



The Age of Magic

🎯 Clarifications

• FLYING WAR MACHINES (PAGE 15)

The reduction in Armour related to the Flight rule is included in the profile. There is therefore no need to amend it.

• SORCERER (PAGE 19)

In the Age of Magic, any unit with the special rule “Magic” is a Sorcerer, whatever the nature of that unit.

• STROKE FURY (DOMAIN OF METAL)

The bonus applies only to the first charge made by the unit during the turn of the spell’s casting. Its effects end at the end of the turn.

• BURNING (DOMAIN OF LIGHT)

If your Sorcerer is within **VS** of one of your unit that charged an enemy unit, the spell will trigger and its effects will be resolved. In other words, your unit does not necessarily need to be the defender in the melee.

• ANIMAL PROWESS (DOMAIN OF EARTH)

Note that constraints of the Rest activation apply when the Sorcerer achieves the minimal and optimal effect. If the unit has already been activated during this turn, it cannot be activated for rest and (in the case of the optimal effect) the second part of the spell effects will not be resolved.

Note, however, that a unit can activate for rest even if it has no fatigue (the activation would have no effect in game terms, but it counts as having resolved).

• TRANSFORMATION (DOMAIN OF EARTH)

When the Sorcerer transforms into... something, he counts as eliminated for the sake of his spells with lasting effects. So these spells have no effects anymore and are simply cancelled.

• DRAIN LIFE (DOMAIN OF DEATH)

If a unit is targeted by the spell to its maximum effect, the owner of the targeted unit chooses in which order to apply the fatigue and casualty. This may be important with units having the special “Resilience” rule.

• VERDANT AWAKENING (DOMAIN OF EARTH)

The size of the terrain area created should be fairly standard as a small area terrain of a roughly round, oval or square shape (the maximum and minimal size of that terrain are the same as any small area, see Saga rulebook page 35). The player that selected this spell should have a couple of these areas ready before the game begins and cannot choose some odd shapes for these areas once the spell is cast. It’s magic, not terraforming!

Also, amount number of terrain areas created by Verdant Awakening can coexist at the same time. If the spell is cast a second or subsequent time, the previous areas (cast at maximal effect) do not disappear.

• SACRED GROUND (PAGE 27)

An impassable area terrain cannot be entered by a unit. No game effect allows a unit to enter the perimeter of such an area. Flying units can fly over it, but they can’t stop there.

• CASTING A SPELL (PAGE 21)

A spell can be cast at any time during a player’s activation phase. The latter ends when a player decides to conclude it, or there is nothing more he can (or wants to) do in this phase. The fact that you can no longer activate a unit does not end a player’s activation phase as long as he has a Sorcerer who can still cast spells in play!

• THE HUNTER AND THE GREAT HUNT (PAGE 44)

This unit is subject to the Heroic Unit rules of the Saga rulebook.

• EXPERIMENTAL TECHNIQUES (MASTERS OF THE UNDEREARTH BATTLEBOARD)

The capacity description on page 91 suggests that weapons with an attack die roll bonus make this capability more interesting. The paragraph of the description dates from an earlier version that was considered too powerful. So you can ignore it. It is indeed only the 6 (after modifiers) that inflict two hits. A ‘6’ with a bonus of +1 becomes a ‘7’ and therefore inflicts only one hit. Apologies to the folks below the surface!

• THE CONCLAVE (PAGE 34)

Consider that all the models of the Conclave are a single Sorcerer. When you cast a spell, you can draw your line of sight from any figure in the unit. If a spell gives you a bonus (attack dice for example), it applies to the whole unit, not to each figure. For the same reason, the “Transformation” spell transforms all the figures in the unit into ONE unit (Warlord mounted on Beast, Creature or Monster, depending on the effect obtained) with a single profile. In other words, just because there are 4 of them doesn’t mean the spell will be 4 times more powerful!



• THE MINDLESS (PAGE 54)

For the same reasons that Mindless cannot be withdrawn to recruit a War Machine, they cannot be withdrawn to recruit any other type of unit. So you can never remove Mindless to recruit a War Machine, Lieutenant or any other unit.

An in case you wondered, Mindless can manoeuvre. Undeath is really a strange thing, nowadays...

• BANE (PAGE 99)

In the description of the spell "Bane" there is a mention of a line of sight, a mention that does not appear on the card. This is a mistake. The spell card is right. The "Bane" spell does not require a line of sight, at most a doll bearing the effigy of enemy troops!

• THE CARRION REALM (PAGE 57)

The Ghouls of this legendary warband have the right to be equipped with bows. The last time I spoke with a Ghoul, his answer was "If skeletons can do it, why not us?" They don't particularly like it, but nothing prevents you from equipping them.

CORRECTIONS

• ARCHDEMON (PAGE 78)

Aggressiveness should be 10 (4) and not 10 (0).

• AVATAR (PAGE 78)

The "All-Powerful" Trait should give the Bolt spell, not the Lighting spell.

• PORTAL (PAGE 81)

The keyword is Order as shown on the Battleboard, and not melee.

The description of the ability is right. When using the "Portal", the unit must be deployed within **M** of an enemy unit (i.e. with at least one of its models within **M** of at least one model of an enemy unit).

The text on the ability might be misleading.