

# VIKINGS

The Vikings belong to the faction known as "Neutral" and can be deployed aligned with good or with bad, depending on whether their leaders practice the cult of the Gods of Light or those of Darkness.

## Allies:

- The Vikings can have one Allied Command from any of the following races:
  - Barbarians.
  - Dwarves, provided these Vikings are aligned with Light.

## Mercenaries:

- The Vikings can have one Mercenary Command from any of the following races:
  - Barbarians.
  - Any mercenaries available to the Barbarians.
- The Vikings are available as Mercenaries to any army which can hire Barbarians.
  - Only Infantry, Archers and Giants/Half-Giants are available as Mercenaries. The Berserkers are too proud to be hired.

## Auxiliaries:

- Vikings may deploy the Dragons and the Giants as a normal unit/creatures.

## INFANTRY

### **Viking Warriors** (*base size 2.5x2.5cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Vet	Fan	+1	-	1	md/sh	hw	15	no	no	night	9	+4el	5	30
Infantry	Vet	Fan	+1	-	1	md/sh	sp	15	no	no	night	9	+4el	5	30
Infantry	Vet	Fan	+1	-	1	md	2h	15	no	no	night	9	+4el	5	30

### **Viking Berserker** (*base size 2.5x2.5cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Berserkers	Vet	Fan	+1	-	1	light	2h	20	no	no	night	22	-	5	20
in Bloodlust	El	"	+2	-1	2	light	"	25	7	"	"	"	-	"	"

#### **Notes:**

- May not scout.
- Max one unit per 1,000 points army.
- The following special rules apply:
  - "berserker".

## Berserker Champion (*base size 2.5x2.5cm*)

A Champion Berserker is a special fighter, the most ferocious of Viking Berserkers and can be deployed only in units of these, of which he becomes the head, adding his worth and assuming the unit's profile. He will be the last to die (except for a 6 on 1D6 for the special) and, if left alone, it will behave as an individual ignoring previous effects due to test Moral excluding Bloodlust.

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Champion	El	Fan	+2	-1	3	light	2h	20	7	no	night	43	-	-	-

### Notes:

- Max 1 per unit of berserkers.
- If present in the unit of berserkers, the unit gains a +1 to moral tests.
- The following special rules apply:
  - "berserker".

## UNITS WITH MISSILE WEAPONS

### Viking Archers (*base size 2.5x2.5cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	med	fan	+1	-	1	md	lb/hw	15	no	no	night	8	+3vet	5	10

## CAVALRY

### Warrior on Horse (*base size 2.5x5cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	vet	fan	+1	-	1	md	hw	35	7	no	night	20	+8el	3	20
on Horse	"	"	"	-1	2	"	h&h	"	"	"	"	"	"	"	"

### Notes:

- They may have a shield for +8 points per model.
- They may have a spear for +1 points per model.
- Viking Cavalry are fearless and expect the same from their opponents.
  - Viking Cavalry do not suffer penalties for charging terrible creatures.
  - They do not suffer or gain threat modifiers for terrible creatures — either positive or negative.
- Cavalry may only be present in armies larger than 1500 points.

## TERRIBLE CREATURES

In Jothunheim once lived three races of Giants: Giants of the Mountains, the Frost Giants and the Giants of Fire. When war broke out between the Gods and the Titans, many Giants rallied who on the one hand, those on the other. All those of Fire and Ice sided with the Titans and so were punished by the gods, who exterminated large numbers. The survivors of those of Fire, with their head Surt, were imprisoned in the depths of Muspellheim, while those of ice, with their head Ymir were relegated to the frigid region of Jothunheim. Many of the Mountain Giants sided instead on the side of the gods, and they were rewarded for permission to move freely.

### Mountain Half-Giant *(base size 5x5cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Half-Giant	Med	Fan	+4	-3	5	light	2h	20	6 2w	yes	night	103	-	1	1

### Mountain Half-Giantess *(base size 5x5cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Half-Giantess	Med	Fan	+3	-3	4	light	2h	20	6 2w	yes	night	69	-	4	10

### Mountain Giantess *(base size 10x10cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giantess	Vet	Fan	+13	-8	17	md	2h	30	6 2w	yes	night	702	-	1	1

### Mountain Giant *(base size 10x10cm or larger)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Giant	Vet	Fan	+14	-9	18	md	2h	30	6 4w	yes	night	762	-	1	1

#### Notes:

- All giants follow the special rules
  - "giant creatures"
  - "difficult to control"
  - "linebreaker"
- Max 1 Half-Giant/Half-Giantess per 1000pt.
- Max 1 Giant/Giantess per 2000pt.
- These monsters have wounds and take more than one hit to kill.

## INDIVIDUALS

### Warchief & Battle Leaders

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
WC/BL	El	Fan	+1	-	2	h/sh	hw	15	7	no	night	31+C	-	-	-
on Horse	"	"	+2	-1	4	"	"	30	6	yes	night	65+C	-	-	-

**Notes:**

- Can replace the hand weapon and shield with two-handed weapon.

### Individuals

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	EL	Fan	+2	-1	5	lt/sh	hw	15	7 1w	no	night	90	-	-	-
on Horse	El	Fan	+2	-2	8	"	"	27	6 2w	no	night	288	-	-	-
Courier	Vet	Fan	-	-	1	light	hw	30	7	no	night	41	-	-	-
on Horse	Vet	Fan	+1	-	2	"	"	45	7	no	night	53	-	-	-
Scout	Vet	Fan	-	-	1	md	hw	15	7	no	night	67	-	-	-
Herald	EL	Fan	+1	-	1	h	hw	15	7	no	night	47	-	-	-
on Horse	El	Fan	+1	-1	2	"	"	30	7	no	night	59	--	-	-
Banner	EL	Fan	+1	-	1	h	light	15	7	no	night	57	-	-	-
on Horse	El	Fan	+1	-1	2	"	"	30	7	no	night	69	-	-	-

**Notes:**

- Heralds and bearer must be no more than 10 cm away from their General or Leader.
- Heroes and their mounts have wounds and can survive several hits before dying.
- Hero Vikings can replace the hand weapon and shield with two-handed weapon.

### Destroyer Hero

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Destroyer	El	Fan	+2	-1	10	light	2h	20	6 2w	no	night	172	-	-	-

**Notes:**

- Max 1 per 1500 points of army.
- Death of the destroyer does not trigger a command test.
- If the destroyer is with the berserkers, each turn roll D6. 4+ means the unit goes into bloodlust.

## Magic Users

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Med	Trib	-	-	1	lt	hw	20	7	no	night	8+M	-	-	-
Priestess	Med	Trib	-	-	1	lt	hw	20	7	no	night	83	-	-	-
Soothsayer	Poor	Trib	-	-	1	lt	hw	20	7	no	night	51	-	-	-
Shaman	Med	Trib	-	-	1	lt	hw	20	7	no	night	8+M	-	-	-
Cleric	Poor	Trib	-	-	1	lt	hw	20	8	no	night	49	-	-	-

### Notes:

- Priestesses may gain the powers of an enchantress for +60pt, giving them 6 enchantment tokens.
- Up to 2 clerics can accompany each priest.
  - If in contact with the priest, give +1 to prayer tests.
  - If killed, they do not trigger a command test.
  - If their priest is killed by the gods, so are his praying clerics.