



SAGA REVENANTS



I fear now that the dead stir here, rise up again and ght against us, and hard will it prove to ght with fetches; and for all so many limbs as here are cloven, shields split, and helms and corselets hewn in pieces, and many a chieftain cut asunder, these the dead are now the grimmest to contend with, nor have we the strength to cope with them.

~ Bothvar Bjarki in The Saga of Wrolf Kraki

Welcome to SAGA: Revenants

SAGA: Revenants is a new Faction for the SAGA game system. It is for use with the main rules in the SAGA Dark Age Skirmishes or SAGA The Crescent & The Cross rulebooks. Please note that this faction is not part of the main SAGA canon and as such is not for tournament play. It is designed to give you something different and fun to play between friends or at friendly club meetings. We hope you enjoy it!

This faction has its basis in the myths, legends, sagas and superstitions of the Early Middle Ages and gives form to a belief in the supernatural, in particular the art of Necromancy, that in our more 'enlightened' times we might call fantastical. But not so to the Early Middle Age mind. The term Revenant would have been widely known across the Western Europe of our period and is a catch-all term for visible ghosts or animated corpses returned from the grave to terrorize the living. The word "revenant" is derived from the Latin, *reveniens*, "returning" (the French verb 'revenir', means "to come back"). We have deliberately not written much by way of 'fluff' for the faction so, with a little research, you can adapt it for use in games against any of the Dark Age or Crusades factions. For example, the Norse tradition of Seidr sorcery features many examples of necromancy and the Draugar (Again-Walkers). In the Saga of King Hrolf Kraki, the half-elf witch Skuld was so powerful that, during battle, when her devoted warriors were cut down, she would raise them up to continue the fight. Very handy. Irish mythology has the 'Neamh Mairbh' returning from the dead and the Welsh Mabinogion tells of the Cauldron of Rebirth in which dead warriors could be placed and then be returned to life, voiceless and soulless, to fight again. Tales brought back by the Crusaders were rife with stories of Saracen Sorcerers with power over the dead and typically, the Templars were often accused of practising dark arts.

Unit types in a Revenant warband:

Necromancer: Your Warlord represents the necromancer/sorcerer/shaman who has the power to raise the dead. He may even be a revenant himself. As befits such an unusual character, his rules are somewhat different to the standard Warlord:

1. The Necromancer has an Armour of 6 against Shooting and 5 in Melee.
2. The Necromancer generates three SAGA dice
3. The Necromancer can spend Dread Tokens to roll additional SAGA dice (one per Dread Token) up to the maximum number of dice allowed (eight).
4. Necromancers have power over their minions within L. This is known as the Necromancer's Control Zone. Units of Revenants outside this range are subject to certain restrictions (see below).
5. Necromancers can use Dread Tokens to absorb wounds
6. Necromancers only generate two dice in Melee but have a four dice Shooting attack with a range of L, representing all kind of foul magics at their disposal.
7. Necromancers are evil, craven, treacherous and despicable sorcerers who certainly DO NOT abide by the rules of common decency and the laws of honourable combat. They are not bound by the *Warlord's Pride* special rule.
8. The Necromancer has the *Resilience*, *Determination*, *We Obey* and *Side By Side* Warlord special rules.



Revenants: Apart from the Warlord, Revenants are the only units in the Warband and are classed as Levies with the following adjustments:

In open ground, Movement for a Revenant model is S. The Revenants generate one Attack die per two models. At the start of the Orders Phase, when the Necromancer generates his three SAGA dice, each unit of Revenants of ten or more models generates a Dread Token.

Gravepits: When 'raising' their Warband at the start of the game, instead of buying units of Revenants, the

Necromancer can buy Grave Pit markers for one point each. However, a Necromancer's Warband must have at least twice as many units of Revenants as it has Grave Pit markers. (e.g. a six point Warband would have a maximum of two Grave Pit markers).

At the end of deployment, Grave Pit markers can be placed anywhere on the board as long as they are at least 1 away from any enemy units.

Grave Pit markers are not units and cannot be harmed in any way until they are turned into units by Battle Board abilities.

Grave Pits are used in conjunction with the Gates of Hell Battle Board ability to raise a unit of twelve Revenants. When replacing the Grave Pit marker with figures, all Revenants must be placed in the area previously occupied by the Grave Pit marker. Any excess figures may be placed within 6" of any figure within the circumference of the Grave Pit markers former position. Placing the Revenants counts as the first Activation of the turn for this unit. If the Grave Pit marker was in contact with an enemy unit, this Activation initiates a Melee and the enemy unit takes 1D6 automatic hits.

Revenant Special Rules

They Walk:

1. Revenants, being dead, can never be Exhausted. They do however accumulate Fatigue in the same manner as living units.
2. When you would normally be able to spend Fatigue to modify combat, Movement or Shooting, Revenant units instead take a number of automatic hits equal to the Fatigue points spent. There is no maximum on the number of Fatigue points you can spend to do this.
3. Revenant players spend Fatigue from non-Revenant units in Melee, Movement and Shooting as normal.

They Feel No Pain:

Stopping Revenants at range is very difficult, pain means nothing to the dead – they must be rent asunder. Units of Revenants are Armour 5 against Shooting attacks.

Basic Instincts

1. Units of Revenants outside the Necromancer's Control Zone (L) at the start of a turn cannot be activated, use any Revenant Battle Board abilities or have Dread Tokens played on them at any point during that turn. They still generate Dread Tokens as normal.
2. Outside the influence of the Necromancer, his takes over and so any unit of Revenants that is outside the Necromancer's Control Zone at the start of the turn will make a single Movement activation of 6" towards the nearest enemy unit. This activation is carried out before any activation by either the Necromancer or units of Revenants within the Necromancer's Control Zone. If multiple units are outside the Necromancer's Control Zone, then they can be activated in an order decided by the Necromancer. If this Movement brings them into Melee, they will fight in their unmodified state. If the unit to be

moved is within 6" of two or more enemy units, then they should move towards the nearest unit that they can engage in Melee. So, for example, if the nearest enemy unit was behind impassable Terrain, then the Revenants would engage the second nearest unit.

3. At the end of a turn, any unit of Revenants that has not already been activated will automatically make a Movement of 6" towards the nearest enemy unit. This move may not take them into Melee and they must remain 6" away from any enemy unit.

The Revenant Battle Board.

As well as SAGA dice, Warbands of Revenants generate Dread Tokens. Abilities on the Battle Board will allow units of Revenants to spend Dread Tokens in various ways to enhance and boost their performance. You can never have a pool of more than six Dread Tokens at any one time although you may actually generate and spend more than six during a turn. Note that when your opponent needs to choose between either allowing an effect, or giving you Dread Tokens, they may not choose Dread Tokens if you currently have six in your pool.

Some of the Battle Board abilities are for use by units of Revenants only and not the Necromancer. It's obvious which ones they are (they usually involve adding models, and it's bad enough you're a Necromancer so don't make it worse by trying to use these abilities on your Warlord!



SAGA: Revenants
From an original miniature by Dan Porter, translated by Lord S.

SAGA system written & owned by Alex Buchal (Studio Tomahawk)

Revenant models sculpted by Bob Naismith. Painted by Darren Urrington

Dan Porter wishes to thank:
Nick Ayres, Adam Cooper, Joanne Davidson, Anthony Evans,
Jamie Gullife, Phil Lewis, Aischaire McMillan, Lee Upton
The Leicester Phil Cats Gaming Club

Lord S wishes to thank Alex & Studio Tomahawk,
Dan Porter, Mike Hobbs, Dan W!

SAGA: Revenants is Copyright Gripping Beast Ltd. 2015

