



The Age of Crusades

☉ Clarifications

Factions and mercenaries clarifications

• THE PAGAN PEOPLES (PAGE 39)

The reference that is made to Ümbeer Piraama in the answers come from a previous version. The ability activates 3 units, as indicated on the Battleboard. The same error occurred in the response concerning Valenulik ability, which applies to **S** and not to **M** as the text would suggest.

• THE HORDE (PAGE 59)

There is no constraint as to when you trigger "The Horde". This can be done at any time during your Activation Phase, like any Activation Saga ability.

• FANATICAL ARPADIAN HUNGARIANS (PAGE 65)

The restriction on composite bows for warriors is the number of figures, not the number of units.

• PILGRIMS (PAGE 71)

If multiple figures are removed at the same time from a pilgrim unit, you will roll as many dice as models removed as losses. It is possible to take only part of the dice you are allowed to roll.

The dice are rolled simultaneously before being placed on your board.

• TURCOPOLES (PAGE 73)

The activation of free shooting represents the occasional use of the bows available to some of these auxiliaries. It's the only way the unit can fire. It is therefore not equipped with bows, at least in game terms.

• VANEM LEMBITU (PAGE 38)

If this Hero has been eliminated, you can no longer trigger his "Main Attack" special rule.

• SAILORS (PAGE 73)

If a scenario uses multiple victory point systems (e.g., slaughter points and conquest points) Sailors may **NOT** use their special "Disembarkation" rule. The latter can only be used if the scenario uses only slaughter points as a system of determining victory.

The "No Quarter" rule may be used more than once per melee, but keep in mind that to gain 4 attack dice, they have to reduce their armour. So once their armour drops to 2, they cannot trigger this special rule anymore.

• LOYAL (PAGE 71)

Units with the *Loyal* rule only count as Mercenaries when mustering the warband and determining how many points you can spend in Mercenaries at most. During and after the game (when counting victory points), they count as units of your band in their troop class.

Clarifications of Saga abilities

• MOORS: HORSES OF THE MAGHREB

During the turn in which this ability is triggered, all mounted units have **L+S** movement, even those that normally have higher movement (such as Eastern Horsemen, for example).

• MOORS: INSPIRATION

A unit is always at **S** of itself and may benefit from this ability if it has not suffered any losses. This is particularly true in the case of Heroes, who unless included in a heroic unit, are considered not to have suffered losses until their outright elimination.

• MOORS: TORRENT OF IRON

If the shooting or rest activation has not been resolved (if it has been cancelled, for example), the unit will not be activated for a charge.

In the case of the Umayyads (Saga Universe: Age of the Vikings), as the Mounted Guards have no shooting weapons, the only way for them to use this ability is to start by activating for a rest. You can activate for a rest even if you do not have any fatigue, but it must be the first activation of the turn.

• PAGAN PEOPLES: PÜHAJÄRV

The ability indicates that you **must** take as many available dice as there are units of 6 or fewer figurines in your band (it does not say "take up to...").

If you do not have enough dice available, the capacity is useless and will have no effects.

• PAGAN PEOPLES: MEZA MATE

You can resolve a Rest activation even if you have no fatigue. Meza Mate's resolution will replace the effects of the Rest activation, but it is still possible to trigger this ability even if you do not have any Fatigue token.

Corrections

• PETER THE HERMIT (P. 16) **New**

Replace the text of *Tonsures and Cudgels* with:

A warband led by Peter can include up to two units of Fanatical Pilgrims. These units get the Loyal special rule (see Loyal p. 71) as long as they are within 8 of Peter.

• POLISH UNITS CHART (PAGE 42)

The equipment options have been shifted down one line, starting with the Warriors. The first line should be "Horse", the second "Heavy weapons", the third "Bows" and the last line should be empty.

• FIRE-THROWERS (PAGE 70)

Add to the *"Individualists"* section:

Fire-Throwers never have equipment options, even if they join a unit with specific equipment. They are not allowed to join a mounted unit.

• FANATICAL PILGRIMS (PAGE 70)

Replace the last sentence in the section *"Children of God"* with:

In a warband of **Levantine Crusaders**, they will be considered as Pilgrims for the Saga abilities of the Battleboard.

• WAGON (P. 47) **New**

Replace the *Civilians* special rule with:

You may have one - and only one - wagon. To muster a wagon, remove either 2 Hearthguards, 4 Warriors or 6 Levies figures from your warband. Mercenaries cannot be removed to muster a wagon. The Wagon is a mounted Levy unit, considered as a Mercenary unit with the following characteristics:

Chariot

Saga Dice	Armour	Aggression	Equipment
1	6 (4)	4 (4)	Improvised projectiles
Special rules			
Determination, Resistance (2), Unarmed, Mount (Horse).			

The base of a wagon must fit within a 120mm circle and not be smaller than a 50mm base..

• WAR DRUMMER (P. 59) **New**

Replace the second paragraph with:

You may recruit a single War Drummer by removing either 2 Hearthguards or 4 Warriors figures from your warband.

• PRIEST (PAGE 71)

Replace the *"Saga Dice"* with 0.

• WESTERN KNIGHTS (PAGE 72) **New**

Add at the end of the paragraph *"Infantry and Horsemen"*:

This unit contains 8 Warriors either on foot or mounted on horses. In addition, Western Knights **can only be activated once for a Move or a charge during their turn** (note that it is a Move or a Charge, not both).

• TROUBADOUR (PAGE 73)

Replace the *"Exploit"* rule with:

As long as the Warlord has the Troubadour in line of sight, he gains the following benefits:

- His Charge activations are free.
- His Aggression is increased by +2.
- He benefits from Resilience (2) instead of Resilience (1).

• LIFEGUARD (PAGE 72)

Add a new paragraph:


Loyal

The Lifeguard may use the advanced capabilities of his warband's battleboard as long as they form a heroic unit with the Warlord. They are considered standard members of the warband in all respects.

• CRUSADER BATTLEBOARD

The Peasant's Crusade

Replace the ability with:



THE PEASANTS' CRUSADE

Activation


If you have a unit of Pilgrims in your warband, activate all your Warrior and Levy units. These activations do not generate fatigue.

Otherwise, remove 2 fatigues from your Warlord, and 1 from each of your Hearthguard units.

SPANISH BATTLEBOARD

Jinetes

Replace the ability with:



JINETES!

Orders

Choose one of your mounted units equipped with javelins. Until the end of the turn, this unit's movement and shooting activations are free but it cannot be activated for a charge.

This unit's targets reduce their Armour by 1 during their shooting attacks. This unit may only fire once at each enemy unit during this turn. Remove one of its fatigue at the end of the Activation phase.

MOORS BATTLEBOARD

Forest of Spears

Replace the ability with:



Discord

Replace the ability with:



Inspiration

Replace the ability with:



POLISH BATTLEBOARD **New**

The Clash

Replace the ability's text with



Terror of the East

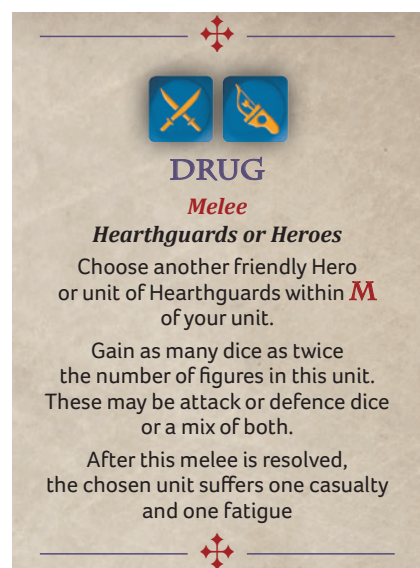
Replace the ability's text with



EASTERN PRINCES BATTLEBOARD **New**

Drug

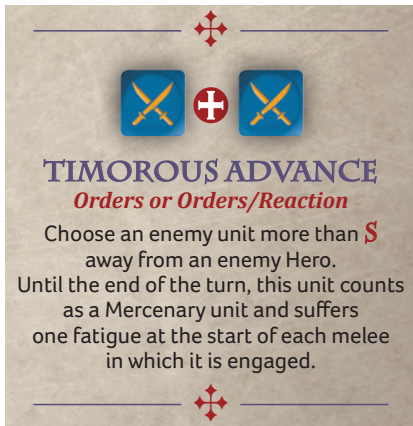
Replace the ability's text with



Note that a unit with Presence will count as 4 models for this ability. Also when the fatigue and casualty are suffered, they are suffered in the order chosen by the player that triggered the ability.

🎯 *Timorous Advance*

Replace the ability's text with



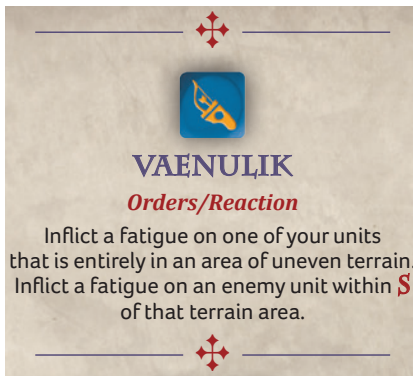
Note that a hero is always within S of himself so may not be targeted by this ability.

PAGAN PEOPLES BATTLEBOARD

New

🎯 *Vaenulik*

Replace the ability's text with



Thanks to the community for the feedbacks. Special thanks to Andy Lyon, to the Northern Tempest Saga Podcast and to the Rodge Rules Youtube Channel and their Saga Throsday show.

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