



Nords Errata and FAQ

Nords Rules June 2021

Surprise Attack: (Jarl's Supremacy), page 283:

Change the text to:

“Surprise Attack: During the Reinforcement Phase, while this Character is on the Battlefield, your opponent suffers a -1 penalty to their Reinforcement Rolls. Unmodified rolls of 6 are always a success. This Supremacy Ability is always considered to be active.”

Shaman's Supremacy, page 283:

Change the text to:

Call the Storm: While this Character is on the Battlefield, choose one friendly Regiment per Turn, currently not on the table and prior to rolling for Reinforcements to gain the 'Vanguard' Special Rule. This Supremacy Ability is always considered to be Active.

Volva's Supremacy, page 283:

Change the text to:

Gift of the Einherjar: While this Character is on the Battlefield, all Regiments in your army (but not Stands with the Character Special Rule) increase their Evasion Characteristic by 1, to a maximum of 2. This Supremacy Ability is always considered to be Active.

Konungyr's Supremacy, page 283:

Change the text to:

Living Legend: When building your Army, Konungyr may have an additional Trove-Find at the indicated points cost, normal restrictions apply. In addition, any friendly Regiments that perform a successful Charge Action also gain the Terrifying 1 Special Rule until the beginning of their next Activation. This Supremacy Ability is always considered to be Active.

Nords Army List, page 283

Add the following Section after the Supremacy Abilities (copy format from W'adrhun):

ARMY RULES

This Army follows the additional Faction Specific Rules seen below:

Blood of the Einherjar

While a Regiment in your Army has any Wounded Stands (Incomplete non- Character Stands or Stands with Wound Markers), or is missing Stands as a result of Casualties, that Regiment gains the Fury Draw Event.

While a Regiment in your Army has lost half or more of its Stands (or Wounds in case of Monsters and Characters), that Regiment gains the Flurry Special Rule as well.

If the Regiment already has the Fury Draw Event or the Flurry Special Rule when gaining Special Rules from Blood of the Einherjar, it instead gains the Fury +1 Draw Event instead. Character Stands only gain these benefits if the Stand itself is applicable (regardless of the accompanying Regiment).

Designer's Note: Restoring wounds to a Regiment might cause them to lose one or more of the benefits above. However, nothing prevents them from regaining those benefits as soon as they are applicable for them once more.

"Faction Perks

If a Character selects 2 or more Retinue Tiers in Tactics, they may select an additional Aspect."

Blooded, page 284:

- Aspect of the Wolf: 10pts
- Aspect of the Eagle: 10pts

Jarl, page 285:

- Reduce its Attacks to 5
- Aspect of the Eagle: 10pts
- Increase Defense to 2

Konungyr, page 286:

- Reduce its Attacks to 6
- Increase its Evasion to 2
- Increase its Resolve to 4
- Aspect of the Eagle: 10pts
- Add to Mainstay: Huskarls

Shaman, page 287:

- Blurred Vision: 20pts
- Mist Weave: 15pts
- Reshape Destiny: 10pts

Volva, page 288:

- Hela's Caress: 10pts
- Glory of Valhalla: 10pts
- Warbringer's Light: 20pts
- Aspect of Fenrir: 10pts

White Waste Shaman, page 289:

Add the following above their options:

“White Waste Butchers: One Infantry Regiment in this Character's Warband may select a Butcher as their Command Model for free.”

- Model's cost: 50pts
- Enrage: 20pts
- Dominate: 20pts

Raiders, page 290:

- Regiment Cost: 120pts
- Additional Stand: 40pts
- Shield Bitter: 15pts
- Captain: 10pts
- Remove the Barrage Special Rule.
- Change Evasion to 1

White Waste Tribesmen, page 290:

- Regiment Cost: 105pts
- Additional Stand: 35pts
- Remove Fearsome.
- Remove Support.
- Add Flurry Special Rule
- Add Fury 1 Draw Event

Stalkers, page 291:

- Regiment Cost: 165pts
- Additional Stand: 55pts
- Change Evasion to 2

Werewolves, page 291:

- Change Regeneration Draw Event to Regeneration 3

Huskarls, page 292:

- Regiment Cost: 135pts
- Additional Stand: 45pts

Trolls, page 292:

- Change March to 6
- Change Regeneration Draw Even to Regeneration 5
- Regiment Cost: 210pts
- Additional Stand: 70pts

Ulfhednar, page 292:

- Regiment Cost: 195pts
- Additional Stand: 65pts
- Resolve 4

Valkyries, page 293:

- Regiment Cost: 150pts
- Additional Stand: 50pts

Blade Chosen, page 293:

- Regiment Cost: 240pts
- Additional Stand: 80pts
- Increase Wounds to 2

Fenr Beastpack, page 293:

- Add Feral Special Rule
- Add Opportunistic Special Rule
- Increase Wounds to 4

Goltr Beastpack, page 294:

- Attacks 8
- Wounds 4
- Change number of Models per Stand to be 1

Ugr, page 294:

- Add the Oblivious Special Rule

Steel Chosen, page 295:

- Increase Evasion to 1

Nefhur Beastpack, page 295:

- Regiment Cost: 165pts
- Additional Stand: 55pts
- Increase Resolve to 3

Sea Jotnar, page 295:

- Stand Cost: 190pts
- Increase Wounds to 12
- Increase Defense to 2
- Increase Evasion to 1

Mountain Jotnar, page 296:

- Stand Cost: 160pts
- Increase Wounds to 16
- Increase Defense to 3
- Cleave 2 instead of Cleave 1

Ice Jotnar, page 296:

- Stand Cost: 220pts
- Increase Wounds to 14
- Change Resolve to 5
- Change March to 7
- Change Attacks to 12
- Change Evasion to 2
- Add the Unstoppable Special Rule
- Change Terrifying to “Terrifying 1”
- Change its ability (under Options) to read: “Each Ice Jotnar may perform a Spellcasting Action during their Activation as if they were a Character for free (in addition to its normal Regiment Actions)”

Command Models, 297:

- Change the title to Command Models & Aspects
- Add Above Butcher’s entry the title Command Models (same format as Aspects)
- Butcher: Replace text – The Regiment gains the Shock Special Rule. At the end of the Regiment’s Activation, the Regiment receives a Wound. This Wound may cause Morale tests.
- Captain: Change Text to read – When a Regiment with a Captain is called to make its Reinforcement Roll but before rolling you may choose to change its Class to one Class heavier (e.g. Medium instead of Light) for the rest of the Battle and for all game purposes. In addition, while the Captain is alive, any Character in the Regiment has +1 Clash while fighting a Duel Action. Increase the Regiment’s Resolve Characteristic by 1 point.
- Skald: Replace text – The Regiment gains +1 Resolve and the Bravery Special Rule.

Trove Finds, page 298-300:

- Coils of the Serpent: 15pts
- Figurehead of the Naglfar: 5pts
- Ty Jokull, the Rimeheart: 10pts
- Massive Frame: 5pts
- Vinda, the Dancer: Change text to:
 - For every two Hits (rounding up) scored by the Character during a Clash or Duel Action, roll an additional dice, and add any successful Hits to the total. These additional Hits do not generate further rolls.
- Rjotha, the Red Bringer: Change the text to:

- o The Character has the Bloodlust Special Rule and +2 Attacks.
- Golden Torc: 35pts
- Heralds of the Storm: 20pts
- Runes of Wisdom: 15pts
- Runes of Fate: 10pts

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- Curse of the Wolfen:
 - o Change name to Curse of the Vargr
 - o 5pts
- Headhunter: 30pts
- Rune of Shielding: 15pts
- Sacrificial Lamb: 15pts

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JárnGREIPR, page 298

-Streamlining-

Change the text to read: "During a Duel Action, the Character gains the Relentless Blows Special Rule."