

Legendary Northmen - Small army size

(around late 8th century to 13th century)

This list covers the Northmen or Danes, more often called Vikings or Norsemen in our modern days. They were both merchants, farmers, explorers and warriors who sometimes raided, pillaged and conquered settlements throughout principally from North to South of Europe.

With that list you can do DBA Viking armies and with adding some parts in red, some fantastic and Northmen Mythology.

Aggression : 4

Home Territory: Littoral

Description	Type	Min-Max	Cost per Element
Jarl, noble chief	Blades (Solid), General (C-in-C)	0-1	16
• Upgrade to Mythic Hero	Hero (C-in-C)	0-1	+10
• Upgrade to <i>Elite</i>	<i>Elite</i>	0-1	+2
• Upgrade to <i>Lethal</i>	<i>Lethal</i>	0-1	+1
Housecarls	Blades (Solid)	0-2	6
• Upgrade to General	General	0-1	+10
• Upgrade to <i>Elite</i> Warriors	Blades (Solid), <i>Elite</i>	0-1	+2
• Change to Berseks Warriors	Warbands Wb (Fast) <i>Battle Frenzy</i>	0-1	-2
• Change to Boendr Archers Skirmishers	Skirmishers	0-1	-3
Undisciplined Looters Warriors	Blades (Fast)	5-10	6
• Upgrade to Hirds Warriors	Blades (Solid)	5-10	0
• Upgrade to <i>High Morale</i> unit	<i>High Morale</i>	0-2	+1
• Downgrade to Enrolled Boendr Farmers, <i>Poor</i>	Blades (Solid), <i>Poor</i>	0-3	-1
• Change to Fast Auxilias (in Finland only)	Auxilia (Fast)	0-6	-2
Boendr Archers	Bow (Solid)	0-2	4
• Change to Berseks Warriors : Warband with <i>Battle Frenzy</i>	Warbands Wb (Fast)	0-1	0
• Change to Boendr Archers Skirmishers	Skirmishers	0-2	-1
• Change to Boendr Archers	Bow (Fast)	0-2	0
• Change to (if from Dublin or Manx) Irish Warriors	Auxiliary (Fast)	0-1	0
• Change to Mercenaries Looters	Blades (Fast)	0-1	+2
• Change to Thralls Horde	Horde (Solid)	0-1	-1

Wolves	Beast (Fast), Battle Frenzy	1-2	4
• Change to Dire Wolves / Reanimated Beast	Beast, (Fast), Undead	1-2	0
Völva woman Chaman	Cleric	0-1	8
• Most Powerful Völva : Change to Mage	Mage (level 2)	0-1	0
• Upgrade or downgrade Mage (per Level, Mage level is from 1 to 5)			+1 / -1
Valkyries Knights Elite, Lethal	Paladin (solid), Mounted, Elite	0-1	10
• Change to mounted Great Flyers	Great Flyers, Unwieldly, Lethal, Elite	0-1	+3
Wild Geant Boar, Heavy Armor	Behemoth, Heavy Armor	0-1	7
Draugh Undead Warriors (Ghouls)	Blades (solid), Undead	0-2	6
Trolls	Great Beasts	0-2	5
Giant Ravens	Flyers	0-2	4

Legendary Northmen - Normal army size (200pts)

Description	Type	Min-Max	Cost per Element
Jarl, noble chief	Blades (Solid), General (C-in-C)	0-1	16
• Upgrade to Mythic Hero	Hero (C-in-C)	0-1	+10
• Upgrade to Elite	Elite	0-1	+2
• Upgrade to Lethal	Lethal	0-1	+1
Housecarls	Blades (Solid)	1-5	6
• Upgrade to General	General	0-3	+10
• Upgrade to Elite Warriors	Blades (Solid), Elite	0-2	+2
• Change to Berseks Warriors	Warbands Wb (Fast), Battle Frenzy	0-2	-2
• Change to Boendr Archers Skirmishers	Skirmishers	0-3	-3
Undisciplined Looters Warriors	Blades (Fast)	10-20	6
• Upgrade to Hirds Warriors	Blades (Solid)	10-20	0
• Upgrade to High Morale unit	High Morale	0-5	+1
• Downgrade to Enrolled Boendr Farmers, Poor	Blades (Solid), Poor	0-8	-1
• Change to Fast Auxilias (in Finland only)	Auxilia (Fast)	0-16	-2
Boendr Archers	Bow (Solid)	1-5	4
• Change to Berseks Warriors : Warband with Battle Frenzy	Warbands Wb (Fast)	0-2	0
• Change to Boendr Archers Skirmishers	Skirmishers	1-5	-1
• Change to Boendr Archers	Bow (Fast)	1-5	0
• Change to (if from Dublin or Manx) Irish Warriors	Auxiliary (Fast)	0-2	0
• Change to Mercenaries Looters	Blades (Fast)	0-2	+2
• Change to Thralls Horde	Horde (Solid)	0-3	-1

Wolves	Beast (Fast), Battle Frenzy	1-2	4
• Change to Dire Wolves / Reanimated Beast	Beast, (Fast), Undead	1-2	0
Völva woman Chaman	Cleric	0-1	8
• Most Powerful Völva : Change to Mage	Mage (level 2)	0-1	0
• Upgrade or downgrade Mage (per Level, Mage level is from 1 to 5)			+1 / -1
Valkyries Knights Elite, Lethal	Paladin (solid), Mounted, Elite	0-2	10
Change to mounted Great Flyers	Great Flyers, Unwieldy, Lethal, Elite	0-2	+3
Wild Geant Boar, Heavy Armor	Behemoth, Heavy Armor	0-1	7
Draugh Undead Warriors (Ghouls)	Blades (solid), Undead	0-4	6
Trolls	Great Beasts	0-6	5
Giant Ravens	Flyers	0-4	4
Giant Wolf Fenrir	Great Beasts, Lethal, Elite	0-1	8
Red Dragon Fafnir	Dragon, Fear, Lethal	0-1	17

Special Rules:

Undead, Battle Frenzy : cf DBF Rules Book.

Ritual Spell : Fog Patch

Difficulty 4

If successful, It creates a patch of Fog entirely within 5BW of the Caster with no dimension larger than 3BW. The duration of the Fog depends on a Dice 6.

The characteristic of the Fog is like a Wood Terrain Feature (cf p 37-38), apart that all Ranged Combat inside the Fog Patch are impossible and all Close Combats entirely inside the Fog Patch will have a modifier of -2. The Spell can be cast only one time (successful or not)

Ritual Spell : Tumultuous Weather (or Thor Anger)

Difficulty 3 : cf DBF Rules Book p77

Ritual Spell : Incite Frenzy.

Difficulty 3 / 5 : cf DBF Rules Book p64

Ritual Spell : Wheel of Destiny

Difficulty 5

If successful, the selected Non-Undead Element, will have the possibility to re-roll his Ranged Combat dice or his Close Combat dice.

This Spell cannot be cast again on the same element.

Ritual Spell : Heal my Wounds!

Difficulty 4

If successful, the selected Element will not be destroyed this turn as Gods have other ideas for him: converting Destroyed to Recoil. But if the combat result is Fleeing, the element will be destroyed instead (Gods do not like Cowards!).

This Spell cannot be cast again on the same element.