

**Heir table**

Roll a d6:

- 1- The Heir is obsessed with avenging their Father's death. He can invoke the blood lust in combat. If he chooses to use the Blood Lust he has 8 attack dice but has one less armour rating.
- 2-5 A good solid leader. Count as a normal Warlord.
- 6- The Heir is a weak and feeble Warlord. Their command zone is reduced to a very short. They do not have the 'resistance' ability.

**Warrior Arm Rings (Battle Honours)**

Warriors were often given gold or silver arm rings to show that they had fought well and pleased their Warlord. Arm Rings can be shown by giving the unit some kind of gold bead or charm. Some players use special figures to represent the Ring like a flag bearer, horn blower or other 'special figure'.

As units are very flexible in Saga the Arm Rings are kept as a 'pool' by the Warlord to bestow on units at the time of deployment. Remember if a unit was bestowed a ring and got themselves wiped out the ring is taken from the 'pool' for the next game – it is lost forever!



**Gaining Arm Rings**

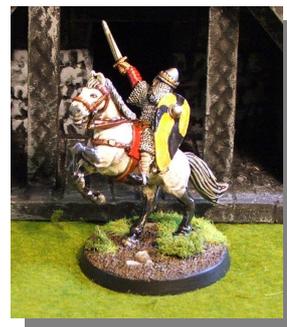
At the end of the game the winning Warlord adds an Arm Ring to their 'pool'. After the Warband have been split into units for the next game the Warlord can dole the Arm Rings out to any of the Units. No unit can have more than one more than any other unit that has an Arm Ring. In other words they have to be spread about the Units.

**Using Arm Rings**

An Arm Ring can be used by the owning Unit once in a game, at any point, so that they receive any one of the following benefits:

1. Second wind – a free activation, This activation does not cause any fatigue. Use in own activation phase.
2. Blood Lust- the unit can re-roll ANY set of attack dice.
3. Band of Brothers - the unit can re-roll ANY set of defence dice.
4. For our God/s - the unit can make an extra short move at the end of their movement so long as this sees them end in melee.
5. Eyes of God - the unit can move a short at any point in the game. This move can end in melee. In effect this is like a counter charge, the opposition unit can be interrupted at and point while the unit charges them. This can also be used to move out of distance when a unit is being charged.
6. Loyalty – this unit will go the extra yard. Remove all fatigue marker at the start of any phase (including combat – this comes off even before the attacker can spend the fatigue).

At the end of the game the surviving Arm Rings are returned to the 'pool' to be given out and can be added to if the Warband deserves!



**Loot, Plunder and Renown**

A Warlord lives for one thing... To make such a name for himself that the skalds will write his SAGA.

Renown is gained for winning games. Extra

Renown is gained for securing any objectives outlined in the scenario and for loot and plunder that will be gathered during the game.

Warbands continue to gain and lose Renown throughout the campaign. This will have an effect on what units they will be able to entice into their service when they come to add to their Warband number. It also effects what kind of base they have, their standing in the known world etc.

Warlords start with 1 Renown.

Action	Renown adjustment
Scenario Major Victory	+5
Scenario Minor Victory	+3
Drawn Scenario	+1
Enemy unit wiped out	+1
Beat higher Renown Warband	+2
Played higher Renown Warband	+1
Scenario specific action	-/+ x
Taking the opposing Warlord out	+1
Losing Warlord	-1
Warlord dying	-1
Entire Warband wiped out	-10

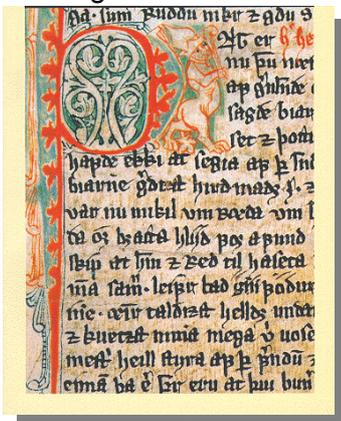
At the end of any scenario there will be loot to gather by the victorious Warband. This is translated into Renown points in the following manner:

Major Victory – Roll 3d6 and add the two highest dice, divide the result by two, rounding up.

Minor Victory – Roll 2d6 and divide the total by two, rounding down.

Draw – Roll 1d6 divide by two, rounding up.

This is the extra Renown that is gained by the loot gathered.



**Making a name, starting a SAGA**

The following shows the amount of points needed on your journey to having a Saga written about you!

*Renown*

0-5

6-10

11-15

16-20

21-25

26-30

31-35

36+

*Location on Saga journey*

Who are you boy?

Mmmm I know that name from somewhere.

I knew him when he was a little...

Arggghhh (insert name) is coming...

Gets a mention in one verse.

Opening Saga story (not everyone is listening yet).

Let me tell you about...(main Story event).

Thor...quick get someone to write this one down!

*Who are you boy?*

Your name is not known even by the people in the next village. Only way you will feature in a Saga is if the Hero eats you before going to save the world... Get winning!

*Mmmmm I know that name from somewhere.*

People know the name, somewhat, but not the face. You have a long way to go. You may add an extra Arm Ring to your pool.

*I knew him when he was ...*

Now you even have a few hangers on wanting to name drop. You get another Arm Ring to add to your pool. Also add 1 to the 'who starts the scenario' roll.

*Arggghhh (insert name) is coming...*

Your name now goes before you and people flee in fear, or quiver with anticipation depending on if you are likely to help them or kill them. Add another Arm Ring. Add two to the 'who starts' roll. Warband number (pool) is now 7points but the extra point must be a Levy unit.

*Gets a mention in one verse.*

Like being a modern day 'regular extra' in a TV show. Add another Arm Ring and continue the benefits with the 'who starts' roll. You have also established such a following that you need a 'base' to operate from. This will entice better troops for you to replace units with BUT may also lead to people wanting to sack your home! Your Warband number (Force Pool) can now be 8 Points, The extra point can be any troop type.

*Opening Saga story (not everyone is listening yet).*

Skalds are starting to warm their audience up with tales of your exploits... Often they are concluded with statements such as. "One day they will be as brave and fearsome as ..."  
Award yet another Arm Ring to your followers, benefit from the continuing die roll addition AND you may reroll one set of attack or defence dice of your Warlords in every game.

*Let me tell you about...(main Story event).*

This is it ... YOU are the story. All the above but you are allowed to reroll *any* dice from one set during every game.

*Thor...quick get someone to write this one down!*  
Your name will live for ever... Choose one of the following two ways to end the story...

Firstly you can choose to retire and live your life in comfort, maybe in the long hall enjoying the mead, maybe as an Abbot in the flourishing new churches. In this case you are free to start over with another Warlord and Warband.

OR you can give the Skalds the ending they really want. In order to do this you must go into the next game and die a glorious death! If this is achieved you will start your next Warband as descendants of the Great Man and your new Warband starts with 11 Renown! However if you fail the Skalds will forget your name and you start a new warband from scratch AND the Saga is never written down.

How long the campaign runs for is up to the organisers. If running over a day or two then alter the amount of the Renown needed accordingly. If the group is playing an ongoing campaign then the amount of total Renown can be kept a track off. In this case I suggest that either the fact the Saga is written down is worth an extra 5 Renown OR the campaign is played until a player has 2 or 3 Sagas written about them in which case call them a LEGEND and go and play Smallworlds!

### Scenarios

Once the players know whom they are to play against they may 'Parle'. At this point they agree not to fight and the aggressor is basically

'bought off'.

A 'tribute' or 'geld' is paid by the defender by donating a number of Renown to the aggressor. This would most likely be done when the defender does not want to risk his Warlord by subjecting him to combat in the game. Half the actual amount of Renown (rounded up) is taken off the defender's total. This may well take him back a level. If this course of action is taken then most players will go on to play a 'practice game'.

During the campaign there are a possible seven scenarios that can be played. Unless dictated by prior events the actual scenario is determined by a d6 roll.

- 1/ Parlé gone wrong...
- 2/ Raid.
- 3/ Sacred Ground.
- 4/ Escalation.
- 5/ River crossing.
- 6/ Escort

Raze the Base is a scenario that can be used in very special circumstances.

### Parlé gone wrong...

So the Warlords meet to discuss terms for a treaty. Pity one of them decided to make a reference to the others Mother with also included a dog in it. The Warbands are all in sight of each other...It doesn't take long for the Warlords to storm off, gather the troops and then get stuck in.

### Layout

The game is played on a 48" x 36" table. The scenery is arranged according to the rules described in the core book. Meetings would often take place at a river crossing, on a hill etc.

### Length of Game

At the end of the sixth turn the player who activated second rolls a 2d6. If the total is equal to or less than the current turn number the game stops. It is deemed that the two sides came to their senses and withdraw (while obviously adding some choice parting comments). If the action continues another roll is made at the end

of the 7<sup>th</sup> turn and so on. This scenario is NOT stopped by any other event, nor can the Warbands withdraw off the table.

*Deployment*

Both Warbands rush into the shieldwall, anxious to get set before the other. Each Warlord rolls a d6 and the highest score (re-roll ties) decides whether to place a unit first or second. Units must be placed within a LONG of their table edge. Each Warlord places a unit one at a time. To simulate the confusion of deploying at full pace after both Warbands are placed the Warlord may swap the positions of two of the opponents units (this excludes moving the Warlord). Roll to see who starts.

*Victory Conditions*

When the game ends victory is determined by using the core rules book point method. Warbands with a points difference of 5 or less are deemed to have drawn. 6-12 points is a Minor Victory while 13+ points is a Major Victory.

**Raid...**

Loot and Plunder beckon as the opponents territory lies open at your feet. Whether you are after livestock, slaves, gold or religious relics it is all down to how much the warriors can grab before defending reinforcements arrive to spoil the day.

*Layout*

The game is played on a 48" x 36" table. Unlike normal the game is played down the length of the table. Four buildings occupy the table between 2 LONGS away from one short edge and 1 MEDIUM away from the other. Three livestock groups must also be placed within this 'village area'. The Aggressor then places up to 3 scenery items in the other zone. There must be a short between the pieces and they may not place a building.

*Length of Game*

The game lasts until the raiders call it a day (this can only be done if all the raiders are not in the village zone), the attacking Warlord is killed or it gets too dark, after 8 turns.

*Deployment*

The defender deploys 1 point of levy plus 2 points of levy or warriors inside the village. One Levy already on the board are deemed to be the villagers themselves and as such are armed with a variety of short range weapons, for game purposes they count as having javelins (even if the faction is not normally allowed such things). However, they can not benefit from any Saga abilities. The defender then deploys two groups of livestock. Once this is done the raiders are placed on the table either out of sight of any defenders or at least a LONG away from any defending unit or building. A loot token is then placed inside every building.

The force of defenders on the table are deemed to realise that they are fighting for their honour and/or life. They always generate a minimum of 3 Saga dice even if this would not normally be the case. Other Defenders are deployed into units and kept off the table. At the end of every turn the defender rolls a number of d6 equal to the amount of units still off the table +1 die (so 3 units off table would generate 4 dice). On a roll of a 5 or 6 a unit (of their choice) will enter the fray from the table edge on the next turn. Place them within a Very Short of the edge until they are given an activation. These troops generate SAGA dice as per normal as soon as they are on the table.

To loot a building a unit must occupy the building and be activated for a movement (see this as a search move). At this point they are allowed to take the token and this stays with them until the end of the game. If the unit is wiped out the token is dropped and may be 'picked up' by moving onto it with a Medium or below movement activation.

Buildings can be set on fire. To do this the unit must engage it in combat. The building counts as having armour class 5 and the owner can raise this to a 6 if the unit has any fatigue they can use. The building is set alight and burns merrily if it suffers a hit. No Units can occupy a burning building. A Unit already in the building immediately makes a short move out.

Livestock groups can be 'captured' by moving

next to the base, from then on the unit may only move a short as some of them are deemed to be guiding the livestock.

*Victory Conditions*

For each token that has been collected at the end of the game the raider rolls 1d6, to this total they add 3 per livestock group and 3 per wiped out enemy Unit (on the premise that this will have provided captives for slaves). From this total deduct the points (worked out as per core book) of troops they have lost is subtracted.

Agressors with a positive score of over 10 have a Major Victory, 4-9 is a Minor Victory. 0-3 is a draw and any negative score is a Major Victory for the Defenders.

**Sacred Ground**

Not content with looting and plundering your Warband come across an opportunity too great to miss – wreck a special place close to the heart of the opposing Warlord. This could be seen as destroying a Saint's shrine or pulling down a heathen place of power etc.

Scenario as per the core book but lasts 5 turns at which point roll to see if the game continues on 2d6. Rolling equal or under turn number ends the game. Repeat at the end of each turn.

Warbands with a points difference of 8 or less are deemed to have drawn. 8-15 points is a Minor Victory while 16+ points is a Major Victory.

**Escalation...**

As your Warband were scouting for the objective the opposing Warlord has heard that you were in the area. They in turn had sent out some reception parties to find you and raise the alarm.

*Layout*

The game is played on a 48" x 36" table. The scenery is arranged according to the rules described in the core book except no one can place any buildings.

*Length of Game*

At the end of the sixth turn the player who acted second rolls a 2d6. If the total is equal to or less than the current turn number the game stops. It is deemed that the two sides came to their senses and withdraw (while obviously adding

some choice parting comments). If the action continues another roll is made at the end of the 7<sup>th</sup> turn and so on.

*Deployment*

Each Warlord chooses up to 3 points of units that will start the game on the table. The rest of the force are kept off table in units.

The on table units are deployed within a Medium of a long table edge, one at a time. The Warlords then roll a die to see who starts.

At the end of every player's turn they roll a d6 per unit +1 still off the table. On a score of a 5/6 a unit is placed at random on one of 3 table edges (the Warlords long edge and either 2 short edges) roll a d6 to determine which one. This may well result in opposing Units being very close to each other.

*Victory Conditions*

A Warband is forced to withdraw if their Warlord is taken out. Otherwise at the end of the game the points are determined as in the core rule books.

**River Crossing**

This is the Battle at the Ford scenario out of the core rule book.

**Escort**

This is the baggage scenario from the core rule book.

**Raze the Base**

This scenario can only be played if the Aggressor is allowed to choose it.

*Layout*

The game is played on a 48" x 36" table. There must be 5 buildings (at least one large) spread around the table. Players take it in turn to place one. Along the Aggressors table edge there must be no buidling within a Medium. Payers must endeavour to spread the buildings out, ideally a short between any building at least.

*Length of Game*

The game lasts until the aggressor's Warlord is taken out or all the buidlings are on fire.

*Deployment*

The defenders can deploy in their table half, the aggressors 'come onto' the table when their unit is activated (the Warband get all the possible Saga dice as normal).

Buildings are set on fire when they sustain a wound, they count as having an armour of 5 which can be raised using the attacker's fatigue.

*Victory Conditions*

The idea is to burn the buildings down and for this scenario that is all that matters.

- 1-2 Buildings Razed – Defender's Major Victory.
- 3- Buildings Razed – Draw
- 4- Buildings Razed – Minor Aggressor Victory.
- 5- Buildings Razed – Major Aggressor Victory.

**Frigg, what just happened?**

The following are some optional rules which throws a few spanners in the works.

At the start of each game (after the forces have been deployed) both players roll a d6. On any double they pull a rune stone out of the bag (or number them 1-6).

**Great dragons chase across the sky, belching fire.**

Well, Ok we all know it was Halley's Comet, your poor old Warlord and warriors didn't. But they did know it was a sign and both sides take it for one that is good! Once this game your warriors are so sure their Gods are out there looking after them they may re-roll one set of d6 dice. These can be attack or defence dice re-rolls and you can choose to roll after the initial roll (not like saga ability dice).

**Good old English weather**

Someone forgot to tell the Gods it was summer. The heavens have opened and drenched the field, and the warriors. All difficult terrain now reduces movement to a VERY SHORT. ALL hits with bows and crossbows must be re-rolled before the saves are made.

**"Don't you know who my father is?"**

Just what one doesn't need as the battle is about to start. A personage of importance (well

at least they think they are) appears and insists that you escort them to their appointment. This can be a religious character for those Christian Factions or a pumped up, spoilt Warlord's brat. Whichever scenario is supposed to be played now changes to the 'Escort' scenario from the main rules. The VIP acts the same as the 'baggage' in the scenario.

One extra campaign point is earned for killing opposing Warlord.

Each player rolls a d6. The lowest roll (on a tie both players just ignore the person and get on with the original game) is lumbered with the VIP who sets up next to the Warlord.

**Thor's Hammer or God's Thunderbolt (depending on your persuasion)**

Forked lightening it may really be but try persuading them that!

At the end of each turn one player (the one with the most impressive facial hair) rolls two d6. On the score of 7 the thunderbolt hits the table. If the highest die is an even it is the player's side, if it is an odd it is the opposition side. One unit (chosen by the non effected side) is hit by 4 attack dice as per a bow attack. This event will only happen once per game at the most.

**Great Odin – that's a BIG bear!**

Few and far between maybe but this one seems to have wandered into the field of battle. The bear has an armour value of 5 and 6 attack dice. It ignores the first wound of any melee round. Placed in the middle of a randomly determined short table edge at the beginning of the game it will move in a random direction (use a scatter die) at the start of every turn it is on the table. It can move up to a LONG and if its path comes within a SHORT of any unit it will move in and attack them.