

NORSE

Army Trait

*Hom of Resounding **

After a Bondsman or Huscarl unit is destroyed, immediately draw a card. On a 7+ place a Valkyrie unit in the same or adjacent box - as long as it is vacant. If there is no such box then the call is not answered!

The Valkyrie profile is in the list. Valkyries are mounted on a Pegasus. The Valkyrie is not paid for, and does not add any VP to the army.

Once the Valkyries have been summoned once, then you cannot call again.



Army Characteristics

Berserker

Troops with this characteristic count as having a Minor Hero with the unit

Norse Saga

Troops with this characteristic have Hatred (Monstrous Creature)

Sons of Odin

When troops with this characteristic are destroyed in combat, draw a card on an 8+ they inflict an hit on their opponent. This counts as a 'strike back'

Spells

ASPECT OF WULFEN

Cast 5+

The Shaman turns the friendly unit into an illusive pack of monstrous creatures entailing the fear in a hearts of enemies.

This spell can be cast on a visible friendly unit, within 3 boxes of the Wizard.

If cast successfully place an *Aspect of the Wulfen token* on the unit.

Aspect of the Wulfen token - grants Terror

EYE OF THE RAVEN

Cast 7+

The Shaman sacrifices a sacred Raven over a mystical flame. Ingesting the ash that is quickly formed, giving him visions of the near future.

If cast successfully place an *Eye of the Raven token* in the Wizards box.

The *Eye of the Raven token* allows one army wide re-draw for ANY failed draw - Activation , Save , Shooting etc.

When you perform the re-draw - remove the *Eye of the Raven token*. Until you make the re-draw the *Eye of the Raven token* remains in place. You can only have 1 *Eye of the Raven token* in play at any one time.

You cannot re-draw a re-draw.

THUNDER OF FO'WOR

Cast 6+

A lightning shoots from the Shaman's outstretched arm burning all in its path

Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal.

SPITE OF LOW'KEY

Cast 7+

The Shaman makes a weird enchantment calling the gods to curse the enemy with bad luck and failure.

If cast successfully place a *Spite of Low-key token* in the Wizards box. This marker has an adverse effects on your enemy. When in a box adjacent to the *Spite of Low-key token* enemy troops suffer with the following - Save (+1) & Command (+1)

NORSE

Horn of Resounding

Points

100

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Valkyrie	0	1	Mounted general	Major Hero Wizard : Level 1 Norse Saga	5	4 +	2	n/a	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Pegasus	Monstrous Creature (I)			Fly Fleet	2	2	6 +	1		n/a

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Bondsmen	●	3	12	Shieldwall, Deep			Sons of Odin Berserker	3	3	7 +	3		112
Huscarls		1	3	Shieldwall, Deep	Veteran	2HCCW	Sons of Odin Berserker Norse Saga	3	3	6 +	3		157
Huntsmen	●	0	2	Light infantry, bow				1	1	8 +	1		40
Ulfwerener		0	1	Warriors			Sons of Odin Norse Saga Fanatic	2	2	8 +	2		70
Cavalry		0	2	Cavalry, javelin				2	2	7 +	2		90
Norse Dwarf Warriors	●	2*	6	Auxiliaries			Relentless Steadfast Berserker	2	2	6 +	2		97
Norse Dwarf Trollslayers		0	1	Warriors, Deep			Fanatic	3	3	8 +	3		100
Storm Giant		0	2	Monstrous Creature (III)			Sons of Odin Giant	3	4	5 +	1		185
War Mammoths		0	2	Elephant (Indian - Escorted)				3	3	6 +	2		120