

VIKING STÆEL!

FATE CARDS

Allocate a hand of five cards to each player. In bigger games a card is dealt for each leadership point allocated.

<p>VIKING STÆEL!</p> <p>Fates are with us:</p> <p>A unit order or morale roll can be reduced by 1</p>	<p>VIKING STÆEL!</p> <p>Loki smiles upon us:</p> <p>A unit order or morale roll can be reduced by 2, or fatigue can be reduce by 1 level.</p>	<p>VIKING STÆEL!</p> <p>Drunk as a Skunk:</p> <p>Add 1 dice to a melee, or force troops to charge 2D6 inches. If using two cards add 3 dice to a melee, or prevent an enemy unit moving for D3 turns.</p>	<p>VIKING STÆEL!</p> <p>Bounding Move:</p> <p>Add D6 inches to movement this turn.</p>
<p>VIKING STÆEL!</p> <p>Loki, Loki:</p> <p>Play multiple cards, or prevent enemy breaking off from melee.</p>	<p>VIKING STÆEL!</p> <p>Darting Blow:</p> <p>Unit may attack and fight 1 round of melee, then withdraw 2 D6".</p>	<p>VIKING STÆEL!</p> <p>The Raven flies away:</p> <p>No effect!</p>	<p>VIKING STÆEL!</p> <p>Disengage:</p> <p>A unit may withdraw from an ongoing melee 2D6 inches</p>
<p>VIKING STÆEL!</p> <p>Evade:</p> <p>Unit withdraws in front of an enemy up to 8 inches +2 D6 inches.</p>	<p>VIKING STÆEL!</p> <p>Fear:</p> <p>A Unit of levy within 8 inches of your Champion or Lord of War receives D3 casualties.</p>	<p>VIKING STÆEL!</p> <p>Fleet of Foot:</p> <p>A unit may take a full move and still fire.</p>	<p>VIKING STÆEL!</p> <p>Provocation:</p> <p>Warriors or higher status may freeze an enemy units action within 8 inches of it. Enemy may not fire.</p>

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Thor's hero:

A Leader or Champion rolls an extra, special dice in melee.

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Good Omens:

Play 1 card and withdraw a unit by 2 D6 inches.

Play 2 cards no movement for an enemy unit until 4-6 rolled on a D6. Rolling dice counts as that units turn, pass or fail.

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Berserker:

This obliges any unit to pass an order test. If it fails it moves 3 D6 inches towards the nearest enemy.

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Rally:

Unit may remove D6 casualties or 1 level of fatigue.

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Saxon Unit 1:

Add 1D6 inches to movement.

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Saxon Unit 2:

Add 2D6 inches to movement.

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Shieldwall Braced:

Enemy to hit score increased by +1.

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Spear Hedge:

When being charged add 1 dice to melee roll.

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Might!

Elite or Warriors can throw missiles without spending a leadership point, they lose D6 movement and hit on -1

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Deadly Shot!

Missile shots hit on -1

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Aggressive Charge:

-1 to hit chance when charging into melee

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Odin's Reward:

Lord of War, Commander or Specialist can ignore 1 hit

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Step Forth:

A non-activated unit may be activated out of sequence at any time.

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