

Far north of the Empire lies the cold and forbidden land of Norsca. Living so close to the Chaos Wastes have turned the people into savage barbarians. Their ways of harsh drinking and fighting are shunned by civilized people, but even amongst these are even more savage and dishonorable warriors totally given into battle, Berserks. Exiled from their homeland, they seek to gain honor in death and if they can, to quell their inner ferocity.

Norse Berserker.....45 to hire +15gc upkeep

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|---|----|----|---|---|---|---|---|----|
| M | WS | BS | S | T | W | I | A | LD |
| 4 | 6 | 3 | 4 | 4 | 2 | 4 | 1 | 8 |

Weapons/Armor: Berserkers are either armed with two axes or a double handed axe. Berserkers are known for shunning armor, but some may wear a helmet, mystic tattoos (+2 difficulty to spells targeting them), or an animal skin (unmodifiable D6 save of 6). The player chooses armor and weapons when hiring a Berserker.

Special Rules:

Inner Beast: Berserkers are taken over by their inner beast, giving them savage and superhuman abilities, but are shunned because of their antisocial behavior. When hiring a Berserker, randomly determine which animal is the Berserker's inner Beast:

D6:

1- Rat: The berserker is low and flea ridden like a rat, subtract an extra -1 to hit when behind cover, but subtract -1 to S. May not choose from Strength skills but may choose from Speed Skills.

2- Dog: The berserker is as brutal as any fighting dog, add +1 A but subtract -1 to WS. May choose only one skill from Speed skills.

3- Stag: The berserker is as fast as a stag, add +1 to M, but subtract -1 to T. May also choose from Speed skills.

4- Boar: The berserker is stubborn and tough as a boar, add +1 to T. May also choose from Combat skills.

5- Wolf: The berserker is as fast and agile as a wolf, add +1 to I and the berserker gets +2 movement when running or charging. May choose from Academic skills.

6- Bear: The berserker is strong and broad as a bear, add +1 S and +1 A to the berserker's profile. May choose from Combat skills.

Skills: The Berserker chooses from the Strength skills and those mentioned above when choosing a new skill.

SPECIAL RULE:

This Hired Sword is hard to find unlike the others in the rulebook as he frequently does not come to Mordheim unless on a whim or such. As so, all rules regarding Hired Swords apply, but to find this hired sword, a hero must take an Initiative test as if looking for a Special Character and then may hire as a normal Hired Sword.