Refused Flank

The players deploy their units within **L** + **M** of the short table edge to the right of their assigned table edge. Unusually, the warbands will therefore face each other down the length of the table, not the width.

The first player deploys half their units, then their opponent deploys their whole warband, and finally the first player deploys their remaining units.

Meeting Encounter

The first player chooses a point anywhere on any table edge and deploys their whole warband within **L** of that point.

Their opponent then chooses a point on a board edge at least **L** + **L** away from the point chosen by the first player, and deploys their whole warband within **L** of that point.

All their units must be more than **M** away from any enemy units.

March Column

Units are deployed within **L** of their table edge. Each player rolls a die. The highest roller must deploy a unit (in case of a tie, the first player must deploy a unit). All the units from both warbands must be deployed this way, the players rolling dice to determine who deploys a unit. However, if one side has deployed all their units, their opponent deploys the rest of their warband.

Vanguard

Starting with the first player, each player deploys all their mounted units equipped with ranged weapons. Each of these units must deployed both:
- within **L** of their table edge
- and within **S** of a previously deployed unit—except for the first unit to be deployed.

Once all these units have been deployed, each player deploys all their remaining mounted units, starting with the first player. They are under the same restrictions as above.
After that, each player deploys all their infantry units with ranged weapons, starting with the first player. They are under the same restrictions as above.
Finally, each player deploys all their remaining infantry units, starting with the first player. They are under the same restrictions as above.

Pincer Attack

Each warband must secretly be divided into two detachments (A & B), with as equal a number of units in each as possible.

The first player deploys the units from detachment A within **L** + **M** of both their table edge and the short table edge to its right. Their opponent then does the same with their detachment A, within **L** + **M** of both their own table edge and the short table edge to its right.

The first player then deploys their detachment B, within **L** + **M** of both their own table edge and the short table edge to its left. Finally, their opponent deploys their detachment B within **L** + **M** of both their own table edge and the short table edge to its left.

Confusion

Divide the table into two equal sections by tracing an imaginary line between two diagonally opposite corners of the table. The first player chooses which corners to use.

Each player must deploy their units in the area which includes their table edge, more than **M** away from the dividing line.

The first player deploys their whole warband before the second player deploys theirs.

Until Dusk

The game ends after each player has played six turns.

The first player's opponent begins the game, but has only 3 Saga dice during their first turn: their other Saga dice are removed from the game during this first turn.

Under Pressure

Starting with their fourth turn and at the end of every turn after that, either player can announce the end of the game. Their opponent may play one more turn, then the game ends.

The game ends automatically after both players have played six turns.

The first player begins the game. In the first turn, they cannot activate any unit to shoot or charge, whether via Saga abilities or special rules.

Regicide

The game ends at the end of any turn in which a Warlord was eliminated. If this doesn't happen, it ends automatically after both players have played six turns.

The first player begins the game, but has only 3 Saga dice available during their first turn: their other Saga dice are removed from the game during the first turn.

GAME LENGTH
Unknown Length

After each player has played five turns, the first player rolls a die. On a result of 4 or more, each player plays a sixth and final turn.
Otherwise, the game ends.

The first player begins the game. In the first turn, they cannot activate advanced Saga abilities.

GAME LENGTH
Pitched Battle

The game ends after each player has played five turns. In the first turn, before the first player's Orders phase, their opponent rolls 4 Saga dice and places them on their Battle Board, to activate the Saga abilities of their choice.

GAME LENGTH
Cautious

The game ends after each player has played five turns.

The first player's opponent begins the game, but no units may be activated more than once during the first turn.

SPECIAL RULE
Forced March

During the first two turns of the game, each unit's movement is made as though the opponent had used one of the unit's fatigues.

SPECIAL RULE
Night Fight

At the start of each activation phase, each of the active player's units suffers a fatigue if they do not have a friendly unit within **S**.

SPECIAL RULE
A Good Day to Die

No special rules apply.

SPECIAL RULE
A Dash of Nostalgia

Both players' Warlords generate an additional Saga die. Mercenaries do not generate Saga dice.

SPECIAL RULE
Hostile Land

All the uneven terrain on the table counts as dangerous in addition to their usual classification. Dangerous terrain is not affected.

SPECIAL RULE
Fog

During the first three turns, no unit can declare a shooting attack or a charge against an enemy unit more than **M** away.

VICTORY CONDITIONS

Subjugation

The players calculate the winner by counting **massacre points**.

At the end of the game, the player with more units on the table scores 2 bonus points per additional unit.

VICTORY CONDITIONS

Show of Force

The players determine the winner by counting **survival points**.

Each player immediately scores 1 bonus point when one of their units wins a hand-to-hand combat.

Each player immediately scores 3 bonus points when, for the first time in the game, one of their units of at least 4 figures gets entirely within **M** of the enemy board edge (maximum once per game).

VICTORY CONDITIONS

Target

The players determine the winner by counting **massacre points**.

After deployment, each player chooses an enemy unit. Each figure in that unit counts as 2 figures of their type when calculating the massacre points it grants its opponent.

VICTORY CONDITIONS

Overrun

The players determine the winner by counting **survival points**.

At the end of the game, each player scores 2 bonus points for each of its units within **S** of one of the table corners opposite its starting table edge.

VICTORY CONDITIONS

Carnage

The players determine the winner by counting **survival points**.

Each unit with at least 4 figures more than **L** from its own board edge at the end of the game brings its owner 2 bonus points.

VICTORY CONDITIONS

Sacrifice

The players determine the winner by counting **massacre points.**

Each player immediately scores 1 bonus point when one of their units is eliminated outside hand-to-hand combat (whether via a shooting attack, through the effects of a Saga Activation ability or thanks to a special rule).

SCENERY

Frontier Region

The first player's opponent sets up the terrain. They must place three or four terrain pieces, selected from the universal terrain table (see Universal Terrain Table, p. 8). At least two woods or marshes must be chosen.

At least one element of terrain must be entirely within their half of the table, and no more than one terrain piece may be within **VS** of a table edge.

No terrain pieces can be placed within **S** of another piece of terrain.

SCENERY

Marshy Country

Starting with the first player, the players alternate either placing a piece of scenery chosen from the Universal Terrain Table (see Universal Terrain Table, p. 8), or calling time. The first piece of terrain placed by either player must be a marsh.

If a player calls time, they cannot place any more terrain pieces on the table, but their opponent can continue to deploy them.

After setting down a terrain piece, the player rolls a die. If the result is less (not equal to or less) than the number of terrain pieces on the table, scenery set-up ends immediately.

Scenery set-up also ends if both players call time.

No terrain piece can be placed within **S** of another terrain piece.

SCENERY

Bleak Moor

The scenery is set up according to the universal method (see Universal Method for Placing Scenery, p. 8).

Rough Ground

The first player's opponent chooses three terrain pieces from the universal terrain table (see Universal Terrain Table, p. 8). At least one of these pieces of terrain must be large.

The first player then places these terrain pieces. At least one of the chosen pieces of terrain must be placed entirely within **L** of each of the long table edges.

No terrain pieces can be within **S** of another piece of terrain.

Once the first player has finished placing these terrain pieces, their opponent can move each of them up to **M**. At the end of their moves, these terrain pieces must be more than **S** away from all other terrain pieces.

Unknown Lands

The first player places four terrain pieces on the table, chosen from the universal terrain table (see Universal Terrain Table, p. 8). No terrain piece can be placed within **M** of another piece of terrain. No large pieces of terrain may be chosen.

After this set-up, their opponent can choose to swap their board edge with the first player.

Uplands

Starting with the first player's opponent, each player chooses two terrain pieces from the universal terrain table (see Universal Terrain Table, p. 8). The first element chosen by each player must be a ruin or rocky ground.

Then, starting with the first player, each player places their two terrain pieces, entirely within **L + M** of their table edge, and at least **S** away from all terrain pieces already placed on the table.

BATTLE OF HEROES

Chaos Option

Assign each player one of the long table edges.

Before starting the game, randomly draw a card of each suit. Each of them will indicate the method for each area without the result being influenced by the players at all.

Finally, each player rolls a die, and the highest result reveals the first player.

Tactical Option

At the start of the game, before setting up the table, each player rolls a die. The player with the highest result (or the youngest if it is a tie) becomes the first player. Assign them one of the long table edges. Their opponent gets the opposite table edge.

The first player chooses two scenario areas from among the five available: Scenery, Deployment, Game Length, Special Rule and Victory Conditions.

When these areas are decided, they are the one who rolls the die for each of them against the method tables below. After rolling the die, they can change the result by +1 or –1 before reading the table.

Considered Option

Assign each player a long table edge.

At the start of the game, before setting up the table, each player rolls a die. The player with the highest result chooses the Scenery Set-up method.

Both players roll another die for Deployment, and the highest scorer chooses the deployment method. Continue thus for each area.

When rolling a die, if a player has chosen fewer methods than their opponent at that point in the process, they get a +1 bonus and win any ties.

D6	SCENERY	DEPLOYMENT	GAME LENGTH	SPECIAL RULE	VICTORY CONDITIONS
1	Frontier Region	Refused Flank	Until Dusk	Forced March	Subjugation
2	Marshy Country	Meeting Encounter	Under Pressure	Night Fight	Show of Force
3	Bleak Moor	March Column	Regicide	A Good Day to Die	Target
4	Rough Ground	Vanguard	Unknown Length	A Dash of Nostalgia	Overrun
5	Unknown Lands	Pincer Attack	Pitched Battle	Hostile Land	Carnage
6	Uplands	Confusion	Cautious	Fog	Sacrifice