

Summary of Traits and Special Rules

Note: These are only the traits and special rules rolled by players for this campaign.

War-Toothꝥd (Les, Darren)

The Warlord is already a storied veteran. He always counts as the aggressor in any battle, so sets the game size. He may never choose to Defend two campaign turns in a row. If severely wounded in battle, he does not have to Defend in the next campaign turn.

Fꝥarsomꝥ (Mark)

The Warlord shows no mercy and leads a vicious and bloodthirsty band. The Warlord starts the game with two additional points of reputation (i.e. four). If an enemy warlord becomes a casualty roll twice on the table and apply the result this Warlord prefers.

Goldꝥn Hoard (Les)

Starts the game with +3 to his Wealth score.

Blood Fꝥud (Greg, Phil)

Long standing enmity between this Warlord and another; the player must pick one of his opponents as the subject of the Feud. If he personally kills this opponent in single combat, then he gains +3 reputation and +1 campaign victory point. If one of his units kills the Warlord instead, he gains +1 reputation. The Warlord may never form an Alliance with the Subject of the Blood Feud. If the Warlord is killed, the replacement will also have a Blood Feud against the Warlord responsible.

Oathsworn (Paul)

The Warlord is Oathsworn to another Warlord (e.g. they were raised together as foster brothers). May never choose to campaign against each other...but may still raid each other. If one requests an alliance, he cannot be refused (unless one of the Warlords is Quarrelsome).

War Crafty (Wayne)

When choosing to Defend, may elect to play an Ambush scenario against an opponent (his warband is automatically the ambusher and his Warlord counts as the Aggressor, so can set game size). Gains +1 to die roll when determining which side takes the first turn in a scenario.

Loꝥarn'd (Mark)

The Warlord may always pick which scenario to be played rather than rolling randomly (must be one from the appropriate list of options). At the start of each campaign turn he may choose; Gain one Wealth, Recruit 4 Levy, or Recruit 2 Warriors (Recruits are added to any unit on his roster). In battle he only has 3 attacks and does not have the Warlord's Pride special rule.

Noblę Mięn (Wayne, Darren)

The 'We Obey' special rule works up to M range. He also starts the campaign with an additional point of reputation. If he requests an alliance, it cannot be refused unless the other Warlord is Quarrelsome.

Hard Ruler (Paul)

The Warlord rules with an iron fist. If a Fate roll ever results in a Revolt, then treat it as a 'choose' result instead. He gains an extra 4 Levy at the start of each campaign season, which can be added to an Levy existing unit or used to start a new Levy unit.

Mighty (Phil)

The Warlord gets six attacks instead of the usual five. He may also be chosen as the champion in the Hazel Wands scenario.

Troll Hide (Greg)

Big, tough and ugly. It takes two wounds to kill the Warlord instead of the usual one. Starting reputation is increase by one (to three).

The Bastard (Mark)

If the Warlord uses 'We Obey' special rule, he may activate two units within S. If activating two units neither of them can engage in melee with this activation. This activation may however be used to move or shoot.

Hero of the Viking Age (Les, Phil)

Gets three SAGA dice in a scenario rather than the usual two.

Son of Odin (Greg)

A formidable warrior, cancels the first two hits against him suffered in each melee or against each shooting (not just one as with other Warlords).

Bravery (Wayne, Paul, Darren)

The first fatigue point that the Warlord should take each turn is ignored.

Scouts (Darren)

All Levy in the Warlord's warband generate SAGA dice as if they were warriors.