



SAGA

Reference Sheet



Player Turn

1. Orders Phase
2. Activation Phase

Generating SAGA Dice (page 10)

Warlord: 1

Hero: see profile

Hearthguards: 1

Warriors (4 figures or more): 1

Levies (6 figures or more): 1

How To Shoot (page 22)

1. The attacker collects their combat pool, based on their Aggression and the number of figures in the unit (max. 8 dice)
2. Starting with the attacker, each player can trigger a Saga ability (defender can choose to use one of the attacking unit's fatigues). This step ends after both players pass consecutively.
3. The attacker rolls their attack dice (max: double the combat pool). Each roll that is equal to or higher than the target's armour is a hit.
4. The defender rolls their defence dice (equal to hits, plus bonus dice). Each 4+ cancels a hit (3+ if the defender is in cover).
5. The defender removes a figure for each uncanceled hit.

Melee Combat (page 26)

1. The defender chooses whether to close ranks or not.
2. Both units assemble their combat pools, based on their Aggression and the number of models in their unit (max. 16 dice).
3. Starting with the attacker, each player may trigger a Saga ability or use one fatigue. This step ends after both players pass consecutively.
4. Both units roll their attack dice (max: double their combat pool). Each result equal to or higher than the enemy's Armour scores a hit.
5. Each unit rolls its defence dice (one for each hit suffered, plus any bonus dice). Each 5+ cancels a hit (4+ if the unit has closed ranks or is behind solid cover).
6. Each unit removes a figure for each uncanceled hit they have suffered.
7. Each unit takes a fatigue. The loser must withdraw.

Armour and Aggression

	Melee	Shooting	Armour
Warlord	8	4	5
Hero	See Hero's profile		
Hearthguards	2	1	5
Warriors	1	1/2	4
Levies (without ranged weapons)	1/2	-	4
Levies (with ranged weapons)	1/3	1/2	4

Equipment (page 37)

A unit with any of the following equipment cannot close ranks.

Bows and slings: Range **L**, reduces armour by 1 (vs shooting and in melee).

Javelins: Range **M**, reduce armour by 1 in melee. +1 on each attack die during melee (charging unit only).

Crossbows: Range **L**, reduces armour by 1 (vs shooting and in melee).

Horse: Move and charge of **L** (can replace **L** with **M+M** when moving). Suffers a fatigue if a move or charge takes it into uneven terrain. Reduces armour by 1 vs shooting.

Heavy Weapons: Reduce armour by 1 in melee. +1 on each attack die during melee.

Improvised Projectiles: Range **S**. +1 to your target's defence die when you shoot them.

Unarmed: +1 to your target's defence dice during melee.

Using Fatigue (page 31)

Remove 1 fatigue from the target to:

- ⊙ Increase your Armour by 1 (melee).
- ⊙ Increase your Armour by 1 (shooting, only the defender).
- ⊙ Reduce the enemy's armour by 1 (melee).
- ⊙ Replace their measuring sticks with a single **S** stick during movement or a charge.

Remove 2 fatigues from the target to:

- ⊙ Cancel an activation before it can be resolved.

A unit is **exhausted** when it has 3 fatigues. As soon as this happens, it can no longer be activated to do anything except rest, and suffers a penalty of -1 to all its attack dice during hand-to-hand combat. **Once a unit is exhausted, it can no longer suffer extra fatigue.**