



SKRÆLINGS

Activation

Activate a unit of Warriors or a Hero.



HUNTERS

Activation

Activate a unit of Levies.



VINLAND

Activation

Activate 2 units within **S** of each other.



COMBAT BONUS

Melee, Shooting, or Shooting/Reaction

Gain 1 attack or defence die.



ANCESTRAL SPIRITS

Orders

Take one of your inactive Saga dice and turn it to show the face of your choice.

SKRÆLING



SACRED BONDS

Orders/Reaction

Remove a fatigue from one of your units benefiting from a Totem.



TRIBAL TACTICS

Activation

Activate a unit to make a shooting attack which generates no fatigue.

After this shooting attack is resolved, activate this unit to make a movement which generates no fatigue.



POSSESSION

Orders or Orders/Reaction

Choose one of your units benefiting from a Totem. This unit gains all the bonuses of another Totem of your choice until the end of the turn.



AGILITY

Melee or Shooting/Reaction

If your unit's Armour is lower than the enemy unit's Armour, you cancel casualties equal to the difference between the enemy unit's Armour and your own unit's Armour.



ANCESTORS

Activation/Reaction

Trigger this ability after the resolution of an enemy activation.

Remove a fatigue from one of your units, then activate it to move or charge.



EAGLE TOTEM

Orders

While this Totem is active, the unit gets a +1 bonus to each of its attack dice during the first shooting attack it makes each turn.



PUMA TOTEM

Orders

While this Totem is active, the unit generates an additional Saga die - no matter how many models it contains.

Also, the models in this unit count as Hearthguards for the purposes of the *Bodyguards* special rule.



BEAR TOTEM

Orders

While this Totem is active, the unit increases its Armour by 1 against both melee and shooting attacks, and gains *Resilience* (2). Its move and charge distances become **S**.



BEAVER TOTEM

Orders

While this Totem is active, the unit can re-roll all its attack dice during melee and does not reduce its movement or charge distances in uneven terrain.



ELK TOTEM

Orders

While this Totem is active, the unit can re-roll all its defence dice during melee, and can close ranks even if its equipment would usually forbid it.



Any die.

2 identical dice.

2 different dice.

3 different dice.