

FLEMISH



Painter: Stefan Stoll

For-Hire Warriors 8 models for 1 pt

Armour: 5 Melee Dice: 1 ea.
Move: S (4") Fatigue Limit: 3 Saga Dice: 0 V.P: 1 ea.
For-Hire: May join warband if not led by a Warlord Hero.
Foreigners: May be activated once per turn for free. May not benefit from SAGA abilities, even Activation abilities.
Shieldwall: Are always considered to be in hard cover when engaged in melee by enemy unit (but not when they initiate melee), or are the target of a shooting.

Flemings formed a substantial mercenary element in the forces of William at the Battle of Hastings.



5*

*Hard Cover when defending or shot at



GALL-GAEDHIL



Painter: Stefan Stoll

For-Hire Warriors 8 models per 2 pts

Armour: 4 Melee Dice: 2 ea.
Move: M (6") Fatigue Limit: 3 Saga Dice: 0 V.P: 1 ea.
For-Hire: May join warband if not led by a Hero.
Lawless: Must be the first unit activated each turn. Activations are unlimited, and free. May not benefit from SAGA dice.
Bood Calls: Enemy units in melee suffer extra hits equal to half the number of successful hits scored against Gall-Gaedhil.
Looters: After deployment, but before the first turn, this unit may make a single free movement.



4

"The Sons of Death."

*Enemy suffers ½ extra hits



2*

AVENGING MONKS



Painter: Stefan Stoll

For-Hire Levy 12 models for 1 pt

Armour: 3 Melee Dice: 1 per 3 models
Move: M (6") Fatigue Limit: 2 Saga Dice: * V.P: ½ ea.
For-Hire: May join any warband that does not use Viking Dice, or is led by a Warlord Hero.
God's Shepherds: If within S (4") of their Warlord at the start of the turn they generate one SAGA Die.
Martyrdom: For each Monk killed during an enemy's turn, the controlling player may take one unused SAGA die, roll it, and place it on his Battleboard.



3*

Abbeys were easy prey to Viking raids.

*Each monk killed adds a SAGA die



1/3

STEPPE NOMADS (COMPOSITE BOWS)



Painter: Vincent Zeyer

For-Hire Levy 8 models for 1 pt

Armour: 3 Melee Dice: 1 per 3 models
Shooting Dice: 1 per 2 models Range: M (6")
Move: L+ (12") Fatigue Limit: 2 Saga Dice: 0 V.P: ½ ea.
For-Hire: May join a Rus or a heroless Byzantine warband.
Composite Bows: May Shoot at either start or end (but not both) of Movement activation, and re-roll "1s" on attack rolls, as part of that activation. May not engage if shooting.
Horsemen: +S (4") to movement if not engaging. In melee, if reducing attack dice to gain defense dice, swap ALL attack dice for defense dice (not half).



3

*When Shooting re-roll "1s"



1/3



1/2



1/2

BAGGAGE



Painter: Stefan Stoll

Baggage 3 models in Escort Scenario

Armour: 5 (6 v Shooting) Melee Dice: 3 ea.
Move: M (6") Fatigue Limit: 4
Resilience: Cancel 1st hit in each phase.
Baggage: Each model acts as a unit of its own, is activated like a Heathguard, may not benefit or be targeted by SAGA abilities, and may not enter uneven ground or buildings.
Victory: Escorting player has three baggage units and must move two off the table via the long table edge opposite to win. Opposing player needs to destroy all three to win. Any other result is a draw.



5*

*6 v Shooting



3

JARL SIGVALDI



Painter: Sjafoel Sjaell

For-Hire Heathguard

2 pts

Armour: 4 (5 v Shooting) Melee Dice: 3
 Move: M (6") Fatigue Limit: 4 Saga Dice: 2 V.P: 1
For-Hire: May join warband if not led by a Warlord Hero.
Jomsvikings: Sigvaldi comes with three Jomsvikings and they form a unit of four models. This unit cancels the first hit in each phase. Sigvaldi is always the last model to be removed. Not activated like regular Heathguards, may never benefit from SAGA abilities or We Obey. May have up to three SAGA dice allocated to them, see Wrath table in rules, p 48.

4*

Sigvaldi, most renowned of the Jomsvikings.

*5 v Shooting

*See Wrath table

3*

SIGVALDI'S JOMSVIKINGS



Painter: Sjafoel Sjaell

For-Hire Heathguard

3 models with Sigvaldi

Armour: 4 (5 v Shooting) Melee Dice: 1 ea.
 Move: M (6") Fatigue Limit: 4 V.P: 1 ea.
Jomsvikings: Fights with Jarl Sigvaldi as part of a unit. See Jarl Sigvaldi card Jomsvikings.

The Jomsvikings were a semi-legendary band of staunchly pagan Viking mercenaries, famous in the Norse sagas. They were skilled warriors, highly disciplined, and served different masters during their history, sometimes switching sides in the midst of battle.

4*

*5 v Shooting

*See Wrath table

1*

WANDERING BARD



Painter: Sjafoel Sjaell

For-Hire Warrior

Free

Armour: 4 Melee Dice: 1
 Move: M (6") Fatigue Limit: 3 Saga Dice: 1 V.P: 2
For-Hire: May join warband if not led by a Warlord Hero.
Bard: Acts as own unit. If killed Warlord takes a FATIGUE.
Inspiration: While Bard is within S (4") of Warlord any enemy killed by Warlord counts as x2 victory points, and Warlord may use Determination and We Obey a 2nd time.
Storyteller: Warlord may not rest unless he has two or more FATIGUE, and cannot use Side by Side.

4

Bard is a word of Celtic derivation.

1

EGIL SKALAGRIMSSON



Painter: Sjafoel Sjaell

For-Hire Heathguard

2 or 3 pts

Armour: 5 Melee Dice: 4
 Move: M (6") Fatigue Limit: 4 Saga Dice: 2 V.P: 3
For-Hire: May join a warband that doesn't use Viking dice.
Vikings!: Egil comes with three (2 pts) or seven (3 pts) other Heathguard and they form their own unit. Egil is always the last model of this unit to be removed. The unit generates Viking SAGA dice equal to half the models composing it, to be used only by this unit on the Viking Battleboard, and handled entirely separately from faction SAGA dice which may not benefit this unit.

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4

EGIL'S HIRDMEN



Painter: Sjafoel Sjaell

For-Hire Heathguard

3 or 7 models with Egil

Armour: 5 Melee Dice: 2 ea.
 Move: M (6") Fatigue Limit: 4 Saga Dice: 1 V.P: 1 ea.
Vikings!: Fights with Egil Skallagrimsson as part of a unit. See Egil Skallagrimsson card Vikings!.

Egil Skallagrimsson was an Icelandic adventurer and skald (poet), famous for his eloquence, his brutality, and his knowledge of the runes. His brutality led to his banishment, and he sailed to England where he served as mercenary, having incredible adventures, and fighting countless battles. He died wealthy and peacefully at the venerable age of 80.

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2

WANDERING BARD (MOUNTED)



Painter: Dave Deebard

For-Hire Warrior

Free

Armour: 4 (3 v Shooting) Melee Dice: 1
 Move: L (12") Fatigue Limit: 3 Saga Dice: 1 V.P: 2
For-Hire: May join if lead by mounted Warlord (not Hero).
Mounted: No benefit from cover. FATIGUE in uneven ground.
Bard: Acts as own unit. If killed Warlord takes a FATIGUE.
Inspiration: While Bard is within S (4") of Warlord any enemy killed by Warlord counts as x2 victory points, and Warlord may use Determination and We Obey a 2nd time.
Storyteller: Warlord may not rest unless he has two or more FATIGUE, and cannot use Side by Side.

4*

*3 v Shooting

1