



Saga Rulebook

🌀 Clarifications

The Basics

RE-ROLLS

A player can only re-roll his own dice, never those of an opponent. So, any ability that allows you to re-roll dice means that you can re-roll your own dice, never force the opponent to re-roll any of his own dice. An ability that forces an opponent to re-roll dice would explicitly state that.

WIDTH OF THE MEASURING STICKS

When the width of the measuring sticks is important (as it can be the case with some Saga abilities), the width is considered as being 1" wide (2,5cm).

Movement and charges

Moving figurines

During a movement (charge, movement or other) a model is considered as occupying at any time the entire surface of its base. Therefore, it will not be able to pass over an impassable element if part of its movement causes its base to overlap an impassable element.

If it becomes necessary to imagine this corridor, draw an imaginary line between each corner of the base of the model, between its starting position and its finishing position. Any area between the two furthest lines is considered to be occupied by the figure during its movement or charge. If any impassable terrain (as enemy figures or another friendly unit) stands in the way, that movement or charge is impossible.

During the movement or charge, the figure should freely pivot or change its facing (in the case of models with rectangular or oval bases) but the corridor of movement (or charge) depends of the position and orientation at the start of the movement or charge.

It is the player's responsibility to ensure that the unit's cohesion is respected at the end of movement or charge. If the movement or charge has started and it appears that cohesion cannot be respected, the figures return to their initial position, and the movement or charge is cancelled. Players should ensure that the final position of the unit is legal before all figures have been

moved. This can generally be checked after the first miniature has been moved.

MOVEMENT OF MORE THAN L

If a unit has increased movement beyond **L**, for example **L+S**, the rules governing movement are the same as for two rulers. Thus, a unit using two rulers of **M** and one of **C** will be able to bend its movement twice: once between each ruler.

DECLARATION OF THE TARGET OF A CHARGE

The target must be declared at the time the unit is activated. "activate this unit to charge this unit". This happens when the game effect that activates the unit is triggered (e.g. when the Saga dice are spent, or the use of the We Obey rule is announced).

Activation/Reaction

CHARGES AND ACTIVATION/REACTION

If triggering an Activation/Reaction ability interposes a unit between the charging unit and its target, the activated unit may no longer reach its target.

In this case, the charge is either simply cancelled or the charging unit can decide to charge the interposing unit as if it was the target of the original charge.

JAVELINS AND ACTIVATION/REACTION

When an opponent triggers an Activation/Reaction ability in reaction to a movement, that reaction is immediately resolved. This happens before the free shooting activation from javelins. Once the reaction is resolved, the game sequence continues, with the resolution of the shooting.

Melee

CLOSE RANKS

By default, any unit without special equipment or rules that prevent it from closing ranks can choose this option. It is not necessary to consider the action of reducing the number of attack dice to gain a defence benefit (the hard cover) too literally,

it can be a defensive posture, or an attitude that promotes preservation at the expense of aggression. So even animals can close ranks!

Shooting

LINE OF SIGHT

The line of sight is blocked when crossing the second time the edge of a single area terrain. So your line of sight can cross the edge of the area you're into, and cross another edge (like a wood were the target is located).

COMBAT POOL

At the end of the step 1 of the Shooting, you may have up to 8 Attack Dice in your pool. During step 2, you can gain extra attack dice, but at before rolling them during step 3, you must ensure that you do not have more than twice the number you had at the end of step 1. The same applies to melee, except that the threshold at the end of step 1 is 16 dice rather than 8.



RESOLVING A SHOOTING

Any fire that resolves without activating a unit is covered by the 3rd paragraph of the first column on page 22 (“Note that Saga abilities...”).

Such shots do not require a line of sight to the target, and have no range restrictions. Since no units are activated, when the combat pool is assembled, only the bonus attack dice of the effect that generated the fire are added to the combat pool.

Special rules

COMPOSITE BOWS

The composite bow allows free activation for a shot that does not generate fatigue. This activation is independent of any other activation, and the only constraint is that during a given turn, the unit may not activate consecutively for two shots.

Note that the rule that prohibits two consecutive shooting activations includes all types of shooting activation, regardless of their origin: Saga ability, free or other activations.

A unit equipped with composite bows can NEVER resolve two consecutive shooting activations during the same turn.

Activations cancelled for any reason do not count as resolved activations.

BODYGUARDS

The use of this rule cannot create a “chain reaction”. A unit that incurs a loss may cancel it out by removing a friendly Hearthguard figure. For the loss to be effectively cancelled, a figure must be removed from the friendly unit. Therefore, even if the latter had the “Resistance” rule, it could not use it to cancel the transferred loss.

In other words, the withdrawal of a loss is a is not a qualifying condition for the use of “Resistance”.

WE OBEY

The Warlord cannot activate himself with this rule. It should be able to activate any other unit.

MERCENARIES

It would be wrong to believe that mercenaries cannot benefit from advanced Saga capabilities. The usage limitations of these advanced capabilities are those set out on page 47 of the rule book.

Thus, for example, if one of your abilities indicated “All your units have armor increased by 1 until the end of the turn”, your Mercenaries units would see their armor increased since this effect is not limited by the points indicated on page 47.

Similarly, even if mercenaries cannot be activated by an advanced Saga ability, they may benefit from a ability with the keyword “Activation” for its effects that would not be an activation of the unit (such as removing fatigue, or increasing armor as above).

DANGEROUS TERRAIN

Note that dangerous terrain does not count as uneven terrain for Saga abilities. It has the same effect on movement and charges distance, but only terrain with the “uneven” classification in the terrain table on page 48 counts as such.

HEROIC UNITS

A heroic unit activates like a Hero unit. By extension, if a Saga ability or special rule activates the Hero, the entire heroic unit will be activated.

If fatigue is removed from the Hero, it is removed for the entire unit. If the Hero suffers a fatigue, the unit takes the fatigue.

The Heroic unit benefits only from the abilities that the hero already has. So for example a Heroic Unit with a Hero that does not have Determination wouldn’t gain it by the simple fact of being a Heroic Unit.

If the text of a Saga ability refers explicitly to the Hero (often the Warlord), its effects apply only to the Warlord himself. Thus, a re-roll of attack dice would only apply to the Warlord’s dice, and an increase in armor would only increase his own armor (which would be ineffective as the heroic unit’s armor is that of the figures accompanying it).

In all other cases, when the unit type is important, as for example to determine the effects of a Saga ability, it is the class of figures accompanying the unit that is taken into account. This is especially important for the restrictions of the abilities (the restriction being the line in bold that sometimes appears under the keyword as described page 40, as “**Hearthguard or Warriors**” for example). For these restrictions, the unit is considered of the type of the accompanying figures.

Saga Abilities

MULTIPLE EFFECTS

Sometimes a Saga ability has two distinct effects. The formulations that link the two components and makes one depending from the other are “for”, “then”, “next” or “to” such as “Remove fatigue from target to gain 3 attack dice” or “Remove fatigue from target. Then, gain 3 attack dice”. In both cases, the second effect (gaining the attack dice) depends on the resolution of the first. If the capability said “Remove fatigue from your unit. Gain 3 attack dice”, the two elements are independent, and the gain of attack dice is not conditioned by the removal of fatigue. It is therefore possible to win these dice and not remove any fatigue.

When an ability has multiple effects, you must trigger them in the order of appearance in the text of the ability.

ADVANCED SAGA ABILITIES

An advanced Saga ability cannot be activated twice in the same turn, nor triggered twice in the same turn.

By extension, it is forbidden to activate an ability that was previously activated this turn or triggered during the turn. So, if you start your turn with dice on an advanced ability (that remained from a previous turn), and you trigger that ability, you cannot reactivate it in the same turn (i.e. you cannot place dice on that ability this turn).

ACTIVATION POOL

To benefit from the effects of this ability, you must have 2 available Saga dice. Note, however, that the die used to trigger that ability is made available before resolving the effects of that ability. Therefore, it is enough to have a Saga die available before the resolution of the capacity to benefit from it.

As a general rule, if an ability indicates a fixed number “activate 4 units”, you must have that number of units to activate. Abilities that leave choice over effect size will indicate “up to” in their text.

Clash of Champions

FIRST PLAYER

The limit on the number of dice the first player is allowed to roll is a limit. So the first cannot roll more than 3 Saga dice during his entire first turn. It means that if the first player's warband generates at least 3 Saga dice, he won't be able to gain any available Saga dice. Basically, that player must play its first turn with 3 dice and not 8.

SLAUGHTER POINTS

Note that the Warlord, as well as any unit composed of a single figure, earns 1 extra slaughter point when eliminated. Therefore, by default, a Warlord earns 5 points to his opponent if he is eliminated.

DEPLOYMENT METHOD C

The restriction to deploying more than **M** from a friendly unit does not apply to Heroes. Heroes can deploy within **M** of any other friendly unit (including another Hero) when using this deployment method.

🎯 Correction

JAVELINS

Replace the two bullets of the javelins rules with:

- 🎯 During the resolution of a melee, they get a +1 to their attack dice if they charged and the enemy unit **did not** close ranks.
- 🎯 Once per turn, after a movement activation resolved during their controller's turn, they can (if they want to) have a free shooting activation, which generates no fatigue (see Free activations p. 14 and Activations which do not generate fatigue p.30). A unit armed with javelins can also be activated normally to shoot.

Note: These changes are introduced to better represent the role we envision for the javelins. By restricting the +1 attack bonus to charges against enemies that did not close ranks, we highlight the tactic of javelins thrown at the enemy during the charge, which is easily countered by forming a shieldwall. The second change limits the free shooting activation to the turn of the controller of the javelinmen and only once per turn. This fixes some timing issues that the shootings during an opponent's turn created, and helps to define the javelins as a harassment weapon, not a "pure" shooting weapon as the bows or composite bows.

Thanks to all the contributors of the Saga Facebook page, and to our faithful friends and companions: The English Champions (Tracy, Andy and Mark), The Grenoble Team (Greg, Julie, Fabien, Andrew and Manu), the Crusaders (Olivier and Philippe) and , John, the one and only Keeper of the Flame.

The Age of the Vikings

🌀 Corrections and Clarifications

Factions and Mercenary Clarifications

• WELSH FACTION RULES (PAGE 13)

The limitation regarding the composition of a Strathclyde warband is purely indicative. When you muster a Welsh warband you have no limitation on the way the units are equipped, and depending on the kind of warband you lead, you can say they are from the South (Wales) or North (Strathclyde). It also allows Owen to lead an entirely foot warband.

• KLIBANOPHOROI (PAGE 30)

This unit is made of Hearthguards.

• IRISH (PAGES 38 AND 39)

An Irish warband may recruit a maximum of 2 Curaidh and a single unit of Irish Dogs.

Brian Boru's Curaidh have no equipment options, like their Lord. They must be as old as him!

Note that each Curaidh eliminated counts as one eliminated unit for the slaughter points.

Irish Dogs have their movement and charge distances reduced by dangerous terrain. Their special rule only applies to rough terrain, as so classified.

• RURIK (PAGE 44)

With the special "The Uniter" rule, you cannot place fatigue at on an exhausted unit or place more fatigue at a unit than its exhaustion threshold.

• JOMSVIKINGS : SIGVALDI STRUT-HARALDSSON (PAGE 56)

The special "Sly" rule applies only to advanced Saga abilities, not to basic abilities (like Fury of the Pagans).

• EGIL SKALAGRIMSON (PAGE 64)

His armor is 6, even with his heavy weapon.

• JARL SIGVALDI (PAGE 64)

The effects in the first row of the table apply only if the Sigvaldi unit did not spend Fury tokens at the start of its turn.

Note that through Activation/Reaction and ensuing melees, it is quite possible that the Jarl changes sides twice during the same turn!

For the Slaughter Points, the current owner of the unit scores any casualties inflicted by this unit and his opponent scores for any casualties suffered by Sigvaldi's unit. The casualties scored by and against Sigvaldi's unit are kept even if the unit changes side. Keep track of these numbers by putting the figures aside or write down the number of figures eliminated.

• ANGRY MONKS (PAGE 66)

If multiple figures are removed at the same time from an Angry Monks unit, you will roll as many dice as monks 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.

Battleboards clarifications

• VIKINGS : NJORD

It does affect all units to **M**, not just units in the Viking warband.

• VIKINGS: ODIN

This ability is triggered within the framework the shooting resolution, during the Saga abilities triggering phase. It is thus not possible to cancel the shooting with the fatigue thus placed.

• JOMSVIKINGS: SONG OF STEEL

The javelins that the Jomsvikings are equipped with allows them to activate themselves for free after the movement for a shooting that does not generate fatigue. That's the whole point of this ability!

• INDIRECT FIRE (LAST ROMAN BATTLEBOARD)

This ability can only be used by units with bows, not composite bows or slings.

• NORSE-GAELS: NORSE ABILITY

The last sentence, in brackets, is part of the text that will replace the Combat Bonus.

• ANGLO-DANISH: EXHAUSTION

Note that for this ability to take effect, you must designate 3 units, but they may also be yours. An exhausted unit so designated would ignore the fatigue thus suffered.

• ANGLO-SAXONS : UNION


The activation of 2 units of 10 models or more replaces the activation of a single unit. Both these activations are also movement activation that do not generate fatigue.

🎯 Corrections

• ANGLO-DANES BATTLEBOARD

🎯 Intimidation

Replace the ability with:



INTIMIDATION
Orders/Reaction

The first unit activated during the next activation phase will suffer a fatigue at the end of its activation.
(if you used a 🐎, the first two units activated will both suffer a fatigue).

• NORMAN BATTLEBOARD

🎯 Envelopment

Replace the ability with:



ENVELOPMENT
Activation/Reaction

Trigger this ability after an enemy unit activates, but before their activation is resolved.
Activate for a movement all mounted units that are more than **M** away from any enemy

Note that the reply of Ragnar regarding Gallop (page 19) is a mistake. The target of the charge must be announced at the same time as the activation of the unit.

• WELSH BATTLEBOARD

🎯 One Land, One King

Replace the ability with:



ONE LAND, ONE KING
Activation


All of your units with only one fatigue remove them
OR
Activate all your units for a movement.

Note: The Welsh player has to choose between removing a fatigue from its units or activate them for a movement (only).

• NORSE-GAELS BATTLEBOARD

🎯 Expendable

Replace the ability with:




EXPENDABLE
Orders or Orders/Reaction

Until the end of the turn, when a Norse-Gael unit (other than Levies) should suffer a fatigue, it can force a non-exhausted unit of friendly Slaves within **S** to take the fatigue instead.

🎯 Norse

Replace the ability with:



NORSE
Melee • Hero or Hearthguards

Until the end of the melee, the description of the Combat Bonus ability becomes:
Add an automatic hit to the hits you inflict **OR** increase your Armour by 1 (if you used a ⚡, both effects are resolved).

• CAROLINGIAN BATTLEBOARD

🎯 Damnatio

Replace the ability with:



DAMNATIO
Orders

Choose a unit with a number of figures up to three times your **Proelium**.
Until the end of your turn, all attack dice targeting this unit get a +1 bonus.

• NORMANS : FACTION RULES (PAGE 17)

Add after the equipment options of the Levies :

“if your Hearthguards are equipped with javelins, your Levies must also be equipped with javelins”.



MERCENARIES

• JARL SIGVALDI (PAGE 64)

Ignore the first bullet of the Fury rule. Jarl Sigvaldi should not gain a Fury point at the start of a turn.

• GALL-GAEDHIL (PAGE 65)

Add at the end of Savagery

If one of their activations is cancelled (for any reason, including a failed charge), they may not be activated any more during the current turn.

Add at the end of An Eye for an Eye:

The number of hits so inflicted may not exceed half the number of Gall-Gaethil figures in the unit.

• VAGRANT WARRIORS (PAGE 66)

The Live or Die special rule can only be used before the first activation of their controller's turn. In other words, you cannot use it during an opponent's turn.

• PERSONAL CHAMPION (PAGE 69)

Add at the end the "Protector" rule:

If the Personal Champion is within **VS** of the Warlord at the start of the turn, he generates 1 Saga Die (and not 0 as indicated on his profile).

The Age of Crusades

🎯 Corrections and 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 Valenuik 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.

Battleboard clarifications

• 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.

🎯 Corrections

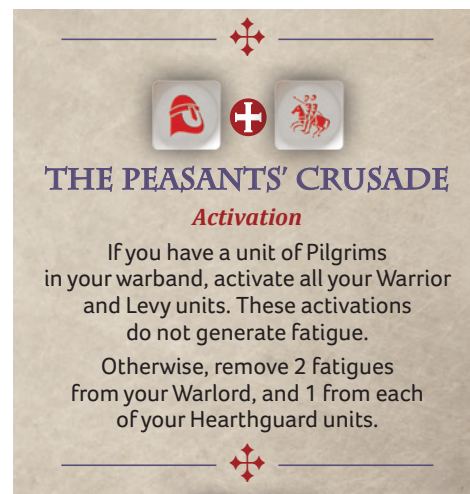
• POLISH UNITS CHART (PAGE 42)

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.

• CRUSADER BATTLEBOARD

🎯 The Peasant's Crusade

Replace the ability with:



• 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.

• WESTERN KNIGHTS (PAGE 72)

Replace the first sentence in the section “Infantry and Horsemen” with:

This unit contains 8 Warriors either on foot or mounted on horses.