



# SAGA



## *Swords for Hire*

# **FLEMISH MERCENARIES**

Flanders during the dark ages was an important county of northern France, officially vassals of the Capetian kings. It existed under the constant threat of Viking raids and Norman invasions.

Famous for their heavy spearmen, the Flemish often served as mercenaries. At Hastings, they made a good part of the right wing of William's army under the command of Eustace of Boulogne.

They were employed by both the Franks and the Normans, and some say that after the conquest of England, they offered their services to local magnates.

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## FLEMISH MERCENARIES

***Swords for Hire:*** The Flemish mercenaries may be included in any warband for one point. You may not recruit this unit if your warband is led by a Hero of the Viking Age or includes any other Swords for Hire unit.

***The Flemish:*** This unit is made of 8 foot Warriors, but with an Armour of 5. Due to their equipment and formation, their movement is reduced to **S** in open terrain. They do not generate any Saga dice, and each Flemish figure is worth one victory point.

***Foreigners:*** The Flemish mercenaries may be activated once per turn for free (without spending any Saga die). They may not benefit from the Saga abilities of their controlling player, even Activation abilities. If a friendly ability affects more than one unit then the Flemish may not be included in the effects.

***Shieldwall:*** When they are engaged in melee by an enemy unit (but not when they initiate melee) or are the target of a shooting, the Flemish mercenaries are always considered to be in hard cover.