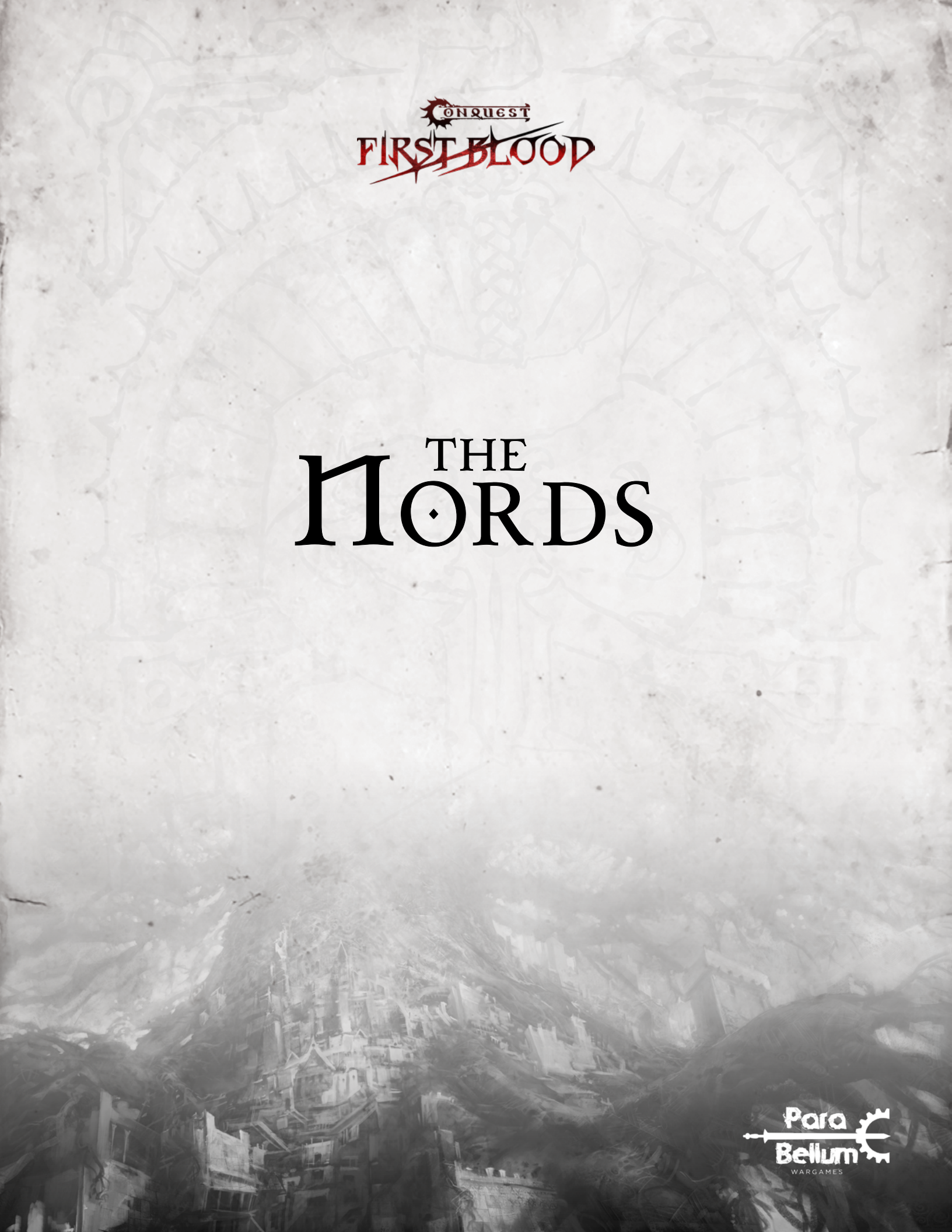
Conquest
First Blood

The Hords



Para Bellum
Wargames





"I know an ash standing, Yggdrasill named, a tall tree bright, its roots holding Vanirheim as one, tying loam with stone. Under its shadow all is warmed, land and heart and mind. Beyond it, true cold reigns o'er all the eye can see; a land dangerous twice over, for predator's fangs and cold's claws reign over white on ground and white on trees and white on sea, 'til Summer comes and golden light reveals."

– The Old Edda

Far to the north, beyond the monster-infested Northern Seas, lies Manheim, home of the Nords. These people have led a savage and relentless war against their southern cousins; it is a war of raids and plunder, of countless battles and bloodshed, but, above all, it is a war of vengeance.

It would be easy to denigrate the Nords as bloodthirsty beast-spawn, no better than the monsters they lead to battle. To do so would belittle the achievement that crossing the White Wastes represents; it would demean the seamanship, courage, and fortitude required to circumnavigate the continent and wage war on the far-southern shores.

But, above all, it would demean the achievement that survival, let alone dominance, in Mannheim represents. Had the gods themselves created a crucible to test mankind, they could not have crafted a worse hell than the icy lands of the northern continent. This adversity has honed the Nords into one of the toughest and most dangerous foes one can encounter on the field of battle.

What is an Army Book?

An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- Army Rules: Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.

- Warband Composition: The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.

- Warrior Profiles: Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.

- Upgrades: Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.



Army Rules

Ice, Flesh, and Blood: The Warriors of a Nord Warband are made up of all manners of snarling beasts, rampaging Jotnar, and rugged men of the north. To represent this, Nord Warriors will possess any of the following Battlefield Roles; **[Mortal]**, **[Exalted]**, **[Halfblood]**, or **[Jotun]**.

Prophecy Unfulfilled: Warriors of the Nords Roll an additional Attack when performing Clash Actions against Enemies of a larger Size than themselves or while participating in a Duel.

Blood of the Einherjar: Whenever a Broken! Warrior of the Nords Rallies, they may immediately Move up to half their March Characteristic. (rounding up)

Reckless Charge: Whenever a Nords Warrior without the Feral Special Rule performs any subsequent March Actions, they gain the **Impact +1** Special Rule during that Activation.



The Nords Warband

Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, and Additional Warriors.

All Profiles are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

The Points total of your Warband determines the maximum number of selections for each Slot. and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

Warlords & (Retinues):

Konungyr (Steel Chosen)
Jarl (Ugr)
Blooded (Trolls)
Shaman (Ulfhednar)
Volva (Valkyries)
Vargyr Lord (Werewargs)
Jotnar Seidr
Reginleif the Faithbearer (Bow Chosen)
Timoleon the Lion (Trolls)

Mainstay Regiments:

Raiders
Huskarls
Stalkers
Bearsarks

Monsters:

Mountain Jotnar
Sea Jotnar
Ice Jotnar

Heroes:

Thegn
Captain
Shieldbiter
Shaman
Savage
Skald

Restricted Regiments:

Ulfhednar
Steel Chosen
Bow Chosen
Valkyries
Trolls
Ugr
Werewargs
Fenr Beastpack
Goltr Beastpack





Konungyr

[Mortal], [Exalted], [Half-blood], [Infantry], [Character]

Warlord **135 Points**

Retinue: Steel Chosen **Size: 2**

M	V	C	A	W	R	D	E	CR
5	3	4	4	5	4	3	2	7

Special Rules: Cleave 2, Fearless, Indomitable, Living Legend

The fragmented leadership of the Nords respects only one thing: power and strength. Less than a dozen leaders among the Nords can claim, and hold, the title of Konungyr. Ultimate recognition of this accomplishment is an invitation by Angbjorn, last of the Einherjar and titular High King of the Nords, to the High Table in Aarheim.

Unique Special Rules:

Living Legend: When this **[Character]** Slays an Enemy **[Monster]** or **[Character]**, all Friendly Warriors within Command Range become Inspired! until the End of the Round.

Command Abilities:

Strength of the Einherjar: This **[Character]** gains **Smite** and **Juggernaut** Special Rules.

Might of Mannheim: Friendly **[Mortal]** Warriors within Command Range gain the **Brutal** Special Rule.



Jarl

[Mortal], [Exalted], [Infantry], [Character]

Warlord — **90 Points**

Retinue: Ugr — **Size:** 2

M	V	C	A	W	R	D	E	CR
5	1	3	3	4	3	2	1	6

Special Rules: Shield, Cleave 1, Warhorn

While the Nords often ridicule their southern cousins in the Hundred Kingdoms for the sheer variety and profusion of titles that the nobility uses, the truth of the matter is that the Nord description is no less complex or confusing, despite the seeming simplicity of it. Nords effectively recognize but two titles: the Jarl and the King.

The title of Jarl is perhaps the most misleading. Much like the word 'Lord' used in the southern lands, there can be a great gulf between two different individuals addressed by the same title. The same holds true in Nord society, where a Jarl remains a recognized leader of men, but the number and quality of the troops at his disposal can vary wildly.

Unique Special Rules:

Warhorn: (Unique Action) All Friendly Warriors on the Battlefield immediately Rally.

Command Abilities:

Spearhead: Friendly [**Mortal**] Warriors within Command Range gain the **Impact +1** Special Rule.

Battle Hardened: Friendly [**Mortal**] Warriors within Command Range gain the **Hardened** Special Rule.

Fury of the North: Friendly [**Mortal**] Warriors within Command Range gain the **Counter-Attack** Special Rule.



Blooded

[Half-blood], [Infantry], [Character]

Warlord 110 Points

Retinue: Trolls **Size:** 2

M	V	C	A	W	R	D	E	CR
6	2	3	3	4	3	2	2	5

Special Rules: Cleave 3, Bloodlust, Tenacious, Rend

Whether fate or chance or simple accident provide the blooded their gifts, few can argue that the Blooded are more than human. Their physical appearance can vary significantly, although most tend towards the massive proportions of their divine forefathers. Many see physical gifts and martial prowess and consider the Blooded lucky, unable to understand the combat that rages within each of these individuals.

The wild blood of their divine ancestors cannot be easily denied, and they are prone to fits of manic energy and rage almost as often as periods of doom and despair. Their gifts manifest erratically, their senses sharpening until the stimulus overwhelms them, while other times a hyperactive adrenal system makes them insanely aggressive and violent. Unable to trust themselves, many of the Blooded choose the path of the recluse and the wanderer, fearing themselves more than they fear the dangers that lurk in the wilds of Mannheim.

Unique Special Rules:

Rend: (Unique Clash Action) All Enemies within Engagement Range suffer 2 Hits with the **Cleave 1** Special Rule.

Command Abilities:

Battlecry: Enemies within Command Range suffer -1 Resolve.

Savage Frenzy: Friendly [Half-blood] Warriors within Command Range gain the **Unstoppable** and **Overrun** Special Rules.



Volva

[Mortal], [Infantry], [Character], [Spellcaster]

Warlord 100 Points

Retinue: Valkyries **Size: 2**

M	V	C	A	W	R	D	E	CR
6	0	2	2	3	3	1	2	6

Special Rules: Spellcaster 3, Flawless Strikes, Blessed, Shieldmaidens, Chooser of the Slain

Volvas are the smartest and most ambitious of the Valkyries who have risen to positions of command and authority within the cult. Schooled in the rituals and mysticism of the Valkyrie cults from childhood, they have untangled the mysteries of faith-based magic and can lead their followers to terrifying heights of religiously fueled violence, both on and off the field.

Unique Special Rules:

Shieldmaidens: Friendly Valkyries within Command Range gain the **Bodyguard** Special Rule.

Chooser of the Slain: Whenever a Friendly Warrior within Command Range becomes Broken! this [Spellcaster] gains 1 Essence.

Spells:

Til Valhalla **Essence:** 2

Type: Command Ability

Friendly Warriors within Command Range gain the **Lethal Demise +1** Special Rule.

Hella's Caress **Essence:** 1

Type: Incantation

After an Enemy within Command Range Passes a Resolve test, they must immediately Re-Roll a single Success.

Fruit of the Golden Tree **Essence:** 1

Type: Out of Combat Action

Target Friendly Warrior within Command Range Heals 1. The Volva may spend additional Essence to Heal 1 from another Friendly Warrior for each Essence spent.



Vargyr Lord

[Half-blood], [Brute], [Character]

Warlord 130 Points

Retinue: Werewargs **Size:** 3

M	V	C	A	W	R	D	E	CR
7	0	3	5	6	3	2	1	5

Special Rules: Cleave 2, Bloodlust, Unyielding, Fearsome, Ravenous

Not all who are granted the curse of the Vargyr succumb to it. While most are capable of retaining some semblance of humanity, few could be said to have prospered. The Vargr Lord represents those that have reached the pinnacle of control over their form.

Capable of controlling their change, these savage warriors have managed to retain their human minds in their bestial forms, creating a perfect mix of animal savagery and human cunning. Quickly establishing their dominance over their feral brethren these terrifying warriors take to the field with a twisted menagerie of monstrous followers, falling upon the hapless foe in an avalanche of tooth and claw.

Unique Special Rules:

Ravenous: If this Warrior Slays any Enemies during a Clash Action, Heal 1.

Command Abilities:

Bloodscent: Friendly **[Half-blood]** Warriors within Command Range gain the **Burnout** Special Rule.

Bestial Howl: Friendly **[Half-blood]** Warriors within Command Range gain the **Dread** Special Rule.



Shaman

[Mortal], [Infantry], [Character], [Spellcaster]

Warlord or Hero 70 Points

Retinue: Ulfhednar **Size: 2**

M	V	C	A	W	R	D	E	CR
5	2	2	1	3	2	1	1	5

Special Rules: Spellcaster 3, Scryer of Runes

The position and role of Shaman once commanded a great deal of respect in Nord society. Before the coming of the Einherjar, they were the only force capable of blunting the worst excesses of the Fimbulwinter and the Jötnar. Their rune castings and mist weavings could, and did, save countless villages from extinction.

During the war with the Jötnar, Shamen were often found at the right hand of the Einherjar, granting their wisdom and guiding them through the many difficult decisions that had to be taken. Given the pivotal role they played in the survival of the Nord people, one would expect their station to be rather more... exalted than it currently stands.

Reduced to living on the edge of what villages will take them, Shamen have fallen on hard times. This decline can be directly traced to the rise of the Valkyrie Cult as a force within Nord society.

Unique Special Rules:

Scryer of Runes: (Unique Action) This [Spellcaster] immediately Rolls for Attunement.

Spells:

Mist Weave **Essence:** 1

Type: Incantation

After a Friendly Warrior within Command Range Rolls to Block, they may immediately Re-Roll a single Block Result.

Rime Storm **Essence:** 3

Type: Command Ability

Enemies within Command Range can never be Inspired! or Aimed!

Maelstrom **Essence:** 2

Type: Unique Volley Action

Target Enemy within 10" suffers 2 Hits. A Warrior Wounded by this Action becomes Broken!



Thegn

[Mortal], [Exalted], [Infantry], [Character]

Hero **75 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	1	3	2	3	3	3	0	5

Special Rules: Juggernaut, Cleave 2, Unyielding, Shield, Shield-Bash

Any Nord leader worth his salt keeps a retinue of Huskarls close at hand to enforce his will on rebellious vassals and fight off raids. The leader of the Huskarls is often a Thegn, a wealthy warrior who has managed to earn his lord's implicit trust while maintaining good relations with the landed Huskarls.

Unlike the Chosen, who serve as bodyguards and wartime companions, a Thegn stands by his lord at all times: ensuring the shield line holds on the battlefield and that taxes and oaths of fealty are administered off it.

Unique Special Rules:

Shield-Bash: (Unique Clash Action) Target Enemy of equal or smaller Size within Engagement Range becomes Broken!

Command Abilities:

Shield Wall: Friendly **[Exalted]** Warriors within Command Range gain the **Bastion** Special Rule.



Captain

[Mortal], [Infantry], [Character]

Hero **55 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	1	2	3	3	3	2	0	5

Special Rules: Cleave 1, Vanguard, Raiding Party

Given the realities of daily life and danger in Mannheim, ship Captains command an incredible amount of respect. While the southern kingdoms might count their power and wealth in terms of land and coin, the Jarls measure power and influence in the number of ships they command. Despite this small distinction, the truth is that, much like in the feudal realms of the south, all power flows from the Kings to the Jarls and thence to the ship Captains.

Unique Special Rules:

Raiding Party: Raiders in your Warband gain the **Vanguard** Special Rule.

Command Abilities:

Pillage and Plunder: Friendly **[Mortal]** Warriors within Command Range gain the **Flank** Special Rule.



Shield Biter

[Mortal], [Infantry], [Character]

Hero **60 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
6	1	2	3	3	2	2	0	4

Special Rules: Oblivious, Flurry, Shield, Berserker, Barrage 1 (6")

Some Nord Berserkers can control the divine 'gift' that courses through their blood and are not forced to leave their Raider crews. Even when controlled, the battle rage these individuals can call upon sends them bounding headlong into the weapons of their enemy, his berserk fury granting the rest of his team enough time and space to slam into the opponent.

Unique Special Rules:

Berserker: Enemies Engaged with this **[Character]** gain no benefit from the **Shield** Special Rule.

Command Abilities:

Linebreaker: Friendly **[Mortal]** Warriors within Command Range gain the **Overwhelm** Special Rule.



Savage

[Half-blood], [Infantry], [Character]

Hero **50 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
6	2	2	2	2	2	1	2	4

Special Rules: Vanguard, Flank, Pack Tactics, On the Prowl, Barrage 2 (12")

Those among the Nords who have awoken their ancestors' bloodlines are destined for greatness... should they seek it. Many are those who instead chose to make their home in the wild, honing their senses and skills, but saying out of the day to day grind of life in the north.

These so-called Savages are the best guides, trackers and scouts money could buy if they were ever interested in material things. Personal vendettas, inherent bloodlust and eccentric personal goals often result in these recluses joining a raiding army for a while where their unique skills are put to great use.

Unique Special Rules:

On the Prowl: Friendly [Infantry] Warriors within Command Range gain the **Deft** Special Rule.

Pack Tactics: When this Warrior Targets an Engaged Enemy with a Volley Action, this Warrior gains the **Deadly Shot** Special Rule.

Command Abilities:

Call the Hunt: Friendly [Half-blood] Warriors within Command Range gain the **Opportunist** Special Rule.



Skald

[Mortal], [Exalted], [Infantry], [Character]

Hero **50 Points**

Size: 2

M	V	C	A	W	R	D	E	CR
5	1	2	1	2	3	2	0	6

Special Rules: Fearless, Bardic Fortitude, Lorekeeper

One of few cultural institutions in the Nord lands, the Skalds are the keepers of Nord history and culture. Trusted and welcome in all halls, attacking a skald is a crime persecuted by Angbjorn, the High King, himself. Such is the regard they are held in that warriors, from the mightiest Jarl to the youngest raider, will fight like lions beneath his gaze, hoping to be immortalized in song.

Unique Special Rules:

Bardic Fortitude: While friendly **[Mortal]** Warriors are within Command Range, they gain the **Fearless** Special Rule.

Lorekeeper: This **[Character]** cannot perform or be the Target of the Duel Command Ability.

Command Abilities:

Stories Yet Untold: Friendly **[Mortal]** Warriors within Command Range gain the **Tenacious** Special Rule.

Songs of Sagas and Steel: Friendly **[Mortal]** Warriors within Command Range gain the **Relentless Blows** Special Rule.



Raiders

[Mortal], [Infantry]

Mainstay Regiment 90/20 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	2	2	0	4

Special Rules: Flurry, Barrage 1 (6")

The wealth that can be earned in a single successful raid far eclipses anything a Nord might hope for while working one's own lands. If particularly lucky, a Raider could secure enough captives, wealth and booty to truly secure his household and devote himself entirely to the perfection of his martial abilities...

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....20 Points



Huskarls

[Mortal], [Exalted], [Infantry]

Mainstay Regiment 120/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	2	3	0	5

Special Rules: Shield, Cleave 1, Unyielding

While raiders might form the bulk of a Nord 'expedition', a wise Jarl will always look to secure the services of his Huscarls for a raid before even considering the enterprise. These men are the survivors of a dozen raids, wealthy enough to no longer need to work the fields and instead devote themselves to the pursuit of war exclusively.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....30 Points



Stalkers

[Half-blood], [Infantry]

Mainstay Regiment 105/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
6	2	1	2	1	2	1	1	4

Special Rules: Vanguard, Flank, Barrage 1 (12")

For most Stalkers, the onset of their powers is more gradual. As they manifest, the din and clamor of village life makes it impossible for them to sleep or concentrate, to say nothing of the stench their nostrils bathe in at all times. Slowly driven from their homes, they soon find a peace of sorts in the frozen forests and mountains of Mannheim.

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....30 Points

Unique Special Rules:

Pack Tactics: When this Warrior Targets an Engaged Enemy with a Volley Action, this Warrior gains the **Deadly Shot** Special Rule.



Bearsarks

[Mortal], [Infantry]

Mainstay Regiment 100/25 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
6	1	2	1	1	2	2	1	5

Special Rules: Tenacious, Cleave 2, Unstoppable

Born of the ancient hunting lodges of the Nords, the Bearsarks have long been a terror on and off the battlefield. Their insular nature, occult practices and unbridled ferocity have made them dangerous to both ally and foe as most Bearsark lodges make ends meet as brigands and raiders among the Nord lands when not directly employed by an enterprising Jarl or Shaman.

On the battlefield, their unbridled ferocity, disregard for danger and brutal strength make them ideal frontline combatants, where their vicious two handed weapons make a mockery of whatever defensive formations the foe might hide behind.

Options: Leader ..... 15 Points
Standard Bearer ..... 10 Points
Additional Warrior ..... 25 Points



Ulfhednar

[Mortal], [Infantry]

Restricted Regiment 110/25 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
6	1	2	2	1	3	2	1	5

Special Rules: Lethal Demise 1, Bloodlust, Oblivious

Options: Leader .....15 Points
Standard Bearer..... 10 Points
Additional Warrior.....25 Points

Few who look upon the Ulfhednar on the field of battle realize that these raging barbarians are in fact a warrior lodge whose origins predate the veneration of the Aesir and the Vanir.

Descending upon their foe clad in their ceremonial furs and armed with twin blades, these ritual warriors are a menace to all who would stand in their path, their frenzied state inuring them to fear or pain.

Fast, savage and deadly, the Ulfhednar close with their opponents with terrifying speed, their twin blades whistling as they carve a path of savage mayhem through the enemies vulnerable flank and read.



Steel Chosen

[Mortal], [Exalted], [Infantry]

Restricted Regiment 140/40 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	1	3	2	1	3	2	2	6

Special Rules: Parry, Bodyguard, Riddle of Steel

Every Jarl and Konungyr worth the spit to mention them has a small, handpicked group of Chosen men who serve as his bodyguards and enforcers throughout his rule. Invariably the strongest, meanest and toughest men around, these Chosen are amply rewarded by their lord in both peacetime and after battle.

Their weapons are the finest steel that can be found, some even of legendary dwerg make, while their arms are festooned with silver and gold torcs, each a small measure of wealth and esteem heaped on them for their prowess on the battlefield. In battle they are invariably where the battle is thickest, proving their mettle to their lord and earning themselves their formidable reputation, one bloody victory at a time.

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....40 Points

Unique Special Rules:

Riddle of Steel: (Draw Event)
Choose one of the Following effects to gain this Activation:

Valor of Tyr: Gain the **Flurry** Special Rule.

Vigilance of Heimdallr: Gain the **Quicksilver Strikes** Special Rule.

Stamina of Thor: Gain the **Overrun** Special Rule.



Bow Chosen

[Mortal], [Exalted], [Infantry]

Restricted Regiment 150/45 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
5	2	2	1	1	3	2	1	6

Special Rules: Barrage 1 (14"), Chosen Hunters

Every Nord lord of any consequence of leads a band of hand-picked men to battle. These are his closest friends, his most trusted lieutenants and his most powerful warriors, and often reflect their own predilections towards combat.

The greatest of lords can call upon their Bow Chosen, each of whom has earned their Name on and off the battlefield acts of savagery and cunning that would make lesser warriors blanche.

Bow Chosen are amongst the most dangerous of opponents one can face on the field, adept at field craft, bow craft and blade craft, there is no role they do not excel at, allowing a cunning leader to create and exploit any opportunity the enemy might foolishly grant.

Options: Leader .....20 Points
Additional Warrior.....45 Points

Unique Special Rules:

Chosen Hunters: (Draw Event)
Choose one of the Following effects to gain this Activation:

Eye of Odin: Gain the **Sureshot** Special Rule.

Limbs of Yggdrasill: Gain the **Precise Shot** Special Rule.

Guile of Loki: Gain the **Elusive** Special Rule.



Valkyries

[Mortal], [Infantry]

Restricted Regiment 125/30 Points

Recruitment: 4 Warriors **Size: 2**

M	V	C	A	W	R	D	E	CR
6	1	2	1	1	2	1	2	6

Special Rules: Flawless Strikes, Blessed, Shield, Support

Steeped in violence and combat, the Valkyrie cult loudly proclaims the divinity of the Einherjar to all who will listen. Soldier brides to their living gods they stand ready to give their lives for their divine champions on and off the field. Their own message counters that of the einherjar themselves, who worship the Old Gods who died ruing the Ragnarök, but who better to ascend in their place than the living champions who shepherded humanity during its darkest times?

Options: Leader ..... 15 Points
Standard Bearer ..... 10 Points
Additional Warrior ..... 30 Points



Trolls

[Half-blood], [Infantry]

Restricted Regiment 160/50 Points

Recruitment: 4 Warriors **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	2	2	2	2	2	0	5

Special Rules: Cleave 2, Fearsome, Regeneration

While they don't like admitting it, all Nords know that they share a bond of blood with the Trolls who sacrificed more than any other to secure victory over the Jötnar in battles that have been swallowed by myth and legend. Today trolls march at the vanguard of most Nord forces, their preternatural endurance and healing abilities allowing them to shrug off even the most powerful weapons of the enemy.

Options: Leader ..... 20 Points
Standard Bearer ..... 15 Points
Additional Warrior ..... 50 Points



Ugr

[Half-blood], [Mortal], [Brute]

Restricted Regiment 80/80 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
5	1	3	3	5	3	2	0	4

Special Rules: Cleave 3, Fearless, Oblivious

Ugr occupy a very strange place in Nord society. They are the exalted progeny of demigods, capable of doing the work of a dozen men and terrifying foes when roused to anger. On the other hand, it is difficult to stand in awe of a being that is challenged by numbers that exceed a single digit, simple concepts such as personal hygiene, or the mind-boggling mechanics of doors, for that matter.

Regardless, Ugr are a tremendous asset to whatever community they are assigned to, a fact that the Einherjar Angbjörn, High King of Mannheim and Father of Ogres, exploits to maintain the balance of power with a deep cunning one would not expect from his corpulent frame and constant inebriation. After all, there are few creatures on Eä that will not pause and reconsider any rash action, when faced with the single-minded aggression of an Ugr band.

Options: Leader .....25 Points
Additional Warrior.....80 Points



Werewargs

[Half-blood], [Brute]

Restricted Regiment 90/100 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
7	0	2	4	4	3	2	1	4

Special Rules: Bloodlust, Unyielding, Flurry, Fearsome Ravenous

Options: Additional Warrior..... 100 Points

Much like the Ugr's, Werewargs are seen as the children of the Einherjar Vargyr, known for his shapeshifting abilities. They are more correct than they know. Werewargs are born when a blood descendant of Vargyr is bitten by a Warg and somehow survives.

The influx of Warg DNA triggers the latent abilities, but lacking their forefathers control, it does so uncontrollably, triggering each time the warrior is stressed or injured. In battle these changes are triggered in a relentless cascade, their bodies reverting to their primordial form, healing them of all injury sustained, but exacting a terrible toll on their metabolism, making these beasts unstoppable, ravenous horrors the world has learnt to fear.

Unique Special Rules:

Ravenous: If this Warrior Slays any Enemies during a Clash Action, Heal 1.



Fenr Beastpack

[Half-blood], [Cavalry]

Restricted Regiment 65/60 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
8	0	2	3	3	2	1	2	3

Special Rules: Terrifying, Opportunist, Dodge, Flank, Impact 1, Feral

Options: Additional Warrior.....60 Points

Massing almost half a ton and porting massive fangs and wicked claws, the most terrifying trait of the Fenr Beastpack is its cunning intellect. Closer to what one would expect from apes, those Wargs that consent to join a host in battle can be found ranging ahead of the main force, hunting light cavalry and skirmishers before turning to fall upon the flanks and rear of the engaged enemy.



Goltr Beastpack

[Half-blood], [Cavalry]

Restricted Regiment 85/95 Points

Recruitment: 1 Warrior **Size:** 3

M	V	C	A	W	R	D	E	CR
6	0	2	2	4	2	3	0	3

Special Rules: Impact 2, Brutal, Trample, Feral

Options: Additional Warrior.....95 Points

Most Nords know Loki as a deranged entity, dangerous at best, downright hostile and deadly at worst. He is the father of monsters, the bane of the Aesir and a constant thorn in the sides of heros, mortals and gods alike. However for all his faults it was Loki who created the Goltr, the only animal in Manheim that can survive in the wild, yet can also be domesticated.

Its flesh is succulent and its hardy constitution makes parasites vanishingly rare, although not unknown, and its leather is supple, resilient and remarkably warm. Clever and loyal, Goltr can be trained for a number of roles, and it's common to see herds of these beasts loaded onto ships on raid.

That more foes and handlers have fallen to their occasionally murderous temperament than any other beast, or that their ravenous omnivorous appetite has earned the Nords a reputation for cannibalism seldom crosses people's minds, but never fails to bring a smile to an old, deranged god.



Mountain Jotnar

[Jotun], [Monster]

Monster **240 Points**

Size: 5

M	V	C	A	W	R	D	E	CR
6	1	4	5	6	2	3	0	4

Special Rules: Cleave 3, Terrifying, Sweeping Blow, Boulder Toss

Strong and tireless, a Jotun is a priceless asset to the community he is assigned to. Some enterprising Jarls are willing to bring them along on raids. Ruinously expensive to transport and feed while at sea, Jotun soon prove their value on land. Towering over 6 meters, a Mountain Jotnar is a primordial force of destruction on the battlefield. Their powerful limbs can shatter a shield line in a single blow, hurling full grown men through the air as if they were toys.

Unique Special Rules:

Sweeping Blow: (Unique Clash Action) All Enemies within Engagement Range suffer 2 Hits with the **Cleave 2** Special Rule and are Driven Back.

Boulder Toss: (Unique Volley Action) Target Enemy within 10" suffers 2 Hits with the **Armor Piercing 2** Special Rule. Additionally, all other Warriors (Friendly and Enemy) within 3" of the Target suffer 1 Hit.

Mountain Jotnar

Injured

[Jotun], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
5	1	3	4	5	2	2	0	4

Special Rules: Cleave 2, Terrifying, Flurry, Sweeping Blow, Boulder Toss

Unique Special Rules:

Sweeping Blow: (Unique Clash Action) All Enemies within Engagement Range suffer 2 Hits with the **Cleave 2** Special Rule and are Driven Back.

Boulder Toss: (Unique Volley Action) Target Enemy within 10" suffers 2 Hits with the **Armor Piercing 2** Special Rule. Additionally, all other Warriors (Friendly and Enemy) within 3" of the Target suffer 1 Hit.





Sea Jotnar

[Jotun], [Monster]

Monster **260 Points**

Size: 5

M	V	C	A	W	R	D	E	CR
7	3	4	6	5	3	2	2	4

Special Rules: Cleave 2, Fiend Hunter, Terrifying, Brutal, Aegyrson, Drop Anchor, Barrage 3 (8"), Armor Piercing 2

In ancient times, so long gone as to have passed from legend into myth, the Sea Jötnar challenged the Ice Jötnar for the leadership of their people and were only defeated when their dim mountain kindred joined the opposing side. Forced to swear mighty oaths of fealty and service, they were nonetheless exiled from Jotunheim, forced to make their homes in the waters around what were once their lands.

Grown strong and powerful again by the bounty of the oceans, when the Einherjar awoke, the Sea Jötnar were drawn into combat against the Einherjar by their Ice Jötnar rulers, only to see their oaths of fealty transferred to the victorious humans.

Centuries of hunting and feasting upon the bounty of the deep ocean have made them powerful and honed their cunning, making them an ideal battlefield asset for those formidable enough to enforce the authority of the ancient oaths.

Unique Special Rules:

Aegyrson: This [Monster] ignores the effects of Water Terrain.

Drop Anchor: This [Monster] may perform a free Volley Action each Activation.

Sea Jotnar

Injured

[Jotun], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
6	2	4	5	4	2	2	1	4

Special Rules: Cleave 1, Terrifying, Fiend Hunter, Brutal, Aegyrson, Drop Anchor, Barrage 3 (8"), Armor Piercing 1

Unique Special Rules:

Aegyrson: This **[Monster]** ignores the effects of Water Terrain.

Drop Anchor: This **[Monster]** may perform a free Volley Action each Activation.





Ice Jotnar

[Jotun], [Spellcaster], [Monster]

Monster 280 Points

Size: 5

M	V	C	A	W	R	D	E	CR
6	1	5	5	5	3	3	0	5

Special Rules: Spellcaster 4, Cleave 3, Terrifying

Few and far in between, Ice Jotnar are the nobility of their kind and the most powerful of the Jotuns. Gifted with an innate mastery over storm and ice, their massive forms are sheathed in heavy ice and rime allowing them to wade into battle unscathed while conjuring jagged shards of ice from thin air to hurl at their foes until they close distance with their hapless foe.

Sapped of his strength and vitality by the aura of unnatural cold that wreathes their titanic forms, foes are easy prey to these massive warriors.

Spells:

Ice Armor **Essence:** 2

Type: Command Ability

This **[Monster]** gains the **Hardenened** Special Rule.

Howling Tempest **Essence:** 1

Type: Incantation

Before an Enemy within Command Range performs a March Action, they suffer -2 March.

Blizzard **Essence:** 3

Type: Unique Action

All Enemies within Command Range must take a Resolve Test, if Failed they become Broken.

Ice Jotnar

Injured

[Jotun], [Spellcaster], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
5	1	4	4	5	3	3	0	5

Special Rules: Spellcaster 3, Cleave 3, Terrifying

Spells:

Ice Armor **Essence:** 2

Type: Command Ability

This [**Monster**] gains the **Hardenened** Special Rule.

Howling Tempest **Essence:** 1

Type: Incantation

Before an Enemy within Command Range performs a March Action, they suffer -2 March.

Blizzard **Essence:** 3

Type: Unique Action

All Enemies within Command Range must take a Resolve Test, if Failed they become Broken.



Jotnar Seidr

[Jotun], [Monster]

Monster & Warlord 300 Points

Size: 5

M	V	C	A	W	R	D	E	CR
7	0	4	5	5	4	3	1	6

Special Rules: Cleave 3, Terrifying

Prometheans from the southern Firelands have started appearing in the northern lands, preaching visions of the return of their mother and the release of their father.

Such is the passion of their conviction in their visions that they have cast away their affiliation, gouging out their own eyes that their next vision will be their mother returned and healing them and elevating them to her side as her most favored children and the keepers of her lore. T

heir words have touched a cord and long dormant hope in the Titans and Jotunn alike, fanning the flames of a feeling long lost to them: Hope. This powerful new motivation has seen the Seidr (or Oracles as they are known in the Southlands) become leaders among their kin, a post long abandoned by the Ice Jotnar following their humiliation.

Options:

When Mustering your Warband, the Jotnar Seidr must choose which weapon to wield:

Searing Atgeirr: Gain the **Obsidian Impalement** Special Rule.

Volcanic Skorge: Gain the **Infernal Rage** Special Rule.

Unique Special Rules:

Searing Atgeirr only

Obsidian Impalement: During Clash Actions, Hits of '1' cannot be Blocked and inflict an Additional Wound.

Volcanic Skorge only

Infernal Rage: During Clash Actions, Roll an additional Attack against each Targeted Enemy.

Example: The Jotnar Seidr declares he is attacking 2 Enemies with 2 Attacks each. The Jotnar Seidr would resolve 3 Attacks on both Warriors as a result of this Special Rule.

Command Abilities:

Blazing Conviction: Friendly **[Monster]** Warriors within Command Range, may use their Resolve Characteristic to Block Hits.

Molten Domain: All other Warriors (Friendly and Enemy) within Command Range treat the Battlefield as Dangerous Terrain.

Jotnar Seidr

Injured

[Jotun], [Monster] Size: 5

M	V	C	A	W	R	D	E	CR
6	0	5	6	5	3	2	1	6

Special Rules: Cleave 2, Indomitable, Terrifying, Lethal Demise 3

Unique Special Rules:

Searing Atgeirr only

Obsidian Impalement: During Clash Actions, Hits of '1' cannot be Blocked and inflict an Additional Wound.

Volcanic Skorge only

Infernal Rage: During Clash Actions, Roll an additional Attack against each Targeted Enemy.

Example: The Jotnar Seidr declares he is attacking 2 Enemies with 2 Attacks each. The Jotnar Seidr would resolve 3 Attacks on both Warriors as a result of this Special Rule.

Command Abilities:

Blazing Conviction: Friendly **[Monster]** Warriors within Command Range, may use their Resolve Characteristic to Block Hits.

Molten Domain: All other Warriors (Friendly and Enemy) within Command Range treat the Battlefield as Dangerous Terrain.

Trove Finds

Upgrades: All

Each **[Character]** in your Warband may purchase a single Upgrade from the lists below. A **[Character]** can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A **[Monster Character]** cannot purchase any Upgrades.

Warrior's Spirit: 15 points

While Wounded, This **[Character]** gains the **Cleave +1** Special Rule.

Oath of Solitude: 20 points

This **[Character]** gains the **Iron Discipline** Special Rule.

Visions of Ragnarok: 15 points

After performing a Charge, this **[Character]** may immediately perform a Free Clash Action. A Warrior may not perform the same Action multiple times in a single Activation.

Heriolf's Folly: 5 points

Once per Game, this **[Character]** may Re-Roll any results when Rolling Attacks, Hits, or Blocks.

Shard of Vinda : 10 points

During this **[Character]**'s Clash Actions, Hit Rolls of '1' cannot be Blocked.

Targe of Hildisvíni: 15 points

This **[Character]** gains the **Shield** and **Impact +1** Special Rules.

Trickster's Shroud: 20 points

[Spellcaster] only. After an Enemy Performs a Clash Action Targeting this **[Character]**, this **[Character]** may immediately be Placed anywhere wholly within their Command Range.



Trove Finds

Upgrades: Exalted

Call of the Great Hall: 25 points

When this **[Character]** is Slain, they may immediately perform a free Clash Action before being removed from the Battlefield.

Lessons of the Jotun War: 20 points

Friendly Warriors within Command Range gain the **Fiend Hunter** Special Rule.

Dwerg-Forged Plate: 30 Points

This **[Character]** gains +1 Defense.

Watchful Eye of the High Kings: 25 points

This **[Character]** gains the **Dauntless** Special Rule.



Trove Finds

Upgrades: Half-Bloods

Preternatural Vitality: 25 points

This **[Character]** gains the **Regeneration** Special Rule.

Aspect of the Crow: 15 points

[Infantry] only. This **[Character]** gains the **Barrage 2 (12")** Special Rule.

Aspect of the Wolf: 20 points

This **[Character]** gains the **Flank** and **Dodge** Special Rules.

Son of Arnbjörn: 10 points

This **[Character]** gains the **Fearless** and **Oblivious** Special Rules.





Legends of Eä

The following unique **[Characters]** will all possess the **[Legendary]** Battlefield Role, something they have truly earned! These **[Characters]** may be included in your Warband as a Warlord choice. However, they cannot purchase any Upgrades, as they already have acquired their own personal artefacts and armaments throughout their journeys.

[Legendary Characters] also possess their own Retinues when fielded as Warlords as indicated.

The **[Legendary Characters]** of the Nords and their Retinues are:

- Reginleif the Faithbearer (Bow Chosen)
- Timoleon the Lion (Trolls)





Reginleif
the Faithbearer

[Legendary], [Infantry], [Mortal], [Character], [Spellcaster]

Warlord **130 Points**

Retinue: Bow Chosen **Size:** 2

M	V	C	A	W	R	D	E	CR
6	1	2	2	3	3	1	2	7

Special Rules: Spellcaster 3, Quicksilver Strikes, Blessed, Faithbearer, Council of Crows, Hrokksdóttir

From childhood, Reginleif had the makings of greatness within her, with both the normal and the paranormal intertwining in order to weave a saga-worthy destiny. She was born the daughter of the Shaman Frode Runesald, lorekeeper to the elder and most powerful of Shamans, Timoleon the Lion.

Reginleif had much time to herself as a young girl, often wandering the forest. There, she encountered two crows staring at the child from atop a withered branch. Reginleif found out she could speak to the twin crows, and they could communicate with her in turn, a connection that was shared exclusively between the young girl and the avian twins. From that point onwards, the crows would act as Reginleif's personal guides through life, shepherding her towards her true destiny.

It was the crows that persuaded Reginleif to reject her father and leave his side by joining the Volva and to search for the mythical Wælcyrge.

Unique Special Rules:

Faithbearer: Friendly [Mortal] Warriors within Command Range gain the **Bravery** Special Rule.

Council of Crows: (Draw Event) This [Spellcaster] gains 2 Essence.

Hrokksdóttir: Once per game at the start of the Supremacy Phase, you may choose to become the Supremacy Player instead of Rolling.

Spells:

Ancestral Lineage **Essence:** 3

Type: Command Ability

Friendly Warriors within Command Range gain the **Cleave +1** Special Rule.

Fateweave **Essence:** 1

Type: Incantation

Before a Friendly Warrior within Command Range Rolls to Block, they gain +1 Evasion.

Fólkvangr **Essence:** 2

Type: Unique Action

Target Friendly [Mortal] Warrior within Command Range Rallies! and immediately performs an Action.



Timoleon
the Lion

[Legendary], [Infantry], [Mortal], [Character], [Spellcaster]

Warlord **160 Points**

Retinue: Trolls **Size: 2**

M	V	C	A	W	R	D	E	CR
5	2	2	1	1	4	1	1	7

Special Rules: Spellcaster 4, Fearless, Pavise, Dread, The Enchanter, Gathering Storm, He Who Defied the Jötnar

Born in a faraway land during a time of fire and faith, the High Shaman of the Nords is a convert, and a fierce protector of the Old Traditions of the Nords. He was a figure of legend long before the Einherjar awoke, leading the surviving Nords through the harsh Fimbulwinter that followed the death of the gods.

In time, their burgeoning power allowed them to take the fight directly to the Jotunn, depending on Timoleon and his ice magics to keep the remnants of their people safe. Taxed to his utmost limits by his efforts, Timoleon fell into a long sleep, his icy form became an object of worship and veneration among the shamanistic orders he founded.

Awakened at last from his age old slumber, Timoleon has wasted no time in showing the foolish youth the error of their ways. He and a band of like-minded shamans and Jarls have started flexing their power, rekindling the vestiges of the old faith through furor and steel.

Unique Special Rules:

The Enchanter: (Draw Event) This [Spellcaster] immediately Rolls for Attunement. *Any Essence generated is added to Timolean's Pool but he cannot have more than 6 at once!*

Gathering Storm: Where Timolean walks, the storm follows; Gathering Storm's effects are determined by the current Round of the Battle and are cumulative.

Round 2+ Friendly Warriors within Command Range count as being within Obscuring Terrain.

Round 4+ Enemies within Command Range suffer -1 Evasion.

Round 6+ Enemies within Command Range are never Inspired!

He Who Defied the Jötnar: A Warband including Timoleon cannot include any [Jotun Monsters].

Timoleon

Spells:

Ice Block **Essence:** X

Type: Incantation

Before a Friendly Warrior within Command Range Rolls to Block during an Enemy Clash Action, they may Roll an additional Dice for every Essence spent casting this Spell.

Fimbulwinter **Essence:** 3

Type: Command Ability

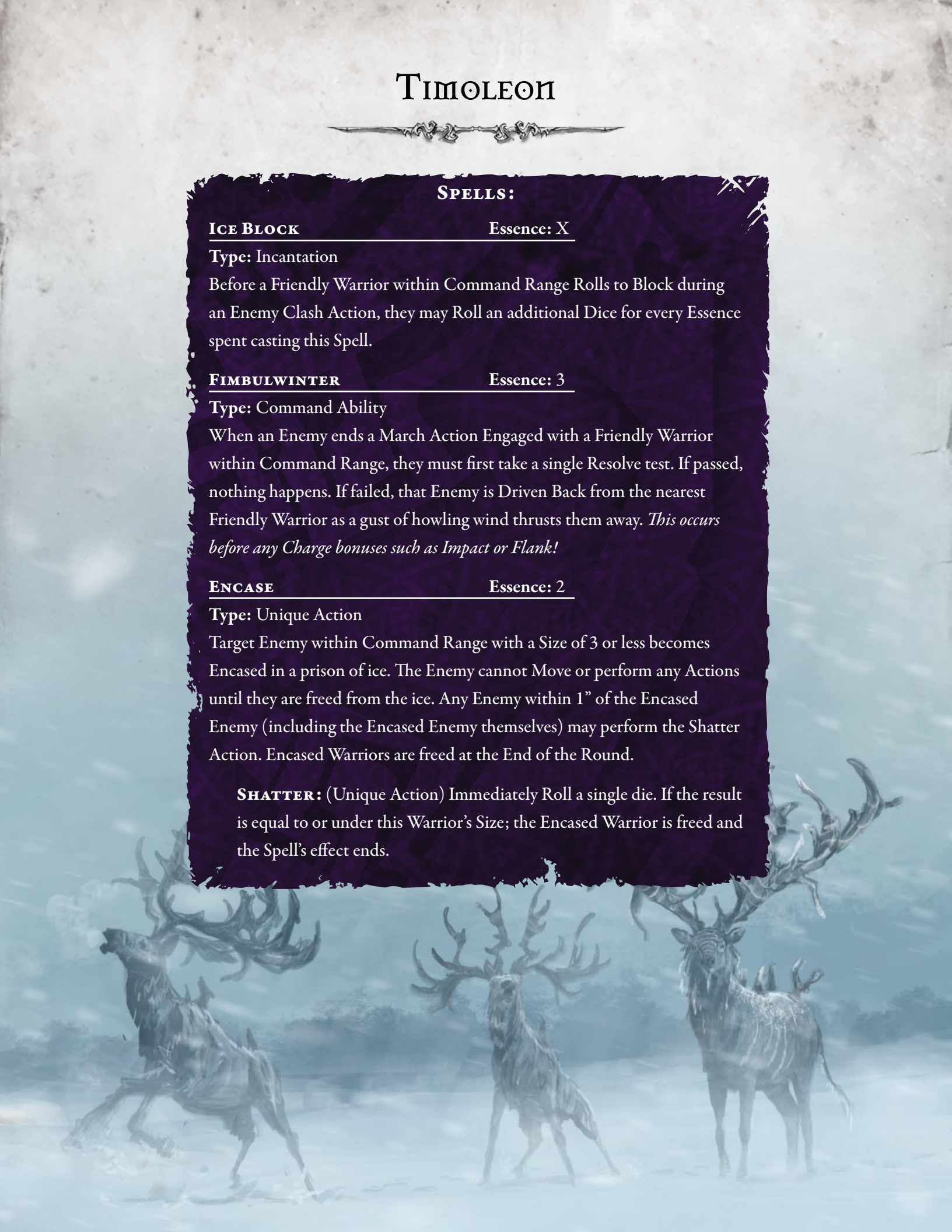
When an Enemy ends a March Action Engaged with a Friendly Warrior within Command Range, they must first take a single Resolve test. If passed, nothing happens. If failed, that Enemy is Driven Back from the nearest Friendly Warrior as a gust of howling wind thrusts them away. *This occurs before any Charge bonuses such as Impact or Flank!*

Encase **Essence:** 2

Type: Unique Action

Target Enemy within Command Range with a Size of 3 or less becomes Encased in a prison of ice. The Enemy cannot Move or perform any Actions until they are freed from the ice. Any Enemy within 1" of the Encased Enemy (including the Encased Enemy themselves) may perform the Shatter Action. Encased Warriors are freed at the End of the Round.

> **Shatter:** (Unique Action) Immediately Roll a single die. If the result is equal to or under this Warrior's Size; the Encased Warrior is freed and the Spell's effect ends.





Forsaken Fyrd

Warband of Legend

Warbands of Legend: Instead of Mustering your Warband using your normal Faction roster, you may choose to instead select this list to Muster your Warband from. A Warband of Legend is a thematic and focused way to build your Warband; composed of a specific selection of Characters, Regiments, and Monsters that provide alternative Army Rules and Unique Upgrades as well as a different Warband organization options. Due to the already specialized nature of these Warbands, Warlords included within do not have access to Retinues. Each selection may only be included in your Warband once.

Warlords:
Konungyr
Jarl
Shaman
Timoleon the Lion

Mainstay Regiments:
Raiders
Bearsarks
Ulfhednar
Trolls

Heroes:
Thegn
Shieldbiter
Shaman

Restricted Regiments:
Steel Chosen
Bow Chosen
Goltr Beastpack
Huskarls

Monsters:
Mountain Jotnar
Sea Jotnar



Forsaken Fyrd

Army Rules

Ice, Flesh, and Blood: The Warriors of a Nord Warband are made up of all manners of snarling beasts, rampaging Jotnar, and rugged men of the north. To represent this, Nord Warriors will possess any of the following Battlefield Roles; **[Mortal], [Exalted]**, **[Halfblood]**, or **[Jotun]**.

Berserkergang: Nords Warriors cannot leave Enemy Engagement Ranges during Reposition Actions. Broken! Nords Warriors gain the **Blessed** Special Rule and are not required to Rally during their Activation and may perform Actions as normal. *Note they still suffer all other penalties for being Broken!*

Reckless Charge: Whenever a Nords Warrior without the **Feral** Special Rule performs any subsequent March Actions, they gain the **Impact +1** Special Rule during that Activation.

Ritual Combat: During your Command Phase, choose a single Aspect for your Warband to venerate. Each Aspect may only be chosen once per Game! Select a Command Card to gain one of the following effects until the End of the Round:

- **Crow:** Warriors of this Command Card gain the **Opportunist** Special Rule.
- **Wolf:** Warriors of this Command Card gain the **Flank** Special Rule.
- **Bear:** Warriors of this Command Card gain the **Dauntless** Special Rule.
- **Boar:** Warriors of this Command Card gain the **Juggernaut** Special Rule.
- **Dragon:** Warriors of this Command Card gain the **Terrifying** Special Rule.
- **Eagle:** Warriors of this Command Card gain the **Dodge** Special Rule.



Gifts of the Gods

Upgrades

[Characters] from this Warband of Legend may only purchase Upgrades from the list found below. A Warlord may instead purchase 2 Upgrades. A **[Legendary Character]** or **[Monster Character]** cannot purchase any Upgrades.

Skóggangr: 25 points
Leader only. This Regiment gains the **Vanguard** Special Rule..

Victory Rush: 20 points
When a Friendly Warrior within Command Range Slays an Enemy, they may immediately Rally.

Feigyr: 15 points
[Mortal] only. This **[Character]** gains the **Burnout** Special Rule.

Holmgang: 15 points
Duels called by this **[Character]** cannot be declined and this **[Character]** cannot decline Duels.

Gothi: 20 points
[Mortal] only. This **[Character]** gains the **Oblivious** and **Tenacious** Special Rules.

Útiseta: 10 points
[Spellcaster] only. When this **[Character]** is Slain, any Friendly Warriors within Command Range may choose to become Broken!

Chosen of Orlog: 30 points
This **[Character]** gains the following bonus during the Round in which the corresponding Aspect is venerated, even if this **[Character]** is not the selected Command Card.

Crow: +1 March

Wolf: +1 Attack

Bear: +1 Defense

Boar: +1 Resolve

Dragon: +1 Clash

Eagle: +1 Evasion

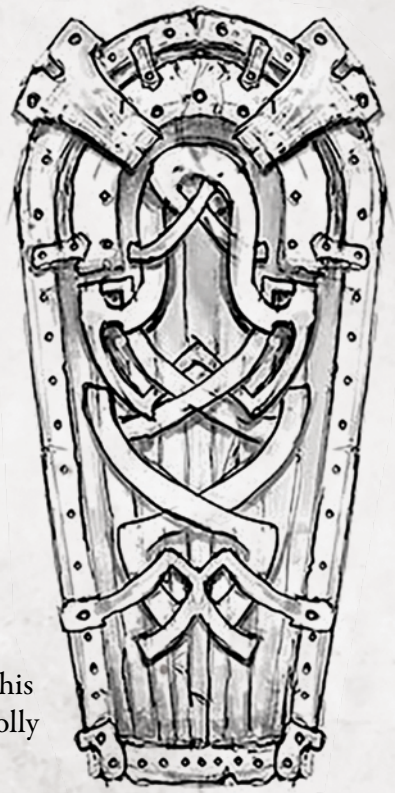


Gifts of the Gods

Upgrades

Warrior's Spirit: 15 points

While Wounded, This **[Character]** gains the **Cleave +1** Special Rule.



Oath of Solitude: 20 points

This **[Character]** gains the **Iron Discipline** Special Rule.

Heriolf's Folly: 5 points

Once per Game, this **[Character]** may Re-Roll any results when Rolling Attacks, Hits, or Blocks.

Shard of Vinda : 10 points

During this **[Character]**'s Clash Actions, Hit Rolls of '1' cannot be Blocked.

Targe of Hildisvíni: 15 points

This **[Character]** gains the **Shield** and **Impact +1** Special Rules.

Trickster's Shroud: 20 points

[Spellcaster] only. After an Enemy Performs a Clash Action Targeting this **[Character]**, this **[Character]** may immediately be Placed anywhere wholly within their Command Range.

Call of the Great Hall: 25 points

[Exalted] only. When this **[Character]** is Slain, they may immediately perform a free Clash Action before being removed from the Battlefield.

Lessons of the Jotun War: 20 points

[Exalted] only. Friendly Warriors within Command Range gain the **Fiend Hunter** Special Rule.

