



SAGA



Swords for Hire:

ANGRY MONKS

Like Lindisfarne, abbeys and monasteries were easy preys for the Vikings during the Dark Ages. Isolated, poorly defended but offering many riches, they learnt to live with the frightening prospect of longships appearing, vomiting their crew of savage Norsemen.

With their settlements burnt and pillaged, most monks would flee in the wilderness, seeking shelter in a lord's estate or the security of a nearby fortified settlement. But some of them could not forgive, and would take arms and seek vengeance, which took the shape of a holy crusade against the Men of the North.

Such bands of desperate monks could join a Warlord's warband, as long as they felt his cause was just and inspire him to fight the enemies of God and wash his sins in their blood.



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ANGRY MONKS

Swords for Hire: The Avenging Monks may be included in any warband that does not use the Viking Dice (see Saga page 6). They cost one point, and may not be included in a warband that is led by a Hero of the Viking Age.

Monks: This unit is made of 12 models, fighting on foot. They have exactly the same characteristics as Levies (and count as Levies of your warband), but do not have any ranged weapons nor any other equipment options. Each Monk is worth $\frac{1}{2}$ victory point (like Warriors).

God's Shepherds: As long as The Avenging Monks are within S of their warband's Warlord at the start of the turn they generate one SAGA Die.

Martyrdom: Each time a Monk is killed or eliminated during an enemy's turn, their controlling player may immediately take one unused Saga die, roll it and place it on his Battleboard.