

The

# SKRATTELINGS





In the Nordic sagas, the term *Skræling* refers to the natives of Vinland with whom the Vikings made contact during their eleventh century exploration of what is now the North American continent.

The Vikings shared these lands with the *Skrælinjar* (as they were called in Norse). Conflicts quickly broke out between the two peoples, particularly when Viking merchants refused to trade weapons for goods.



## SKRÆLINGS TROOPS

Your **Warlord** is the chief of a tribe, raised to his station by his own strength and courage. He fights without armour and has woven a close relationship with the spirits of his ancestors.

The **Warriors** under his command are equipped with primitive weapons and dressed in skins. They compensate for their minimal armament with their savagery, and will prove to be fearsome enemies for the Norsemen.

Finally, the primitive Skræling culture is founded on hunting and gathering as the essential means of subsistence. These tasks fall to the youngest hunters, your warband's **Levies**.

## FACTION RULES

Your **Warlord** has no particular equipment options. Nevertheless, his lack of armour gives him an Armour value of 4 against both melee and shooting attacks.

Your **Warriors** are equipped with javelins.

Your **Levies** are equipped with bows.

Skrælings cannot recruit mercenaries, and have no Legendary Units.

## SKRÆLINGS UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	-	4 (4)	8 (-)	-
Warriors	Javelins	3 (4)	1 (1/2)	-
Levies	Bow	3 (3)	1/3 (1/2)	-

## TOTEMS



### Faction special rule

## Dice Combinations

The Skrælings have no Saga dice of their own. You can therefore choose which set of Saga dice to use with them.

The activation cost of their abilities are explained below.

Any Saga die may be used to activate this ability, no matter what symbol it shows.

+  This ability requires two dice to be activated. These dice must both show the same symbol, no matter what that symbol is.

+  This ability needs two dice to be activated. These dice must show different symbols, no matter what those symbols are.

+  +  This ability needs three dice to be activated. Each of these dice must show a different symbol. Therefore, to activate this ability you must place on it all three of the symbols which make up your set of Saga dice.

### Faction special rule

## Totems

Several of the Skræling Battle Boards' Saga abilities are **Totems**, indicated by the words Totem in the ability's name.

When you trigger a Totem ability, choose one of your units who does not already have a Totem to benefit from this ability. There is no restriction on who can be targeted by this ability, as long as they are a Skræling unit in your warband.

Once the ability is triggered, indicate that the unit has a Totem – for example, by using the markers provided on the left. The Totem is active and continues to produce its effects until the unit is eliminated. No other unit can benefit from this Totem until its bearers have been eliminated.

*Example: Fred triggers Bear Totem and chooses his Skræling Warlord as its target. While the Totem is active, his Warlord will increase his Armour by 1 and will benefit from Resilience (2).*

*This Totem will remain active as long as the Warlord remains alive!*

You won't have failed to notice that each Totem can therefore only affect a single unit in the Skræling warband at once. Since the Skræling Battle Board offers five different Totems, only five units in a Skræling warband can benefit from a Totem simultaneously (and each one will have a different Totem).



# The Skräelings

as seen by Ragnar



**Ragnar, what can you tell me about these mysterious Skräelings?**

The savages who live in these lands on the edge of the known world are among the worst enemies my brothers have had to face! They seem to have woven a powerful bond with the spirits of their ancestors and with the animal spirits they invoke before throwing themselves into combat. Their strength, their zeal, and their agility are increased tenfold, transforming simple savages with primitive weapons into fearsome adversaries! We've learnt our lesson, and it will be many moons before we set foot in their lands again.

**The Skräelings' dice combinations are very odd. What can you tell me about them?**

That's an understatement! There are four combinations: that which requires a single die (no matter which symbol); that which requires two dice with the same symbol (no matter which symbol); that which requires two different symbols (once again, no matter which symbols as long as they are different); and finally the one which needs all three different symbols on a Saga die. They really do everything their own way!

**Does the Ancestral Spirits ability let you change the face of any die?**

Yes. By discarding a die (no matter its symbol), the Skräeling can change the face of another die. In general, this guarantees that they can trigger the combinations they need.

**How do Totems work?**

Totems are powerful tools at the Skräelings' disposal. They are relatively unique Saga abilities, since once they have been triggered, they have a permanent effect which does not end until the unit benefiting from it is eliminated. In other words, the Totem – once applied to a unit – becomes a sort of special rule for the unit concerned.

**Can a unit have more than one Totem at once?**

No.

**How does Possession work?**

Possession requires that you choose one of your units currently benefiting from a Totem. You therefore choose another Totem, and this unit gains the bonus granted by that Totem – but only until the end of the turn.

**Can I choose a Totem that another unit already has?**

Yes, you can choose a Totem already used by another unit. And don't forget that the benefits of this Totem are temporary, and end at the end of the turn.

**Does a Warlord with the Bear Totem keep his Resilience (1)?**

No, it is replaced by *Resilience (2)* while the Totem is active.

**If I trigger Tribal Tactics on a unit with javelins, can it be activated again to shoot (for free and without fatigue) after the move, as per the javelin rules? Please say yes, Ragnar...**

I'm afraid that the answer is yes. These tribal tactics cost our crew many brave men.

**How does Agility work?**

When it's triggered, you subtract the your unit's melee Armour value from the enemy's. The resulting figure is the number of casualties which will be cancelled by your unit after the defence dice are rolled. It's best to note down the answer, since the Armour values might change afterwards without changing the number of casualties to cancel – they are calculated at the moment the ability is triggered. Therefore, if you have an Armour of 3 and the enemy has an Armour of 5, you cancel two casualties after rolling your defence dice.

