

# Soldiers of Fortune

The Hired Swords described in this chapter are available in the Border Town Burning campaigns. They follow the generic rules for hiring and maintaining Hired Swords from page 147 of the Mordheim rulebook.

Any other Hired Swords, either from the Mordheim rulebook, the Empire in Flames supplement or any experimental rules models, can be used in the Northern Wastes setting as well. It is up to the players to agree upon which ones are likely to be encountered and which are not. Alternatively include those which add the most fun to your games.

## Coachman

20 gold crowns to hire + 10 gold crowns upkeep

*Wagons, coaches and similar carts are very popular among the wealthy mercenary captains as they are both a practical means of transport for carrying the warband's riches and a status symbol. Wagons are also necessary for the great caravans of the merchants that travel the dangerous Silk Road. Capable wagon drivers are much sought-after aids to ensure a secure passage and only few dare to accept the risk. Those who do, charge a fair fee in gold for their services.*

**May be Hired:** Any warband except Skaven, Beastmen, and Orcs & Goblins warbands may hire a Coachman.

**Rating:** A Coachman increases the warband's rating by +8 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Coachman	4	3	3	3	3	1	4	1	7

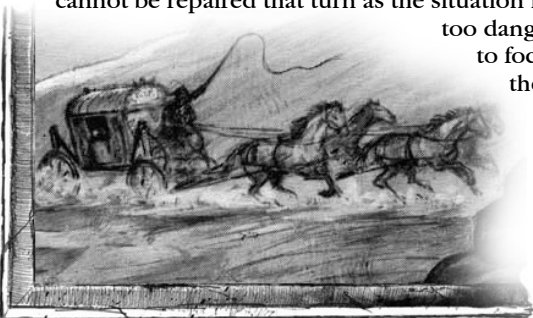
**Weapons/Armour:** Whip, sword, light armour.

**Skills:** A Coachman may choose from Speed skills when he gains a new skill.

### SPECIAL RULES

**Driver:** A wagon driven by the Coachman may re-roll results on the Out of Control chart once. Note that the second result must be accepted even if it is worse.

**Handyman:** The Coachman is skilled in fixing minor damage on the wagon. If the wagon is stationary (ie, it has not moved the last turn) and the driver is in contact with the wagon, he may repair one previously damaged wheel. The driver may do nothing else that turn and the wagon may not be moved. He can even set in a new wheel if it flew off. Note that if there are any enemy models in contact with the wagon, it cannot be repaired that turn as the situation is way too dangerous to focus on the cart.



## Chaos Centaur

65 gold crowns to hire + 25 gold crown upkeep

*Shamed by their unsightly appearance, centauroid mutants isolate themselves within the darkest recesses of the forests in Norsca and the Wastes, periodically collaborating with northern tribes raiding on the Steppes. Of mutations, Centaurs have been plagued with a kind that cannot be concealed. Afflicted or born with the torso of human or elf married to the body of an animal. These creatures neither man or beast nor both, prey on lonesome travellers and the meek.*

**May be Hired:** Beastmen, Marauders of Chaos, Ogres and Norse warbands may hire a Chaos Centaur.

**Rating:** A Chaos Centaur increases the warband's rating by +20 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Chaos Centaur	8	4	3	4	3	1	3	1(2)	7

**Weapons/Armour:** Throwing axes (counts as throwing knives), shield, plus a sword or spear. Treat the spear as you would for the use of a Cavalry bonus (+1 Strength when charging).

**Skills:** A Chaos Centaur may choose from Combat and Strength skills when he gains new skills, or may buy one new mutation. See special rules for Mutants.

### SPECIAL RULES

**Drunken:** Chaos Centaurs are renowned among the northern tribes for their habitual need to consume alcohol by the barrel, working themselves up into a drunken frenzy. Roll 1D6 at the start of each turn. On a roll of 1, they must test for *stupidity* that turn. On a roll of 2-5 nothing happens and on the roll of a 6 they become subject to *frenzy* for that turn. While subject to both *stupidity* and *frenzy* they are immune to all other forms of psychology.

**Woodland Dwelling:** For most of their lives centauroid mutants prowl the murky depths of forests. They suffer no movement penalties for other moving through wooded areas.

**Trample:** As well as their weapons, Centaurs use their hooves and sheer size to crush their enemies. This counts as an additional attack, which does not benefit from weapon bonuses or penalties.

## Pyromaniac

25 gold crowns to hire +10 gold crowns upkeep

*Cathay is well known for its spectacular fireworks. Beware of those who have the knowledge but not the mind to master these mesmerising displays of fire for visual effects alone.*

**May be Hired:** Merchant Caravans, Battle Monks of Cathay and Mercenaries may hire a Pyromaniac.

**Rating:** A Pyromaniac increases the warband's rating by +9 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pyromaniac	4	3	3	3	3	1	3	1	7

**Weapons/Armour:** Fireworks, firecrackers (unlimited).

**Skills:** The Pyromaniac must choose from his special skills when he gains a new skill – see below.

### SPECIAL RULES

**Crazed Firestarter:** The Pyromaniac loves nothing more than the lights and sparks of his fireworks. Each turn he either starts one of his rockets or throws some of his firecrackers at hostile animals. Therefore he will move but never run or charge. If he is attacked he will fight back normally.

**Rockets:** In every shooting phase the Pyromaniac starts one rocket. Use the artillery dice to determine how far the rocket flies. The initial direction can be controlled by the Pyromaniac. Unless an object is hit on the way, place a marker there. From then on, in every shooting phase each rocket will keep on flying a distance determined with the artillery dice and in a direction randomly determined with the scatter dice until it hits an object.

Anything hit by a rocket suffers an automatic Strength 4 hit. In addition, objects hit by a rocket are *set on fire* on a roll of 4+.

Whenever the artillery die scores a misfire, the rocket detonates immediately. Roll on the following table to determine the effect of the fireworks.

### D6 Result

- | D6  | Result  |
|-----|---|
| 1   | <b>Nothing.</b> The rocket falls to the ground without any further effect.  |
| 2-3 | <b>Zishh!</b> Re-roll the artillery dice and move the rocket with twice the scored number.  |
| 4-5 | <b>Spectacle:</b> The rocket explodes with colourful lights. All models within 2D6" must pass a Ld test or are distracted for the turn. Distracted models are automatically hit in close combat and cannot attack back. |
| 6   | <b>Explosion:</b> The rocket explodes causing an automatic S4 hit to all models within D6".   |

### PYROMANIAC SKILLS

**Rocket Science:** The Pyromaniac has brought the detonation of fireworks to perfection and may modify the roll on the fireworks table by +1/-1.

**Display Artist:** Instead of rolling the artillery die the Pyromaniac may make an Initiative test to have the rocket detonate immediately. Otherwise roll the artillery die as usual.

## Ninja

70 +3D6 gold crowns to hire

*Deadly assassins, known as ninjas are perfectly trained bravoos and thieves. Hailing from a distant empire called Nippon they are the ultimate hired killers.*

**May be Hired:** Battle Monks of Cathay and any warband except Skaven, Orcs & Goblins, Beastmen, Marauders of Chaos, Norse and Chaos Dwarfs may hire a Ninja.

**Rating:** A Ninja increases the warband's rating by +45 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Cathayan Assassin	4	4	4	3	3	1	5	2	8

**Weapons/Armour:** Pair of swords, throwing stars, rope & hook and one smoke bomb.

**Skills:** *Expert Swordsman, Knife-Fighter, Scale Sheer Surfaces* and *Art of Silent Death*. He also has the *Lightning Speed* and *Leap of Faith* skills from the Battle Monks special skills.

### SPECIAL RULES

**Strictly Business:** The Ninja is hired for one specific job only. Therefore the Ninja has no upkeep cost and automatically leaves the warband after the battle for which he was hired. This means that he cannot gain Experience either, of course.

**Secrecy:** The Ninja is a maverick and does not accompany the warband into battle side by side. He does not count as part of the warband for purposes of Rout tests.



## Swordsmith

60 gold crowns to hire +15 gold crowns upkeep

*Little is known of the mysterious techniques passed from one generation of swordsmith to the next or of the individuals who keep them secret. The two constants are the guarded skills of their smithery and the astounding beauty of their daughters.*

**May be Hired:** Merchant Caravans, Battle Monks of Cathay, Witch Hunters, Sisters of Sigmar and Mercenary warbands may hire a Swordsmith.

**Rating:** A Swordsmith increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Smith	4	3	3	4	3	1	4	1	7

**Weapons/Armour:** Hammer, toughened leathers.

**Skills:** A Swordsmith may choose from Academic and Strength skills when he gains a new skill. In addition, there is a skill unique to Swordsmiths as detailed below, which he can choose instead of normal skills.

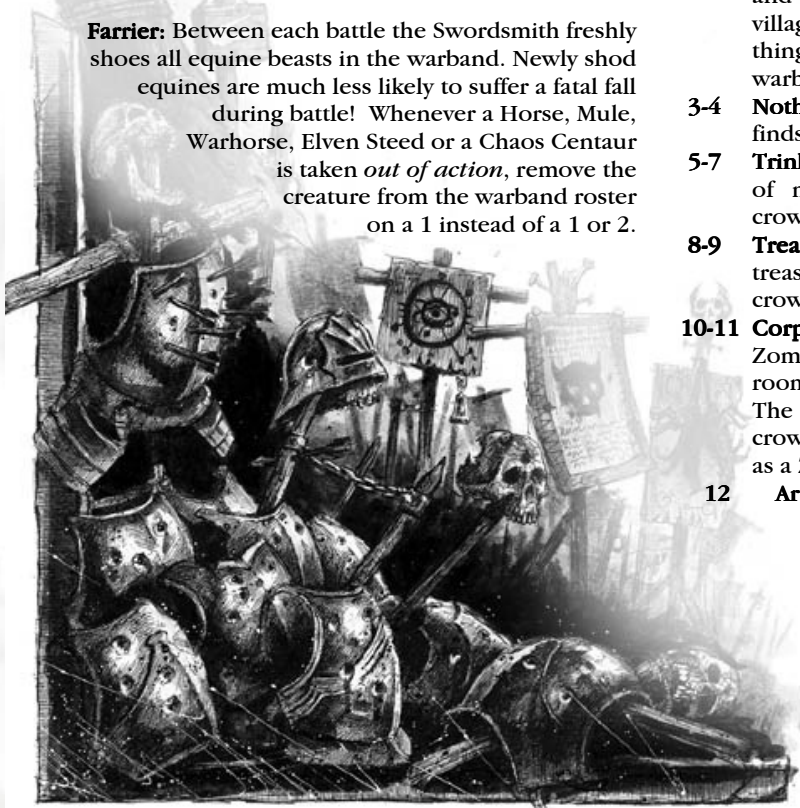
### SPECIAL RULES

**Master Craftsman:** When Heroes from your warband search for Cathayan longswords and katanas the rarity of these items is decreased by -1 for every two Experience points the Swordsmith has.

### SWORDSMITH SKILL

**Honing:** If the Swordsmith wasn't taken *out of action* during a battle he may hone the blades of up to three swords, including similar bladed weapons such as katanas, giving them the *Cutting Edge* special rule for the next battle.

**Farrier:** Between each battle the Swordsmith freshly shoes all equine beasts in the warband. Newly shod equines are much less likely to suffer a fatal fall during battle! Whenever a Horse, Mule, Warhorse, Elven Steed or a Chaos Centaur is taken *out of action*, remove the creature from the warband roster on a 1 instead of a 1 or 2.



## Grave Robber

45 gold crowns to hire +18 gold crowns upkeep

*Among thieves, the most despicable are those who loot the graves of the Old World. Some make quite a living robbing tombs and hiding out on the fringes of towns. Although detested by their fellow man, the grave robber finds a certain favour among the practitioners of black magic who often benefit from the services of these shtifty professionals.*

**May be Hired:** Any warband which includes a Vampire, Necromancer or Liche may hire a Grave Robber.

**Rating:** A Grave Robber increases the warband's rating by +15 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grave Robber	4	3	3	3	3	1	4	1	6

**Weapons/Armour:** Pickaxe (uses rules of a 'axe' for combat), Dagger, Lantern, Toughened Leathers.

**Skills:** A Grave Robber may choose from Combat and Speed skills when he gains new skills.

### SPECIAL RULES

**Hatred:** All goodly men despise a Grave Robber, but any model that can use Prayers of Sigmar will *bate* the Grave Robber.

**Grave Robbing:** During the exploration phase, a Grave Robber can loot a local cemetery if he wasn't taken *out of action*. Roll 2D6 and consult the following chart:

### 2D6 Result

- 2** **Discovered!** The Grave Robber is discovered and is driven from the cemetery by angry villagers or ghouls or any number of nasty things. Remove the Grave Robber from your warband roster.
- 3-4** **Nothing:** Pauper's graves. No significant finds.
- 5-7** **Trinket:** A corpse is found wearing a trinket of moderate value. You get D6+3 gold crowns.
- 8-9** **Treasure:** A corpse has a copious amount of treasure within its grave. You get D6+8 gold crowns.
- 10-11** **Corpse:** No treasure, but you may add a Zombie to your roster provided you have room in your warband. This Zombie is free. The corpse can be sold for D6+2 gold crowns if the player does not wish to keep it as a Zombie.
- 12** **Artefact:** A Hero's tomb. Contains a magical artefact, immediately roll on the Lesser artefact chart.



# Cathayan Merchant

20 gold crowns to hire + 10 gold crowns upkeep

*Part guide, part interpreter, the Cathayan merchants of the small villages and rest stops along the Silver Road will join a caravan heading to Sbang-Yang, offering their advice about where to get the best prices for imports and where to find the finest merchandise to export. They will offer to help with any negotiations or possible bureaucratic interference. What the Old Worlders do not realise is that these merchants are employed by or own the business they recommend, thus giving themselves a monopoly on goods and wealth without their Old World business partners realising it. For the Cathayans that is the price of business.*

**May be Hired:** Any warband which includes Humans or Dwarfs may hire a Cathayan Merchant, including Battle Monks of Cathay.

**Rating:** A Cathayan Merchant increases the warband's rating by +10 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Merchant	4	2	2	3	3	1	4	1	7

**Weapons/Armour:** Sword.

**Skills:** A Merchant may choose from Academic skills when he gains a new skill (he also has his own special skills that he can choose – see below).

## SPECIAL RULES

**Haggle:** The Merchant knows all the tricks of bargaining and haggling. He may deduct 2D6 gold crowns from the price of any single item (to a minimum cost of 1gc) once per post battle sequence.

**Pawnbroker:** The Merchant is skilled in finding the best price for sold items and as such gains an extra 2D6 gold per item that the warband sells (up to its full value) if he was not taken out of action in the battle.

**Marketeer:** The Merchant has many useful contacts in the black market underworld and foreign traders to locate many special items. After each battle (if he wasn't taken *out of action*) the Merchant can visit one of two markets: the Black Market and Exotic Wares, in search of items for the warband. Roll a D6 on the relevant table to see what items are on offer.

All the items purchased through the Merchant's market contacts are at their base price so ignore the random gold modifiers attached on all items.

## Black Market

*Crooks and brigands supply the black market, where denizens of the Cathayan underworld sell and procure all manner of illicit substances. They are regularly frequented by assassins, merchants, and less professional scumbags.*

### D6 Items

- 1 Nothing available
- 2 Spider spittle (D3 doses)
- 3 Fire bomb
- 4 Fighting claws
- 5 Cathayan longsword
- 6 Lesser artefact: For 75 + D6 x 10 gold crowns the warband may purchase an artefact, determined at random from the Lesser Artefacts table.

## MERCHANT SKILLS

**Stone Cutter:** The Merchant has the skill to refine wyrdstone shards to increase their value. Whenever a warband sells its wyrdstone the Merchant may try to refine the source. Roll a D6 to discover how much additional gold the wyrdstone is worth.

### D6 Gold

- 1-2 Lose 2D6 gold crowns.
- 3-5 Gain 2D6 gold crowns.
- 6 Gain 3D6 gold crowns.

**Guardian:** The Merchant has 'acquired' a bodyguard to protecting from harm in the coming battles. The bodyguard will only protect the Merchant and cannot fulfil warband objectives or search, loot or any function other than protecting the Merchant and as such will remain within 1" of the Merchant at all times. The bodyguard doesn't gain experience and isn't paid (it is assumed he has been 'gifted' to the Merchant as a favour from one of his contacts).

Profile	M	WS	BS	S	T	W	I	A	Ld
Bodyguard	4	4	2	4	3	1	3	1	8

**Weapons/Armour:** Sword, light armour, shield and helmet.

## SPECIAL RULES

**Intercept:** The bodyguard will intercept any model shooting at or charging the Merchant. Any attacks will be directed at him and if charged place the bodyguard in front of the Merchant to protect him. The bodyguard will not charge unless the Merchant also charges and cannot intercept an attack if already engaged in combat.

## Exotic Wares

*Traders from across the seas can be found in the shady taverns and street corners on the outskirts of the border town. They have many exotic and wondrous foreign items for sale at steep prices...*

### D6 Items

- 1 Nothing available
- 2 Gromril armour
- 3 Elf bow
- 4 Ithilmar armour
- 5 Tome of magic
- 6 Elven Cloak





# Hobgoblin Scout



45 gold crowns to hire +20 gold crowns upkeep

*The Eastern Steppe is home to the tribes of nomadic Hobgoblins. Ruled by the Khans, these Hobgoblins travel the Steppes on wolf back, looking for good pillaging. Related to the Hobgoblins of the Chaos Dwarf towers, these nomads are sometimes hired by the diminutive Chaos Dwarfs to act as scouts for their raids, spying out the land, and locating prime spots to ambush.*

*After the Hobgoblins turned traitor on their fellow greenskins at the tower of Zbarr Naggrund, they have enjoyed the favour in those parched lands, the only thing that has kept them safe from the vengeance of Orc tribes.*

**May be Hired:** Chaos Dwarfs and Ogre warbands may hire a Hobgoblin Scout.

**Rating:** A Hobgoblin Scout increases the warband's rating by +19 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Hobgoblin	4	3	3	3	3	1	2	1	6
Giant Wolf	9	3	0	3	3	1	4	1	4

**Weapons/Armour:** Dagger, shortbow, shield. A Hobgoblin Scout rides a Giant Wolf.

**Skills:** A Hobgoblin Scout may choose from Shooting and Riding skills when he gains a new skill. In addition, there are a couple of skills unique to a Hobgoblin Scout as detailed below, which he can choose instead of normal skills.

### SPECIAL RULES

**Ride:** A Hobgoblin Scout has the *Ride Giant Wolf* skill.

**Loner:** The Scout has become so used to being alone on the Steppes that it has become accustomed to its own company. The Scout may never use the warband leaders Ld for any tests. In addition, the Scout never counts as *all alone* and may operate independently throughout the game.

**Traitor:** Due to the treacherous treatment the Hobgoblins have shown towards their greenskin cousins, the Hobgoblin is subject to the *hatred* of all greenskin races (Orcs & Goblins and Black Orcs) and a warband that hires the Scout may never take any other greenskin Hired Swords.

### HOBGOBLIN SKILLS

**Spy:** Before the battle commences but after deployment, the player controlling the Hobgoblin Scout may re-deploy D3 models (not including the Scout), using the normal deployment rules. If the player chooses not to do this, then the Scout may be set up anywhere on the board that is not within 18" of any enemy model.

**Potshot:** Living in the saddle teaches a Scout to hunt by drawing his shortbow while moving at full pelt. The Scout may fire a bow when running with a -2 to hit modifier.



Ku Que clumsily blocked the thrust with his lacquered shield and tried to aim a strike to hit the hobgoblin's chest. The spy easily batted the strike away with the sword in his off-hand, smirking as he did so, then reversed the parry to slip the blade in the gap and pushed it all the way to the hilt, impaling Ku Que. The soldier dropped his shield and sword in shock and stared down at the weapon in shock.

The hobgoblin mockingly nodded in honour at Ku Que's passing, pulling the curved sword out and letting the body slump to the ground. It hadn't been much of a fight for the hobgoblin scout. He had killed a dozen soldiers that day, yet regarding the warm corpse the greenskin respected none of them. After inspecting his work he'd kill a dozen more.





# Bone Goliath



225 gold crowns to build

*It takes a vast amount of time, and more importantly, energy for a Liche to construct a giant made of bone. For those who face a Bone Goliath, they see a terrifying giant made of the bones of a hundred fallen, standing twice the height of a man!*

**May be Hired:** Only the Restless Dead may build a Bone Goliath.

**Large:** Bone Goliaths are huge creatures. They count as large targets for missile weapons.

**Rating:** A Bone Goliath increases the warband's rating by +50 points.

**No Pain:** Bone Goliaths treat *stunned* results on the injury chart as *knocked down*.

**Mindless:** Bone Goliaths never gain experience.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bone Goliath	5	3	0	5	5	3	2	3	6

**Weapons/Armour:** Bone Goliaths never carry any weapons or armour and suffer no penalties for this.

### SPECIAL RULES

**Cause Fear:** Bone Goliaths are gargantuan undead constructs and therefore cause *fear*.

**May not run:** Bone Goliaths are slow undead creatures and may not run (but may charge normally).

**Immune to Psychology:** A Bone Goliath is not affected by psychology and never leaves combat.

**Immune to Poison:** A Bone Goliath is not affected by poison.

**Undead Construct:** Bone Goliaths ignore any injury rolled on the Injury chart on the roll of a 4+ and continue fighting, so a Bone Goliath has the possibility of taking much more damage than their 3 wounds suggest. This is not an armour save and so it is not modified by the Strength of the attack. This rule is ignored for wounds caused by magic or magic weapons.

**Assembly:** Bone Goliaths are not hired or found, they are instead constructed at great expense to their masters. Constructing a Bone Goliath will cause the Liche to reduce their starting Wound total by D3 wounds to a minimum of 1, in addition to the cost in gold crowns. A warband constructing a Bone Giant may not look for any rare items. A warband that has no Liche to lead it may not construct a Bone Goliath, but if the Liche dies after its construction, the Bone Goliath is unaffected. Warbands starting with a Bone Goliath can ignore this rule, unless of course they make one to replace a fallen Goliath.



The badlands were desolate. So desolate that, not even carrion birds flew overhead in the ever turbulent smoky skies. To Einarr Svengarsson's eyes that would be an ill omen, for where not even the carrion dare fly, nothing lived and therefore everything died. It was likely that no oasis or civilisation existed for many leagues or that something surrounding made sure that there were no corpses. The warriors of the Stormraven clan had sensed that, readying their weapons.

"Steady yourselves, clansmen. We are deep in the lands of the Tainted Ones. Skaeling blood will not spill from their altars when the end comes."

Yet the jarl had scarcely finished the warning when a blood-curdling bellow came from over a slag-ridge accompanied by the sound of loud continual roaring, followed by a large metal beast that the Norsemen could not describe, except that they could recognise various decorative glyphs as being sigils of the Dark Gods. Other markings came from no identifiable source, another dark power perhaps.

Following the metal beast, came the twisted metal-clad dwarfs who lived and enslaved in the desolation. The dwarfs could not keep up with the speed of the chariot but were armed with black powder weapons and already forming a line to take shots at the clan. A small gully running parallel to the track spawned three more of them carrying spiked tridents accompanied by a taller figure covered in many tattoos and piercings. This new detachment surprised the marauder's flank.

Einarr targeted the taller warrior, recognising the skilled combatant, as greater adversary than the twisted dwarfs. They would sell their lives dearly this day, for honour would be found in death, not as another's slave. The warrior, armed with a muddied blade, received Einarr's charge, swinging to remove the Norseman's head. Einarr ducked and thrust forward to impale the warrior, who responded by side stepping the jarl's axe swing, thus dodging a killing blow while preparing for the next blow that would slice through Einarr's torso.

Leaping clear of the tattooed warrior, he took a moment to regard his clansmen. The dwarfs from the gully ambush were already dead, felled by throwing axes, and in one case, a poorly judged shot from his corrupted brethren. The metal beast now chugging into their midst, Einarr would need to deal swiftly with the savage attacker.

Barely blocking the next blow, the sheer force of it dropping him to one knee to avoid losing his arm, then holding his weapon up as the savage pushed it down. It was a test of strength! "Yield, Norscan." The attacker said in a heavy accent.

"Ugh, you... you're Kurgan." Einarr grunted out, feeling his strength starting to give.

"I said yield, or die."

"I choose death!" Einarr found new strength in his burning limbs. It was enough for him to push upwards, enough to force the savage back. He dodged the next strike. The two warring tribesmen fought on, axe on blade, turning aside lethal attacks and accumulating bloodied scratches to decorate their hairy bodies. The rest of the fighting raged on around them, but it could have been as distant as Lustria so far as they were concerned, so it was with some surprise when another of his clansmen came to Einarr's aid, then another and another, until the Kurgan was completely surrounded by Stormravens.

Sensing there would be no escape, the Kurgan lay down his sword. He looked around to see butchered bodies of the dwarfs scattered around, their unmoving juggernaut unmoving silenced. To their surprise, he smiled at this devastation.

"If you kill me now, I would be merely grateful for avenging my kin's deaths and my bondage. Free me and I shall fight as one of you."

Einarr looked sceptically at the savage. "Swear to Those-That-Be."

"I swear by He on the Throne, He in Pestilence, He who Lusts and the Ever-Shifter to follow you as the path winds."

"Then Kurgan, welcome to the Stormravens."





# Norse Shaman

45 gold crowns to hire + 25 gold crowns upkeep

*There is a tradition amongst the tribes of the north, where a man who possesses the sight of the crow can hold back the power of death or unleash it in ways undreamt of. Unlike the swifter prowess of sorcerers who are blessed by a union with the Ruinous Powers, these seers find their powers in the dark places, where death, murder and war have cursed the lands. For here the winds of Dbar congeal, contaminating everything around and here dwell those among the Norse with the witch sight.*

**May be Hired:** Human, Norse and Marauders of Chaos warbands may hire the Norse Shaman.

**Rating:** The Norse Shaman increases the warband's rating by +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Shaman	4	3	2	3	3	1	1	1	8

**Weapons/Armour:** The Shaman carries a rune staff and either a sword or an axe.

**Skills:** The Shaman may choose from the Combat and Academic skill charts when he gains a new skill. In lieu of a skill, they may roll for an additional Rune (see below). Rolling a duplicate lowers the difficulty as normal for magic spells.

## SPECIAL RULES

**Runes:** The Norse Shaman starts with two 'Runes' from the following chart. These are treated in the same way as Sigmarite Prayers. Abilities that give saves against spells, give saves against runes.



## Norse Runes

The Norse Runes are rituals used by the Norse Shamans.

- 1 Howl of the North** Difficulty 9  
*Icy winds sweep before the Shaman knocking missiles from their path.*  
 The Shaman is immune to all missile fire. Roll a dice during the Shaman's recovery phase. On a roll of 1 or 2 the winds dissipate.
- 2 Angvar's Fury** Difficulty 7  
*The Shaman's howls rouses the anger of the warriors around him to a fever pitch.*  
 All warriors within 8" of the Shaman gain a +1 to hit in hand-to-hand combat against the opposing warband. The spell lasts till the start of the Norse players next turn.
- 3 Elvek's Cold Spear** Difficulty 7  
*A razor sharp icicle flies at the Shaman's foe.*  
 The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves apply.
- 4 Gift of the Fates** Difficulty 7  
*The Shaman calls on the three Wyrd Sisters of Norse legend for a glimpse of the future.*  
 The Shaman may adjust one die roll by +1/-1 between a successful casting of this rune and his next recovery phase. A 'to wound' roll adjusted to or from 6 will not cause a critical.
- 5 Kiss of Frost** Difficulty 6  
*The Shaman covers ground of his choosing with slick ice.*  
 A single model within 12" of the Shaman must pass an Initiative test or be *knocked down*.
- 6 Bear's Might** Difficulty 9  
*The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.*  
 The Shaman gains +1 Attack, +2 Strength, +2 Toughness and loses -2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both yours and your opponent's). If the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.