hardy; Insensate; Terrifying<br/>Bulk Charger; Roarer; Soarer</i> |   |           | <b>6</b>           | <b>24</b>      | <b>21</b>    | <b>54</b>      | <b>46</b>           | <b>43</b>        | <b>29</b>        | <b>47</b>     |              |              |                     |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
| 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 | Gunnhrafn Warrior I |  |  |  |  |  |  |  |  |  |
| <b>COMBAT WEAPON</b>   |   |           | <b>Attack Dice</b> | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    |                  | <b>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Weapon Rules</b> |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
| 1  | <b>Crushing Beak</b><br><i>Bite</i>         |           | 1 2 3 4            | 22             | 76           | 1"             |                     |                  |                  | 2D10          | 0            | Natural      | Piercing            |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
| 1  | <b>Slashing Talons</b><br><i>Claws</i>      |           | 1 2 3 4            | 12             | 66           | 1"             |                     |                  |                  |               | 0            | Natural      | Grab and Soar       |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
| 2  | <b>Trample</b><br><i>Trample</i>            |           | 1 2 3 4            | 5              | 59           | 0"             |                     |                  |                  |               | 0            | Natural      | Sightless Strike    |    |    |    |    |    |    |    |             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
| <b>ARMOUR OPTIONS</b>  |   |           |                    | <b>Armour+</b> | <b>C+A</b>   |                |                     |                  |                  | <b>Wound-</b> | <b>Hands</b> | <b>Class</b> | <b>Armour Rules</b> |    |    |    |    |    |    |    | <b>Cost</b> |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |
| 1  | <b>Scavenged Brynja</b> <i>Light Armour</i> |           |                    | 8              | 54           |                |                     |                  |                  |               | 0            | Worn         | Additional          |    |    |    |    |    |    |    | 4           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                     |  |  |  |  |  |  |  |  |  |

NOR-SFG-8246 - Vaenhildr

# VALHRAFN

VAL-hrav-an

| Kindred  | Realm                                | Kin      | Class                               | Privilege      | Acuity       | Ubiquity       | Hands               | Unit Size        | Cost             |               |              |              |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
|--|--------------------------------------|----------|-------------------------------------|----------------|--------------|----------------|---------------------|------------------|------------------|---------------|--------------|--------------|-----------------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|---------------------|--|--|--|--|--|--|--|--|--|
|  |                                      |          |                                     |                |              |                | 2                   | 1                |                  |               |              |              |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| Norse  | Skifling                             | Valhrafn | Monstrous Beast                     | Vassal         | Wild         | Rare           | Strength            | Base Size        | 541              |               |              |              |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
|  |                                      |          |                                     |                |              |                | 12                  | 120mm            |                  |               |              |              |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| <b>VALHRAFN</b>  |                                      |          | <b>Pace</b>                         | <b>Flight</b>  | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b> | <b>Authority</b> | <b>Temper</b> |              |              |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| <i>Gigantic; Hardy; Insensate; Fearless; Terrifying<br/>Bind (Hrafn); Bulk Charger; Roarer; Soarer</i> |                                      |          | <b>6</b>                            | <b>24</b>      | <b>20</b>    | <b>91</b>      | <b>104</b>          | <b>56</b>        | <b>55</b>        | <b>72</b>     |              |              |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| 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 | Gunnhrafn Warrior I |  |  |  |  |  |  |  |  |  |
| <b>COMBAT WEAPON</b>   |                                      |          | <b>Attack Dice</b>                  | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>    |                  | <b>Wound+</b> | <b>Hands</b> | <b>Class</b> | <b>Weapon Rules</b>               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| 1  | <b>Raking Claws</b><br><i>Claws</i>  |          | 1 2 3 4 5 6 7 8 9 10<br>11 12 13 14 | 20             | 111          | 2"             |                     |                  |                  | 1D10          | 2            | Natural      | Mighty Strike; Quick Strike; Grab |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| 2  | <b>Crushing Beak</b><br><i>Bite</i>  |          | 1 2 3                               | 22             | 113          | 1"             |                     |                  |                  | 2D10          | 0            | Natural      | Piercing                          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| 3  | <b>Raking Talons</b><br><i>Claws</i> |          | 1 2 3 4                             | 20             | 111          | 0"             |                     |                  |                  |               | 0            | Natural      | Grab and Soar                     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| 4  | <b>Trample</b><br><i>Trample</i>     |          | 1 2 3 4 5 6                         | 9              | 100          | 0"             |                     |                  |                  |               | 0            | Natural      | Sightless Strike; Stomp           |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| <b>ARMOUR</b>  |                                      |          |                                     | <b>Armour+</b> | <b>C+A</b>   |                |                     |                  |                  | <b>Wound-</b> | <b>Hands</b> | <b>Class</b> | <b>Armour Rules</b>               |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |
| 1  | <b>Tough Skin</b><br><i>Skin</i>     |          |                                     | 5              | 109          |                |                     |                  |                  |               | 0            | Natural      |                                   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |     |                     |  |  |  |  |  |  |  |  |  |

NOR-SFG-8850 - Hrudinn

# GRÍTHÍR

*GREE-theer*

| Kindred  | Realm  | Kin     | Class   | Privilege      | Acuity       | Ubiquity       | Hands               | Unit Size          | Cost             |               |              |                     |             |
|--|--|---------|---|----------------|--------------|----------------|---------------------|--------------------|------------------|---------------|--------------|---------------------|-------------|
|  |  |         |   |                |              |                | 0                   | 1                  |                  |               |              |                     |             |
| Norse  | Skifling                                       | Gríthír | MONSTROUS BEAST<br><i>Ardent Mount<br/>Solitary</i> | Beast          | Wild         | Rare           | Strength<br>10      | Base Size<br>100mm | 215              |               |              |                     |             |
| <b>GRÍTHÍR</b>   |  |         | <b>Pace</b>   | <b>Flight</b>  | <b>Skill</b> | <b>Might</b>   | <b>Constitution</b> | <b>Fortitude</b>   | <b>Authority</b> | <b>Temper</b> |              |                     |             |
| <i>Gigantic; Hardy; Insensate; Stubborn; Terrifying<br/>Bulk Charger; Roarer; Soarer</i>   |  |         | <b>8</b>  | <b>24</b>      | <b>32</b>    | <b>72</b>      | <b>83</b>           | <b>63</b>          | <b>40</b>        | <b>62</b>     |              |                     |             |
| <small>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</small> |  |         |   |                |              |                |                     |                    |                  |               |              |                     |             |
| <b>COMBAT WEAPON</b>   |  |         | <b>Attack Dice</b>                                  | <b>Weapon+</b> | <b>M+W</b>   | <b>Att Rge</b> | <b>Charge+</b>      | <b>M+W+Ch</b>      | <b>Wound+</b>    | <b>Hands</b>  | <b>Class</b> | <b>Weapon Rules</b> |             |
| 1  | <b>Crushing Beak</b><br><small>Bite</small>    |         | 1 2 3 4   | 22             | 76           | 1"             |                     |                    | 2D10             | 0             | Natural      | Piercing            |             |
| 1  | <b>Slashing Talons</b><br><small>Claws</small> |         | 1 2 3 4 5 6   | 16             | 70           | 1"             |                     |                    |                  | 2             | Natural      | Grab and Soar       |             |
| 2  | <b>Trample</b><br><small>Trample</small>       |         | 1 2 3 4 5   | 7              | 61           | 0"             |                     |                    |                  | 0             | Natural      | Sightless Strike    |             |
| <b>ARMOUR OPTIONS</b>  |  |         |   | <b>Armour+</b> | <b>C+A</b>   |                |                     |                    | <b>Wound-</b>    | <b>Hands</b>  | <b>Class</b> | <b>Armour Rules</b> | <b>Cost</b> |
| <b>Scavenged Brynja</b> <small>Light Armour</small>  |  |         |   | 8              | 91           |                |                     |                    |                  | 0             | Worn         | Additional          | 4           |

NOR-SFG-8465 - Egaendr