

WARLORD



Pagan Rus Warlord

Free

Armour: 5 (6 v Shooting) Melee Dice: 5
Move: M (6") Fatigue Limit: 4 Saga Dice: 2 VP: 3
Determination: Activate once per turn for free.
We Obey: Simultaneously move a friendly unit within S (4").
Side by Side: Engage simultaneously using We Obey.
Pride: When moving must engage enemy Warlord if able.
Resilience: Cancel first hit in each phase. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.

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Likely a Norseman or warlike Khagan.

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*6 v Shooting

WAR BANNER



Pagan Rus War Banner

Free

Banner: During deployment, any standard faction unit (not "For-Hire") of at least six Heathguards or ten Warriors may upgrade one model to a War Banner. The Banner unit may activate to "Rally," which may be resolved any time in the turn, any number of times, and removes a fatigue. But after a "Rally" the unit may not activate that turn for Movement or Shooting. Also, any Banner unit not activated that turn may remove a Fatigue for free. The Banner model does not generate any attack dice, and if the only model left in the unit it is removed and counts as killed.

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VARJAZIS



Pagan Rus Hearthguard

4 models 1 per pt

Armour: 5 Melee Dice: 2 ea.
Move: M (6") Fatigue Limit: 4 Saga Dice: 1 VP: 1 ea.
As was the tradition of Norse culture, the lords and leaders maintained a band of loyal followers and bodyguards. They were generally of pure Scandinavian blood, and were either called Varjazi (Varangians) or Druzhina.

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MILITIA



Pagan Rus Warriors

8 models 1 per pt

Armour: 4 Melee Dice: 1 ea.
Move: M (6") Fatigue Limit: 3 Saga Dice: 1 VP: ½ ea.
Most troops fighting for the Rus Warlords were Slavs or other natives. Armed with spear and shield, these troops usually made up the militia defending Novgorod, Kiev, or any major trade city.

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SLAVES (JAVELINS)



Pagan Rus Levy

12 models 1 per pt

Armour: 3 Melee Dice: 1 per 3 models
Shooting Dice: 1 per 2 models Range: M (6")
Move: M (6") Fatigue Limit: 2 Saga Dice: 0 VP: ½ ea.
Javelins: Ranged weapon, may Shoot at end of Movement as part of that activation if unit has no figures in Melee.
The bow was not a favored by early Rus, and was restricted to hunting. Scouts were armed instead with javelins.
Laws forbade slave owners to free slaves in times of famine in order to avoid feeding them, and slaves generally remained with their owning family for a long time.

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SVIATOSLAV I OF KIEV



Pagan Rus Hero

1 pt

Armour: 5 (6 v Shooting) Melee Dice: 5
Move: M (6") Fatigue Limit: 4 Saga Dice: 2 VP: 7
Warlord: See Warlord card Determination, We Obey, Side by Side, Pride, and Resilience. Sviatoslav replaces free Warlord.
Steppe: Up to ½ of units may be "For-Hire" Steppe Nomads.
Conqueror: May have Warlord not generate SAGA dice to have two enemy units not generate SAGA dice next turn.
Pagan: Friendly units in Melee within M (6") of Sviatoslav scoring four or more hits discard all FATIGUE, but if no hits are scored then an extra FATIGUE is taken.

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*6 v Shooting

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