



# SAGA



## *Swords for Hire:*

### **WANDERING BARD**

Most Warlords want to leave a record of their passage in this world. What better than to have their feats and deeds told of for years at banquets and gatherings? Unfortunately, most of them are illiterate and have a short memory.

In this case, the best way to ensure that your legend will outlive you is to hire an educated storyteller that will tell your tales, embellishing them if needed.

They can be Celtic Bards, scribes or Norse Skalds. These singers and poets can be found in any culture, and are favorites followers of proud Warlords.



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## WANDERING BARD

**Swords for Hire:** The Wandering Bard may be included in any warband that is not led by a Hero of the Viking Age. He is free and forms a unit of his own. He counts as a Warrior, may not have any equipment option, except for a horse if the Warlord of his warband is also mounted. He is worth two victory points. If he is killed, your Warlord immediately takes one FATIGUE.

**Storyteller:** With a storyteller on his side, we can expect that your Warlord will have to behave accordingly unless he wants his reputation to be tarnished. The following rules apply to your Warlord during the whole game (even if the Bard has been killed):

- He may not Rest unless he has two or more FATIGUE markers.
- He does not benefit from the Side-by-Side special rule (i.e. he may only engage the enemy on his own).

**Inspiration:** As long as the Wandering Bard is within S of your Warlord, your Warlord gains the following benefits:

- Any enemy model killed by your Warlord counts double when it comes to determining the victory points (set them aside to remind you that they are worth twice the normal number of VPs).
- He may use his Determination and "We Obey" rules a second time every turn (the Bard must be within S of the Warlord when these rules are used for the second time).