

Vikings

Version 0.3

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The Vikings list is primarily intended to play a historical warband without the use of any magic. However it can be adapted to playing a standard game of Warlords of Erewhon by adding units from the Fantasy section of the list.

It's suggested that the majority of the warband consists of Bóndi and Thrall units.

While there have been graves found with female skeletons and weapons as grave goods, there is no evidence of entire units of trained female warriors so the Shieldmaidens unit can be found in the Fantasy section of the list.

The list has been designed around the excellent Viking miniatures available from companies like

- Wargames Foundry
- Warlord Games
- Artizan
- Crusader
- Victrix
- Gripping Beast

Historical

Hersir (Viking Chieftain)							
Warlord Warriors Unit	Points Value: 99						
Special: You must include one Hersir or mounted Hersir in your war band and only one.							
Unit: Hersir	Ag	Acc	Str	Res	Init	Co	Special
1 x Hersir (Chieftain) with sword or axe and medium armour	5	5	5	5(7)	8	8	Command, Follow, Tough, Wound, 3 x HtH
2 x Húskarl with sword or axe and medium armour	5	5	5	5(7)	7	7	
Options							
<ul style="list-style-type: none"> ● Replace swords or axes with Dane (big) axes @0pts per model ● Give unit frakka (javelins) @ 2pts per model ● Upgrade Hersir to Wounds 2 @ 14pts ● Upgrade Hersir to Tough 2 @ 10pts 				<ul style="list-style-type: none"> ● Give unit Savage rule @ 1pt per model ● Make the Hersir a Berserker @ 5pts ● Add up to 2 more Húskarl at @14pts each 			

Mounted Hersir (Mounted Viking Chieftain)							
Warlord Mounted Unit	Points Value: 136						
Special: You must include one of Hersir or mounted Hersir in your war band and only one.							
Unit: Mounted Hersir	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Hersir (Chieftain) with sword or axe and medium armour	5	5	5	6(8)	8	8	Command, Follow, Tough, Wound, 3 x HtH, Fast 8
2 x Mounted Húskarl with sword or axe and medium armour	5	5	5	6(8)	7	7	Fast 8
Options							
<ul style="list-style-type: none"> ● Replace swords or axes with Dane (big) axes @0pts per model ● Give unit additional frakka (javelins) @ 2pts per model ● Upgrade Hersir to Wounds 2 @ 16 ● Upgrade Hersir to Tough 2 @ 10pts 				<ul style="list-style-type: none"> ● Give unit Savage rule @ 1pt per model ● Add up to 2 more Mounted Húskarl at @ 25pts each 			

Seiðr (Priest of Freya)

Warriors Command Unit

Points Value: 64

Special: You can include a maximum of one Seiðr in your warband.

Unit: Seiðr

1 x Seiðr with stave

Ag

Acc

Str

Res

Init

Co

Special

5

5

5

5

7

9

Tough, Command, Divine Intervention, Wound 2

0 x attendants

5

5

5

5

7

7

Zealous

Options

- | | |
|--|--|
| <ul style="list-style-type: none"> ● Add up to 2 attendants to the unit @ 8pts each ● Give the unit light armour @ 10pts +2pts per attendant | <ul style="list-style-type: none"> ● Give Seiðr "the luck of the gods" @10pts increasing Tough to Tough 2 |
|--|--|

Viking Hero

Warriors Unit

Points Value: 84

Special: You can include a maximum of one Viking Hero or mounted Viking hero in your warband.

Unit: Viking Hero

1 x Viking Hero with sword and axe in medium armour

Ag

Acc

Str

Res

Init

Co

Special

5

5

6

6(8)

9

9

Tough 2, Hero, 3 x HtH, Wound

Options

- | | |
|--|---|
| <ul style="list-style-type: none"> ● Replace sword or axe with Dane (big) axe @0pts per model ● Give Hero Wounds 2 @ 16pts ● Give Hero Wounds 3 @ 32pts | <ul style="list-style-type: none"> ● Upgrade Hero to Tough 3 @10pts ● Give Hero Savage rule @ 3pts or ● Give Hero Berserk rule @5pts |
|--|---|

Mounted Viking Hero

Mounted Unit

Points Value: 94

Special: You can include a maximum of one Viking Hero or mounted Viking hero in your warband.

Unit: Mounted Viking Hero

1 x mounted Viking hero with medium armour and sword or axe

Ag

Acc

Str

Res

Init

Co

Special

5

5

6

6(9)

9

9

Tough 2, Hero, 3xHtH, Wound, Fast 8

Options

- | | |
|--|--|
| <ul style="list-style-type: none"> ● Replace sword or axe with Dane (big) axe @0pts per model ● Give Hero Wounds 2 @ 18pts ● Give Hero Wounds 3 @ 36pts | <ul style="list-style-type: none"> ● Upgrade Hero to Tough 3 @10pts |
|--|--|

Hird (Húskarl)

Warriors Unit	Points Value: 82						
Special: You can only include a maximum of one unit of Hird or mounted Hird in your warband.							
Unit: Hird	Ag	Acc	Str	Res	Init	Co	Special
1 x Hird Leader with sword or axe and medium armour	5	5	5	5(7)	7	8	Tough
4 x Hird Warrior with sword or axe and medium armour	5	5	5	5(7)	7	7	
Options							
<ul style="list-style-type: none"> ● Replace swords or axes with Dane (big) axes @0pts per model ● Give unit additional frakka (javelins) @ 2pts per model 				<ul style="list-style-type: none"> ● Give unit Savage rule @ 1pt per model ● Add up to 5 more Húskarl at @14pts each ● 			

Mounted Hird (Húskarl)

Mounted Unit	Points Value: 82						
Special: You can only include a maximum of one unit of Hird or mounted Hird in your warband.							
Unit: Mounted Hird	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Hird Leader with sword or axe and medium armour	5	5	5	6(8)	7	8	Tough
2 x Mounted Hird Warriors with sword or axe and medium armour	5	5	5	6(8)	7	7	
Options							
<ul style="list-style-type: none"> ● Replace swords or axes with Dane (big) axes @0pts per model ● Give unit additional frakka (javelins) @ 2pts per model 				<ul style="list-style-type: none"> ● Give unit Savage rule @ 1pt per model ● Add up to 2 more Húskarl at @22pts each 			

Berserkir

Warriors Unit	Points Value: 97						
Special: You can include a maximum of one Viking Berserkir unit in your warband unless your Hersir (Viking Chieftain) has the Berserk rule, in which case there is no limit.							
Unit: Berserkir	Ag	Acc	Str	Res	Init	Co	Special
1 x Berserkir warrior with sword or axe	5	5	5	5(6)	7	8	Tough, Berserk
4 x Berserkir with swords or axes	5	5	5	5(6)	7	7	Berserk
Options							
<ul style="list-style-type: none"> ● Replace swords or axes with Dane (big) axes @0pts per model ● Give unit Spears @ 0pts each. 				<ul style="list-style-type: none"> ● Add up to 5 Berserkir @17pts each 			

Bónði

Warriors Unit	Points Value: 72						Special
Unit: Bónði	Ag	Acc	Str	Res	Init	Co	Special
1 x Bónði Leader with sword or axe and shield (light armour)	5	5	5	5(6)	7	8	Tough
4 x Bónði Warrior with sword or axe and shield (light armour)	5	5	5	5(6)	7	7	
Options							
<ul style="list-style-type: none"> ● Give Warriors Spears @ 0pts each. ● Give unit additional frakka (javelins) @ 2pts per model 				<ul style="list-style-type: none"> ● Add up to 5 Warriors @12pts each 			

Bónði Archers

Warriors Unit	Points Value: 67						Special
Unit: Bónði Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Bónði Leader with seax (dagger) and bow	5	5	5	5	7	7	
4 x Bónði Warrior with seax (dagger) and bow	5	5	5	5	7	7	
Options							
<ul style="list-style-type: none"> ● Replace daggers with swords @ 1pts per model. ● Give unit light armour @2pts per model increasing Res to 5(6) 				<ul style="list-style-type: none"> ● Add up to 5 Warriors @11pts each 			

Thrall

Warriors Unit	Points Value: 62						Special
Unit: Thrall	Ag	Acc	Str	Res	Init	Co	Special
1 x Thrall Leader with seax (dagger) and frakka (javelin)	5	5	5	5	7	7	
4 x Thrall with seax (dagger) and frakka (javelin)	5	5	5	5	7	7	
Options							
<ul style="list-style-type: none"> ● Replace seax and frakka with a spear @ -1pts per model. ● Add Surly @-1pts per model. 				<ul style="list-style-type: none"> ● Add up to 5 Warriors @11pts each 			

Fantasy

Seiðr (Priest of Odin)

Warriors Unit	Points Value: 56						
Special: You can include a maximum of one Seiðr in your warband.							
Unit: Seiðr	Ag	Acc	Str	Res	Init	Co	Special
1 x Seiðr with Stave	5	5	5	5	7	8	Tough, Wound, Magic Level 1
0 x bodyguard with axe or sword and light armour	5	5	5	5(6)	7	7	
Options							
<ul style="list-style-type: none"> ● Upgrade Seiðr to Magic Level 2 @25pts ● Upgrade Seiðr to Magic Level 3 @50pts ● Upgrade Seiðr to Tough 2 @10pts 				<ul style="list-style-type: none"> ● Add up to 4 bodyguards @12pts each. ● Upgrade bodyguard to medium armour @2pts per model 			

Skjaldmær (Shield Maiden)

Warriors Unit	Points Value: 97						
Special: You can only include a maximum of one unit of Shield Maidens in your warband.							
Unit: Skjaldmær	Ag	Acc	Str	Res	Init	Co	Special
1 x Skjaldmær Leader with sword or axe and light armour	5	5	5	5(6)	8	8	Tough, Zealous
4 x Skjaldmær with sword or axe and light armour	5	5	5	5(6)	7	7	Zealous
Options							
<ul style="list-style-type: none"> ● Replace swords or axes with Dane axes @0pts per model ● Give unit frakka (javelins) @ 2pts per model ● Give unit medium armour @2pts per model increasing Res to 5(7) 				<ul style="list-style-type: none"> ● Give unit Savage rule @ 1pt per model ● Add up to 5 more Skjaldmær at @17pts each 			

Odin's hounds (Wolves)

Warrior/Beast Unit	Points Value: 60						
Unit: Odin's hounds	Ag	Acc	Str	Res	Init	Co	Special
5 x Odin's hounds	5	-	6	6	5	5	Savage, Rapid Sprint, HtH SV1
Options							
<ul style="list-style-type: none"> ● Add up to 5 extra hounds @ 12pts each 							

Weapon and Special Rules Summary

Range

Weapon	Short	Long	Extreme	Strike Value (SV)	Special Rules
Bow	0-10"	10-20"	-	0	
Frakka / Javelin	0-10"	-	-	1	
Sword or Axe	Hand-to-hand combat			1	Strength +1
Spear	Hand-to-hand combat			1	Can be used for exchange of missiles
Dane (big) Axe	Hand-to-hand combat			2	
Seax / Dagger	Hand-to-hand combat			1	
Stave	Hand-to-hand combat			0	Strength +1
Cudgel	Hand-to-hand combat			0	

Berserk. Until defeated or fail a break test, double attacks in HtH, automatically pass orders to charge.

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Divine Intervention. Can steal an order dice from an enemy unit within 20" with successful Command test. If you fail, take 1 pin instead. Maximum of one attempt in any turn

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Savage. Re-roll missed Str to hit in first round of combat in game

Slow/Fast. Move at the basic rate indicated.

Surly. Cannot benefit from Command, Hero or Follow rule.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.

Zealous. Ignore pins when taking a break test. Re-roll failed order test.