



# WOEHAMMER ARMIES

## HORDES OF NORSCA



## Norscan Special Rules

### Chaos Marks

Norscan units can be given marks of chaos and taken as part of Chaos armies dedicated to the various Chaos Gods

### Norscan Magic Items

Many are the fell artefacts that are scattered across the Northern lands, touched as they are by the warping influence of Chaos

Hero units may take magical items as listed below, or magical items of the Destruction lore and Chaos magic items. Heroes can also take the magical items of any Chaos Gods they are dedicated too. No one hero can take more than one magical item at a time.

### Magic Weapons

**Burning Soulsword** - *This jet black blade burns with unholy fire* - This sword has the Fire additional rule, inflicting an additional pin when any damage is inflicted - 5 points

**Black Axe** - *This axe was wielded by a mighty Norscan warlord* - This large axe inflicts D3 additional hits for every natural 1 to hit roll - 10 points

**Ice Cleaver** - *This axe is unnaturally cold and inflicts terrible wounds* - This hand axe ignores all non-magical armour - 15 points

### Magic Armour

**Doomshield** - *This shield is made from the ossified bones of fallen foes* - This shield deflects any hits saved with a Res roll of natural 1 back onto the bearer's attacker, as if that unit had inflicted that blow on itself. Can only be taken by heroes with heavy armour. - 12 points

**Helmet of Misery** - *This helmet is fashioned from strange unnatural minerals* - This helmet extends the range of Command, Hero, and Follow rules to 16" - 10 points

### Magic Standards

Standards can be taken by certain heroes or mounted to chariots

**Blood Eagle Banner** - *Captives of the Norscans rarely survive for very long, and truly worthy opponents of the tribe are honoured by being mounted as a Blood Eagle* - All enemy units within 12" and LOS of this banner are subject to the Dread rule - 15 points

### Magic Items

**Yeti Tooth Necklace** - *This charm is strung from the incisors of wild yetis and grants terrible power to its wearer* - Once per battle the wearer can use the stored power in the necklace to reroll any casting or dispel roll - 5 points

# Norscan Army List

## Army Composition

When choosing a Norscan army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%  
 Monstrosities / Chariots 25%  
 Artillery 25%  
 Elite Troops 25%  
 Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband May only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.

## Hero Units

### 0 - 1 Chaos Lord on Allied Dragon, 596 points Warlord Monstrosity Unit

| Unit                                      | Ag  | Acc | Str | Res    | Init | Com | Special                                                                              |
|-------------------------------------------|-----|-----|-----|--------|------|-----|--------------------------------------------------------------------------------------|
| Chaos Lord<br>with sword,<br>heavy armour | [5] | 5   | 6   | [5(8)] | 8    | 8   | [Tough], Command, Follow, [Wound], 3 x HTH, Heavily Laden                            |
| Allied Dragon                             | 5   | 4   | 6   | 15     | -    | -   | Large, MoD 3, Fast 6, 7 x HtH SV6, 6 x Flaming Breath SV4 Fire, Dread, Terror, Flies |

Upgrade to Wound 2 @ 16 points. Give unit Large Weapon @ free

### 0 - 1 Chaos Lord, 108 points Warrior Warlord Unit

| Unit                                           | Ag | Acc | Str | Res  | Init | Com | Special                                               |
|------------------------------------------------|----|-----|-----|------|------|-----|-------------------------------------------------------|
| Chaos Lord<br>with sword,<br>heavy armour      | 5  | 5   | 6   | 5(8) | 8    | 8   | Tough, Command, Follow, Wound, 3 x HTH, Heavily Laden |
| 2x Bodyguards,<br>with swords,<br>heavy armour | 5  | 5   | 5   | 5(8) | 7    | 7   | Heavily Laden                                         |

Upgrade to Wound 2 @ 16 points. Give unit Large Weapons @ 1 free

**0 - 1 Mounted Chaos Lord, 130 points**  
**Mounted Warlord Unit**

| Unit                                                                                      | Ag | Acc | Str | Res  | Init | Com | Special                                           |
|-------------------------------------------------------------------------------------------|----|-----|-----|------|------|-----|---------------------------------------------------|
| Chaos Lord<br>with sword,<br>heavy armour,<br>riding warhorse                             | 5  | 5   | 6   | 6(9) | 8    | 8   | Tough, Command, Follow,<br>Wound, 3 x HTH, Fast 8 |
| 2 x Chaos<br>Knight<br>bodyguards<br>with swords,<br>heavy armour,<br>riding<br>warhorses | 4  | 5   | 5   | 6(9) | 6    | 7   | Fast 8                                            |
| Warhorse                                                                                  |    |     | 5   |      |      |     | 1 x HtH SV1                                       |

Upgrade to Tough 2 @ 10 points, to wound 2 @ 18 points. Give unit lances @ 1 point per model. Add up to 2 Bodyguards @ 27 points each

**0 - 1 Marauder Chieftain, 96 points**  
**Warrior Warlord Unit**

| Unit                                                 | Ag | Acc | Str | Res  | Init | Com | Special                                   |
|------------------------------------------------------|----|-----|-----|------|------|-----|-------------------------------------------|
| Marauder<br>Chieftain with<br>sword, light<br>armour | 5  | 5   | 5   | 5(6) | 8    | 8   | Tough, Command, Follow,<br>Wound, 3 x HTH |
| 2x Bodyguards,<br>with swords,<br>light armour       | 5  | 5   | 5   | 5(6) | 7    | 7   |                                           |

Upgrade to Wound 2 @ 12 points, Tough 2 @ 10 points. Give unit Large Weapons @ free. Give unit Savage rule @ 1 point per model OR berserk rule @ 5 points per model. Give unit medium armour @ 10 points per model + 2 points per bodyguard. Add up to 2 Bodyguard @ 12 points per model.

**0 - 1 Marauder Chieftain mounted on Warhorse, 140 points**  
**Mounted Warlord Unit**

| Unit                                                | Ag | Acc | Str | Res  | Init | Com | Special                                        |
|-----------------------------------------------------|----|-----|-----|------|------|-----|------------------------------------------------|
| Mounted Marauder Chieftain with sword, light armour | 5  | 5   | 5   | 6(7) | 8    | 8   | Tough, Command, Follow, Wound, 3 x HTH, Fast 8 |
| 2 x Mounted Bodyguards, with swords, light armour   | 5  | 5   | 5   | 6(7) | 7    | 7   | Fast 8                                         |
| 0 x Warhorses                                       |    |     | 5   |      |      |     | 1 x HtH SV1                                    |

Upgrade to Wound 2 @ 14 points, Tough 2 @ 10 points. Give unit Large Weapons or spears @ free. Give unit Savage rule @ 1 point per model OR berserk rule @ 5 points per model. Give unit medium armour @ 10 points per model + 2 points per bodyguard. Add up to 2 Bodyguard @ 26 points per model.

**0 - 1 Marauder Chieftain on Chariot 176 points**  
**Chariot Warlord Unit**

| Unit                                                        | Ag  | Acc | Str | Res    | Init | Com | Special                                    |
|-------------------------------------------------------------|-----|-----|-----|--------|------|-----|--------------------------------------------|
| Marauder Chieftain with sword, light armour                 | [5] | 5   | 5   | [5(6)] | 8    | 8   | [Tough], Command, Follow, [Wound], 3 x HTH |
| 1 x crew, with sword                                        |     | 5   | 5   |        |      |     |                                            |
| 2 x Warhorses                                               |     |     | 5   |        |      |     | 1 x HtH SV1                                |
| 1 x Chariot with Chieftain, one crew, pulled by 2 warhorses | 3   |     |     | 10     |      |     | Large, Tough, Fast 8, Irresistible Charge  |

Upgrade to Wound 2 @ 12 points, Tough 2 @ 10 points. Give unit Large Weapons @ free. Give unit Savage rule @ 3 points + 1 point per crew and warhorse. Give Chieftain medium armour @ 10 points. Add up to 2 crew @ 5 points per model. Add scythes to chariot @ 25 points inflicting D6 SV1 hits on the charge

**Note. The warband may include only one Warlord Unit**

**0 - 1 Chaos Sorcerer, 57 points**  
**Warrior Unit**

| Unit                                     | Ag | Acc | Str | Res  | Init | Com | Special                                       |
|------------------------------------------|----|-----|-----|------|------|-----|-----------------------------------------------|
| Chaos Sorcerer with stave, medium armour | 5  | 5   | 5   | 5(7) | 7    | 8   | Tough, Wound, Magic Level 1                   |
| 0 x elemental spirits                    | 5  | 5   | 5   | 5    | 3    | 3   | Spirit, 1 x HtH SV1, exchange of Missiles SV1 |

Give shaman sword @ 1 point. Upgrade to Magic Level 2 @ 25 points, Magic level 3 @ 50 points. Make Shaman Tough 2 @ 10 points, Wound 2 @ 14 points. Add up to 4 elemental spirits @ 18 points each.

**0 - 1 Norscan Shaman, 57 points**  
**Warrior Unit**

| Unit                       | Ag | Acc | Str | Res | Init | Com | Special                                       |
|----------------------------|----|-----|-----|-----|------|-----|-----------------------------------------------|
| Shaman with stave          | 5  | 5   | 5   | 5   | 7    | 8   | Tough, Wound, Magic Level 1                   |
| 0 x bodyguards with swords | 5  | 5   | 5   | 5   | 7    | 7   |                                               |
| 0 x elemental spirits      | 5  | 5   | 5   | 5   | 3    | 3   | Spirit, 1 x HtH SV1, exchange of Missiles SV1 |
| 0 x warhounds              | 5  | 0   | 5   | 6   | 5    | 5   | Rapid Sprint, 1 x HtH SV1                     |

Give shaman sword @ 1 point. Upgrade to Magic Level 2 @ 25 points, Magic level 3 @ 50 points. Make Shaman Tough 2 @ 10 points, Wound 2 @ 10 points. Add up to 4 bodyguards @ 10 points each OR up to 4 elemental spirits @ 18 points each OR up to 4 warhounds @ 10 points each. Give unit savage rule @ 1 point per model

**Note. The warband may include only one Shaman or Chaos Sorcerer**

**0 - 1 Champion of Chaos, 87 Points**  
**Warrior Unit**

| Unit                              | Ag | Acc | Str | Res  | Init | Com | Special                                      |
|-----------------------------------|----|-----|-----|------|------|-----|----------------------------------------------|
| Champion with sword, heavy armour | 5  | 5   | 6   | 6(9) | 9    | 9   | Tough 2, Hero, Wound, 3 x HtH, Heavily Laden |

Give Challenge Rule @ 10 points. Give unit large weapon @ 1 point

0 - 1 Marauder Champion, 83 Points  
Warrior Unit

| Unit                              | Ag | Acc | Str | Res  | Init | Com | Special                       |
|-----------------------------------|----|-----|-----|------|------|-----|-------------------------------|
| Champion with sword, light armour | 5  | 5   | 6   | 6(7) | 9    | 9   | Tough 2, Hero, Wound, 3 x HtH |

Give Challenge Rule @ 10 points. Give unit large weapon @ 1 point

## Elite Units

### **0 - 2 Units of Chaos Knights, 111 Points** **Mounted Warrior Unit**

| <b>Unit</b>                                             | <b>Ag</b> | <b>Acc</b> | <b>Str</b> | <b>Res</b> | <b>Init</b> | <b>Com</b> | <b>Special</b>         |
|---------------------------------------------------------|-----------|------------|------------|------------|-------------|------------|------------------------|
| Knight Leader with sword, heavy armour, riding warhorse | 4         | 5          | 5          | 6(9)       | 6           | 8          | Tough, Fast 8, Zealous |
| 2 x Knights with swords, heavy armour, riding warhorses | 4         | 5          | 5          | 6(9)       | 6           | 7          | Fast 8, Zealous        |
| Warhorse                                                |           |            | 5          |            |             |            | 1 x HtH SV1            |

Give unit warhammers @ free, Lances @ 1 point. Add up to 3 Knights @ 33 points each

### **0 - 1 Wild Yetis, 93 points** **Monster Unit**

| <b>Unit</b> | <b>Ag</b> | <b>Acc</b> | <b>Str</b> | <b>Res</b> | <b>Init</b> | <b>Com</b> | <b>Special</b>                              |
|-------------|-----------|------------|------------|------------|-------------|------------|---------------------------------------------|
| Wild Yetis  | 4         | 5          | 6          | 7          | 4           | 7          | Large, 3 x HtH Deathly Chill, Wild Monster, |

Add up to 2 Yeti @ 93 points each.

### **0 - 1 Units of Ulfenwere, 78 points** **Monster Unit**

| <b>Unit</b>   | <b>Ag</b> | <b>Acc</b> | <b>Str</b> | <b>Res</b> | <b>Init</b> | <b>Com</b> | <b>Special</b>                                        |
|---------------|-----------|------------|------------|------------|-------------|------------|-------------------------------------------------------|
| 3 x Ulfenwere | 5         | -          | 6          | 5          | 7           | 7          | 2 x HtH SV2, Fast 6, Frenzied Charge, Crazy Psychotic |

Add up to 3 Werewolves @ 26 points each.

## Troop Units

### **Marauder Horsemen, 96 Points** **Mounted Warrior Unit**

| <b>Unit</b>                                              | <b>Ag</b> | <b>Acc</b> | <b>Str</b> | <b>Res</b> | <b>Init</b> | <b>Com</b> | <b>Special</b>        |
|----------------------------------------------------------|-----------|------------|------------|------------|-------------|------------|-----------------------|
| Leader with sword, light armour, riding warhorse         | 4         | 5          | 5          | 6(7)       | 6           | 8          | Tough, Fast 8, Savage |
| 2 x Horsemen with swords, light armour, riding warhorses | 4         | 5          | 5          | 6(7)       | 6           | 7          | Fast 8, Savage        |
| Warhorse                                                 |           |            | 5          |            |             |            | 1 x HtH SV1           |

Give unit spears @ free. Add up to 3 Horsemen @ 28 points each

### **Chaos Warriors, 102 Points** **Warrior Unit**

| <b>Unit</b>                           | <b>Ag</b> | <b>Acc</b> | <b>Str</b> | <b>Res</b> | <b>Init</b> | <b>Com</b> | <b>Special</b>                |
|---------------------------------------|-----------|------------|------------|------------|-------------|------------|-------------------------------|
| Leader with sword, heavy armour       | 4         | 5          | 5          | 5(8)       | 7           | 8          | Tough, Heavily Laden, Zealous |
| 4x Warriors with swords, heavy armour | 4         | 5          | 5          | 5(8)       | 7           | 7          | Heavily Laden, Zealous        |

Give unit large weapons @ free, Halberds @ 2 points. Add up to 5 Chaos Warriors @ 18 points per model

### **Marauders, 72 Points** **Warrior Unit**

| <b>Unit</b>                            | <b>Ag</b> | <b>Acc</b> | <b>Str</b> | <b>Res</b> | <b>Init</b> | <b>Com</b> | <b>Special</b> |
|----------------------------------------|-----------|------------|------------|------------|-------------|------------|----------------|
| Leader with sword, light armour        | 5         | 5          | 5          | 5(6)       | 7           | 8          | Tough          |
| 4x Marauders with swords, light armour | 5         | 5          | 5          | 5(6)       | 7           | 7          |                |

Give unit spears or long spears, large weapons @ free. Give unit savage rule @ 1 point per model. Add up to 5 Marauders @ 12 points per model

**Marauder Archers, 72 Points****Warrior Unit**

| Unit                       | Ag | Acc | Str | Res | Init | Com | Special |
|----------------------------|----|-----|-----|-----|------|-----|---------|
| Leader with sword, bow     | 5  | 5   | 5   | 5   | 7    | 8   | Tough   |
| 4x archers with sword, bow | 5  | 5   | 5   | 5   | 7    | 7   |         |

Add up to 5 Archers @ 12 points per model

**Berserkers, 97 Points****Warrior Unit**

| Unit                                      | Ag | Acc | Str | Res  | Init | Com | Special        |
|-------------------------------------------|----|-----|-----|------|------|-----|----------------|
| Berserker leader with sword, light armour | 5  | 5   | 5   | 5(6) | 7    | 8   | Tough, Berserk |
| 4 x berserkers with swords, light armour  | 5  | 5   | 5   | 5(6) | 7    | 7   | Berserk        |

Give unit big swords @ free. Give unit savage rule @ 1 point. Add up to 5 Berserkers @ 17 points each

**Warhound Pack, 70 points****Warrior / Beast Unit**

| Unit                                | Ag | Acc | Str | Res  | Init | Com | Special                           |
|-------------------------------------|----|-----|-----|------|------|-----|-----------------------------------|
| Packmaster with sword, light armour | 5  | 5   | 5   | 5(6) | 7    | 8   | Tough, Rapid Sprint               |
| 4 x warhound                        | 5  | 0   | 5   | 6    | 5    | 5   | Savage, Rapid Sprint, 1 x HtH SV1 |

Give Packmaster medium armour @ 2 points, spear @ free. Add up to 5 warhounds @ 11 points each

### Monstrosity / Chariot Units

#### 0 - 1 Giant, 150 / 170 / - points

##### Monstrosity Unit

| Unit  | Ag | Acc | Str | Res | Init | Com | Special                           |
|-------|----|-----|-----|-----|------|-----|-----------------------------------|
| Giant | 5  | 5   | 6   | 12  | 4    | 8   | Large, MoD 2, Dread, 5 x HtH SV4, |

Give rock to hurl @ 15 points

#### Chaos Chariot, 103 points

##### Chariot Unit

| Unit                       | Ag | Acc | Str | Res | Init | Com | Special                            |
|----------------------------|----|-----|-----|-----|------|-----|------------------------------------|
| 2 x crew with axes         | -  | 5   | 5   | -   | 7    | 8   |                                    |
| Chariot pulled by warhorse | 3  | -   | -   | 10  | -    | -   | Large, Irresistible Charge, Fast 8 |
| 2 x warhorses              | -  | -   | 5   | -   | -    | -   | 1 x HtH SV1                        |

Give crew spears @ free. Give Chariot Scythes adding 1D6 SV1 hits on the charge @ 25 points. Add up to 2 crew @ 5 points each

#### 0 - 1 Mammoth, 156 points

##### Monstrosity Unit

| Unit                          | Ag | Acc | Str | Res | Init | Com | Special                                    |
|-------------------------------|----|-----|-----|-----|------|-----|--------------------------------------------|
| 1 x Mammoth with 4 crew       | 4  |     | 5   | 12  |      |     | Large, MoD 2, Surly, 5 x HtH SV5, Stampede |
| 4 x marauder crew with spears |    | 5   | 5   |     | 5    | 8   |                                            |

Give crew rocks to hurl @ 1 points per crew, bows or javelins @ 2 points per model. Add up to 4 barbarians crew @ 5 points each

## Artillery Units

### Rock Thrower, 81 points

#### Artillery Unit

| Unit                                       | Ag | Acc | Str | Res | Init | Com | Special       |
|--------------------------------------------|----|-----|-----|-----|------|-----|---------------|
| 3 x crew with daggers, small stone thrower | 5  | 5   | 5   | 5   | 7    | 7   | Large, Slow 3 |

Add up to 2 Crew @ 9 points each. Give crew light armour @ 2 points per model, swords @ 1 point per model. Upgrade to a large stone thrower @ 27 points

### Bolt Thrower, 60 points

#### Artillery Unit

| Unit                                      | Ag | Acc | Str | Res | Init | Com | Special       |
|-------------------------------------------|----|-----|-----|-----|------|-----|---------------|
| 3 x crew with daggers, small bolt thrower | 5  | 5   | 5   | 5   | 7    | 7   | Large, Slow 3 |

Add up to 2 Crew @ 9 points each. Give crew light armour @ 2 points per model, swords @ 1 point per model. Upgrade to a large bolt thrower @ 21 points