

# SAGA

## Faction : Skraelings

In the Norse sagas, the term skraeling was given to the native people of Vinland with whom the Vikings came into contact when they explored the coast of Newfoundland in the 11th century. Later, the Vikings shared Greenland with the skraelings (or skraelingjar in Old Norse,) where their earlier conflicts in Vinland largely seem to have been put behind them, although Viking traders were forbidden to trade weapons with the skraelingjar, no matter how lush and attractively priced the furs on offer were.



Your **Warlord** is a Skraeling tribal Chieftain. He earned this rank through his combat and martial prowess. He is a seasoned fighter, but despite being the leader of his tribe, he never wears any sort of armour or any protection, save for his bravery.

Under the leadership of the Chieftain, we have the **Warriors** of the tribe. Indigenous natives from the Vinland fought equipped with rudimentary weapons, their only protection bearskins, but they were famous for their savagery and proved to be more than a match for the Norse adventurers that landed on their soil.

Most of the members of a Skraeling tribe won't have much experience with warfare, their main business being the hunt. These bow-armed fighters are considered **Levies** in game terms.

### FACTION RULES

Note that the Skraelings do not have Hearthguards.

Skraeling Warlords and Warriors are equipped with javelins. The lack of protection worn reduces their Armour by one (both in melee and against ranged attacks,) so a Skraeling Warlord has Armour of 4 and Skraeling Warriors have Armour of 3. Skraeling Levies are equipped with bows.

### SAGA ABILITIES DESCRIPTION

The Skraelingjar do not have a specific set of SAGA Dice. They may use any one set of SAGA dice with their Battleboard.

The cost (in SAGA dice) of their abilities is hence quite different from the other Battleboards and is explained below.

Most Skraeling abilities allow you to copy the effects of another ability on any opponent's Battleboard. Here are a few things to keep in mind when copying abilities:

- When you copy an ability on an opponent's Battleboard, consider that the text written in that ability box temporarily replaces the text of the copying ability on your board. As the dice have already been discarded, ignore any reference to dice to be discarded in the copied text.
- If the effects of the copied ability varies with the symbols of the dice to be discarded (for example some abilities on the Anglo-Danish board are more powerful if a helmet is discarded,) ignore this part of the ability. Using copied abilities, the skraeling player may never gain any advantage generated by using specific SAGA dice symbols.
- You may copy any ability, unless otherwise indicated. The ability you are copying does not need to have dice in the ability box on the originating battleboard when you copy it.
- If the target ability has variable effects as result of a rule that is not used by the Skraelings (for example, the Jomsviking's Wrath) then the ability cannot be copied.
- You may never copy Activation/Reaction, Shooting/Reaction, Orders/Reaction or Melee/Reaction abilities.



Any SAGA Die may be used for this ability, e.g. the dice symbol is irrelevant.



This ability needs two dice and both sides must have the same symbol. The symbol itself is irrelevant, as long as both dice have the same symbol.



This ability needs two dice but the dice used must have different symbols. The symbols themselves are irrelevant, as long as both dice have different symbols.



This ability needs 3 SAGA Dice and all the dice must have different symbols. It means that to use this ability, you must have the three different symbols that appear on the Saga Dice of the set you are using.



## **Skraelings / Scouts / Vinland**

**These three abilities are used to activate your units.**

You may activate your Warriors and Warlord with any single Saga Die, but the Levies will need two dice with the same symbol to be activated.

You also have access to a really effective Activation ability that, despite costing 3 Saga dice with different symbols, will activate all your units.

## **Activation Pool**

**Used during your Orders Phase**

The Skraelings Activation Pool works differently from the other Activation Pools. You may place any Saga Die here to roll one extra Saga Die.

Doesn't sound particularly interesting? But the fact that the Saga Dice that are on this ability at the start of your turn do not count as being on your Battleboard makes it shine. Let's see how it works.

You start a turn by counting up your Saga Dice. Say you got 6 of them. You use 4 of them to activate your units and use your Saga abilities, and place the 2 Saga Dice left on your Activation Pool.

At the start of the next turn, let's consider that you still have 6 Saga Dice to roll. Any other warband would deduct the dice left on their Battleboard from their allocation, but as the Activation Pool specifically indicates that they are disregarded, they are not deducted from your pool of Saga Dice.

So you would roll 6 Saga Dice, and be able to use your Activation Pool to roll two additional dice to bring your total to 8 for this turn.

You will have noted that the background of the ability means that this is a once-per-turn ability.

## **Combat Pool**

**Used during a melee, or when shooting.**

The Combat Pool is similar to the Combat Pools of most others Battleboards. Astute readers will have spotted that the Combat Pool doesn't offer any Defence Dice against ranged attack. That's life, and you will have to be shielded by your bravery!

## **Our Soil / Like an Eagle / Ancestral Spirit**

All these abilities are similar. They each copy a different type of Saga Ability (respectively Melee, Shooting and Activation abilities) that only cost one Saga Die on your opponent's Battleboard. Resolve the copied ability as if you had used it yourself. The ability's original requirements must also be enforced: an ability that only affects Levies cannot be used on your Warlord for example.

## **Sacred Bonds**

**Used during your Orders Phase**

Sacred Bonds is a powerful ability but double-edged ability. You use it during your own Orders Phase by discarding two different Saga Dice and designating one of your units. Until the end of your turn, each model from this unit generates an additional Attack Die but any effect that gives the unit one or more FATIGUE inflicts an additional FATIGUE.

So, for example, if your unit is activated twice for a movement, it would take 2 FATIGUES and not one, and if it fights in a melee it would also take two FATIGUES instead of one.

## **Totem Animal**

**Used during your Orders Phase**

Skraeling Warlords tend to be fragile in melee, and this ability offers the players a solution to this issue.

The dice are discarded at the start of your turn, during the Orders Phase, and their effects last until the start of your next turn. During all that time, your Warlord generates 8 Attack Dice instead of 5, and cancels hits on 3s if they are ranged attack hits, and 4s if they come from melee attack.

The downside of this ability is that your Warlord won't be able to use the We Obey or Side by Side rules, meaning that he will have to face the enemy alone!

## **Savages / A Pack of Wolves / Spirit Talkers**

These abilities are similar. They each copy a different type of Saga Abilities (respectively Melee/Shooting, Activation and Orders abilities) that cost any number of Saga Dice on the Battleboard of your opponent. Resolve the copied ability as if you used it yourself. The ability's original requirements must also be enforced so an ability that only affects Levies cannot be used on your Warlord, for example.

## **Soul Eaters**

**Used during the Orders Phase**

Soul Eaters is a really nasty ability. It costs 3 Saga Dice, all with different symbols, but one you have paid it, you may choose any ability on the enemy Battleboard and forbid that player to place any Saga Die or Dice on this ability until the end of the game. It means that he won't be able to use that ability anymore. Only ability with beige background can be targeted (the abilities that may be used once per turn).

Using this ability doesn't prevent the Skraeling player from copying it though!

## **Pathfinders**

**Used during an opponent's Orders Phase**

This ability is an example of another powerful but expensive ability. When the dice are discarded, you may take up to 6 Warriors or Levies (with a minimum of 4 models) and form a new unit that is immediately deployed within  $\mathcal{S}$  of any table edge.

All models must be either Warriors or Levies, you may not mix the classes within the same unit. Thus models that have already been removed still give victory points to the opponent, so you will have to note down how many models you reintroduced in the game.



### **Ragnar speaks**

*I thought I had endured everything after facing the Welsh but at the edge of the world are savages that would almost make you think that Welsh are worthy enemies.*

*Skraelings do to you what YOU meant to inflict on them. Even worse, they can tell you that the lessons you learnt during your youth are worth nothing. And when you've killed a bunch of them, you find more coming from everywhere!*

*So my best advice is to never face them. They live in a land of not much interest, forgotten by the gods that will never attract anyone's attention.*

*At least now we've got somewhere to send the Welsh and their horrible pointy sticks...*



# SKRAELINGS

## SKRAELINGS

### Activation

Discard one die to activate a unit of Warriors or a Warlord.



## SCOUTS

### Activation

Discard two dice to activate a unit of Levies.



## VINLAND

### Activation

Discard three dice to activate all your units.



## ACTIVATION POOL

### Orders

Discard any number of dice. Roll as many Saga Dice. Dice placed on this ability do not count as SAGA Dice left on your Battleboard at the start of your turn.



## COMBAT POOL

### Melee or Shooting

Discard one die to gain one Attack or one Defence Die in melee or 1 Attack Die in shooting.



## OUR SOIL

### Melee

Discard this die and choose a **Melee** Saga ability on one of your opponent's Battleboards that only cost one die to be activated. This ability becomes an exact copy of the chosen ability and has the same effects.



## LIKE AN EAGLE

### Shooting

Discard this die and choose a **Shooting** Saga ability on one of your opponent's Battleboards that only cost one die to be activated. This ability becomes an exact copy of the chosen ability and has the same effects.



## ANCESTRAL SPIRIT

### Activation

Discard this die and choose an **Activation** Saga ability on one of your opponent's Battleboards that only cost one die to be activated. This ability becomes an exact copy of the chosen ability and has the same effects.



## SACRED BONDS

### Orders

Discard these dice and designate one of your units. Until the start of your next turn, each model in this unit generates an extra Attack Dice in melee and may move in uneven ground as if they were in the open. Until the start of your next turn, this unit may not use any ranged weapons and takes one extra FATIGUE each time it takes one or more FATIGUE, for whatever reason.



## TOTEM ANIMAL

### Orders

Discard these dice. Until the start of your next turn, your Warlord generates three extra Attack Dice (in melee or shooting) and cancels all hits as if he was in hard cover. Until the start of your next turn, your Warlord cannot use his We Obey or Side by Side special rules.



## SAVAGES

### Melee or Shooting

Discard these dice and choose a **Melee** or **Shooting** Saga ability on one of your opponent's Battleboards. This ability becomes an exact copy of the chosen ability and has the same effects.



## A PACK OF WOLVES

### Activation

Discard these dice and choose an **Activation** Saga ability on one of your opponent's Battleboards. This ability becomes an exact copy of the chosen ability and has the same effects.



## SPIRIT TALKERS

### Orders

Discard these dice and choose an **Orders** Saga ability on one of your opponent's Battleboards. This ability becomes an exact copy of the chosen ability and has the same effects.



## SOUL EATERS

### Orders

Discard these dice. Choose one ability from any opponent's Battleboards. The owner of this Battleboard may not place any SAGA dice on this ability until the end of the game. Only abilities that are limited to one use per turn may be chosen.



## PATHFINDERS

### Orders / Reaction

Discard these dice and take up between 4 and 6 of your Warriors or Levies that have been removed from the game (models must either be all Warriors or all Levies). Form a unit with these models and deploy it within S of any table edge.

