

PRIESTS AND OTHER RULES

You will find in this file some rules available in *The Crescent and the Cross*. Of course, they are useful and totally compatible with factions from *Saga: Dark Ages Skirmishes* supplements or from *Aetius & Arthur*.

PRIESTS

• A MATTER OF FAITH

Priests and other guardians of faith played an important role in all medieval and ancient societies and cultures. They were keepers of the traditions, sometimes judges and lawyers, and always on the look-out for their followers' souls. Their impact on the policies of the kingdoms cannot be underestimated. More often than not, they took part in the conflicts of their peers, leading men to battle and ensuring that their behavior was in accordance with the dogmas of their faith.

• ADDING A PRIEST TO YOUR WARBAND

You can muster a Priest in your warband for the cost of one point. A Priest is always a single figure unit (in a similar way to a Warlord). A warband may never include more than one Priest. The gaming stats of a Priest (his Armour, the number of Attack dice he generates in melee, etc.) depend upon his type, as described further. In addition, if the Warlord of your faction can be mounted, your Priest can also be mounted (he may choose freely which kind of mount if more than one is available). This is the only equipment option a Priest ever gets; he doesn't have access to any of the Warlord's other equipment options.

Priests are activated like Warlords, and as far as battle boards abilities are concerned, they are Warlords (but they are not Warlords for other game effects, like the *Warlord's Pride* special rule). A Saga ability that cannot target a Warlord won't be able to target a Priest either. Like Hearthguards and Warlords, Priests are exhausted when they have 4 Fatigues.

A Priest is worth 4 Slaughtering victory points.

• WARLORD PRIESTS

You can also upgrade (or downgrade some would say...) your Warlord to a Priest. This does not cost any extra points, as the Priest will simply replace your Warlord.

All the characteristics of your Warlord are then replaced by those shown for the chosen type of Priest. If Warlords of your faction **must** take an equipment option, as a mount or a weapon, your Warlord Priest **must** take it. For example, if an Anglo-Danish player chooses a Warlord Priest to lead his troops, he must have a Dane axe. If the



Warlord Priest must take a ranged weapon, he generates 2 attack dice when shooting, as a normal Warlord.

Furthermore, the Warlord Priest gains the *Determination* special rule and becomes subject to the *Warlord's Pride*.

• THE PRIEST TYPE

There are three Priest types: the Warrior Priest, the Religious Advisor and the Enlightened. When recruiting a Priest into your warband, you must decide which type your Priest will be.

The Priest type uses the same template for the description of their abilities and stats, with the following details:

Attacks: this is the number of Attack dice the Priest generates in melee.

Armour: the Armour of the Priest. First number is used in melee, the second against shooting attacks.

Saga dice: the number of Saga dice generated by the Priest at the start of each turn.

Special rules: the special rules that the Priest benefits from. Some of them are the same as the special rules for Warlords in the rulebook. Please refer to their description in the rulebook with any reference to Warlord being replaced by Priest.

THE RELIGIOUS ADVISOR

The Religious Advisor was taken onto the battlefield by his Warlord to gain the support of his god(s). He is not here to fight but rather to support the men and be a witness to their bravery or otherwise. After the battle, he will write, or sing, of (and properly exaggerate) the magnificent feats of arms that were performed this day. He can be a skald, a monk, a Celtic bard (druid) or an imam and has to be depicted by an unarmed figure as his number of Attacks show.

Attacks: 1	Armour: 4/4	Saga dice: 1
------------	-------------	--------------

Special rules

- **Resilience.**

- **Spiritual Advice:** at the start of your turn, if the religious advisor is within **S** of your Warlord, the maximum number of Saga dice you may roll is increased by 1 but may not exceed a total of 8. If you choose to have a Religious Advisor as a Warlord, this bonus is always applied as long as he is alive.
- **Faith:** At any point during your Orders phase, your priest may suffer up to 2 Fatigue markers. He must stop if he is exhausted. For each fatigue suffered in this way you may activate one of the following abilities:
 - Roll an extra Saga die.
 - Remove 1 Fatigue from a unit within **M** of the Religious Advisor.
 - Each ability may be used only once per turn.
- Note that the *Spiritual Advice* and *Faith* abilities may only be used during the controlling player's Orders phase. They may not be used during an out of sequence Orders phase created by a Saga ability, special rules or any gaming effect (e.g. the Scots' ability *Without Mercy*).

THE WARRIOR PRIEST

The Warrior Priest has taken the sword (or the axe) to defend his beliefs, preaching with steel rather than words. He can be a Christian bishop fighting with a mace, a savage Norse Godi, a fearsome leader from a Celtic war cult or an Islamic Quadi. Obviously, he should be represented by a properly armed figure displaying the signs of his faith.

Attacks: 3	Armour: 5/6	Saga dice: 1
------------	-------------	--------------

Special rules

- **Side-by-side.**
- **Order, we obey.**
- **Resilience.**
- **The blade that punishes:** during your Orders phase, you may discard any one of the Saga dice you rolled this turn to gain the following benefits:
 - The Priest generates 3 extra Attack dice in melee.
 - He immediately discards 1 Fatigue.
 - Any non-Levy unit that engages in melee alongside your Priest (by using his *Order, we obey* and *Side-by-side* special rules) generates 1 extra Attack die per every two of its models, rounded up as usual.

All these benefits last until the start of your next Orders phase.

- Note that the ability *The blade that punishes* may only be used during the controlling player's Orders phase. It may not be activated during an out of sequence Orders phase created by a Saga ability, special rule or any gaming effect (e.g. the Scots' ability *Without Mercy*).


THE ENLIGHTENED

The Enlightened is likely to live as a hermit, far away from the tumults of the lives of others. His life has been given over to his beliefs, and consists of meditation, prayers and introspection. Sometimes, a convincing Warlord might be able to persuade the Enlightened out of his hermitage, with the hope that such a mystic will attract the blessings of the god(s).

Attacks: 1	Armour: 3/5	Saga dice: 1
------------	-------------	--------------

Special rules

- **Resilience.**

- **Visionary:** during his Orders phase, after having rolled the Saga dice, but before any abilities are activated by the controlling player, the Enlightened may suffer any number of Fatigue markers, but he must stop when exhausted.
 - For each Fatigue markers suffered by this ability, you may take a Saga dice and change the symbol to one of your choosing.
 - If you choose to change two dice to the same symbol with this ability, the Enlightened must suffer an extra Fatigue marker. For example, if a Anglo-Danish Enlightened Priest decided to change 2 dice to have 2  symbols, he would suffer 3 Fatigue markers, one for each dice and one for having chosen the same symbol.
 - If you use this special rule, you may not gain any extra Saga dice during this Orders phase.
- Note that the ability *Visionary* may only be used during the controlling player's Orders phase. It may not be activated during an out of sequence Orders phase created by a Saga ability, special rule or any gaming effect (e.g. the Scots' ability *Without Mercy*).



COMPOSITE BOWS

Some units in your warband, for example Hun Warriors or mercenary units, can be equipped with composite bows. The special rules for this weapon are different from normal bows.

Composite bows are ranged weapons with a range of **M**. They can be used when the unit is activated for a Shooting, but can also be used at the beginning or the end of a Movement (you can choose one option, but not both). Immediately before or after moving, a unit equipped with composite bows can shoot with them. This initiates a shooting sequence, where the shooting unit can use Shooting abilities and the target can use Shooting/Reaction abilities.. This neither constitutes a separate activation nor does it generate additional Fatigue.

When the unit shoots after a Movement, any Fatigue generated by a Movement activation is taken before initiating a shooting sequence following movement. When the units shoots before a movement, any Fatigue generated by a Movement activation is taken at the end of the activation, after the shooting sequence and the immediate following movement.

Composite bows may not be used if the unit ended its movement engaged in melee with an enemy or exhausted. A unit that shot before its movement cannot engage an enemy in melee with the subsequent movement. If engaging in melee with the movement is made mandatory by other rules (as the unit starting within **VS** of an enemy unit), then shooting is prohibited.

WAR BANNERS

When you deploy your warband, each unit of at least six Hearthguards or ten Warriors may upgrade one model to a War banner. This should be an appropriate model holding a banner, standard or pennon as would befit his nation or unit.

This option is available to all factions, even if it does not appear in the faction rules. Mercenaries and Legendary units may never be equipped with a banner.

A War banner model behaves like any other model in his unit but does not generate any Attack dice, either in melee or shooting. He is far too busy brandishing his banner!

A War banner can be removed as a casualty at the owning player's discretion. If the War banner, due to the unit's formation, is the only model that should be removed, just exchange its position with that of another model within the unit before removing the casualty. In other words, you'll never have to remove a War banner model unless you want to.

If a unit is reduced to a single War banner model, the War banner is immediately removed from the game, as we assume that he wisely, and not at all cowardly, decides to carry his banner off the battlefield. A War banner model can never be brought back to the table once eliminated, even with a special rule, Saga ability or game effect. Such a game effect would be cancelled if it includes the War banner amongst its target.

Each unit with a War banner may be activated to *Rally around the banner*. This is considered as a Rest activation (i.e. it removes one Fatigue) but this activation may be resolved at any time in the turn and any number of times. Note that this activation is not automatic and must have its cost paid with a relevant Activation Saga ability or by any other effect that activates the unit.

After having *Rallied around the banner*, a unit may not be activated by its controlling player for a Movement or for a Shooting this turn. If it is activated again by its controlling player, that activation must be another *Rally around the banner*.

Note that a unit including a War banner can still be activated normally to Rest, following the standard rules.

In addition, any unit including a War banner that was not activated during the turn removes one Fatigue at the end of its owner's Activation phase, without requiring an Activation to be paid for.

