

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



## **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 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...*

