

# 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.

