

# Jotun Brief

*“They enshrine the warrior ideal”*

- **Born to war** - fight face-to-face, take and deliver wounds to the front
- **Fiercely honourable** - fight with honour, keep your word, despise oathbreakers
- **Conquerors by nature** - those you defeat can become a thrall, or die

*“They are a warlike tribe that values strength-in-arms and fighting-spirit as their highest virtues”*

- **Revere their ancestors** - draw strength from your ancestors in battle
- **Seek death in battle** - a good death in battle gets you closer to the ancestors
- **Neither barbaric or cruel** - let a fallen foe bleed out, and have a good death

**NO HONOUR DUELS, NO LOOTING, NO EXECUTING**

# Jotun Ulfur

## Ferocious hunters, trophy takers

- Patient hunters
- Brave scouts and pathfinders
- Track down enemy commanders
- Engage, unleash, withdraw

**5-10 in a warband**

**Jarl has +1 hit and +1 hero point**

*“The patience of Ulfur; The pride of the Wolf; Hunt the foe, slay the foe”*

### Wolf's Fangs

- Any armour
- Paired axes + Javelin
- 4 hits
- Ambidextrous
- Thrown Weapon
- 3 hero points
- Unstoppable

### Equipment

Ulfur might have:

- Rake's Progress
- Duelist's Scales
- Thresher's Cudgel
- Bear Claws

### Hunters of Heroes

Played by Skirmish Team

- **May call EXECUTE on a Dying character**
- **MUST have a referee with them**