Quick reference sheet

Movement

All foot models move M in open terrain.

All mounted models move L in open terrain.

All models move S when moving from, in or through uneven ground or crossing an obstacle.

If you move within Vs of an enemy model, you must engage it in melee.

A unit that has moved earlier during the turn, and is activated to move within S of an enemy unit must engage that enemy unit in melee.

SAGA Dice

At the start of the turn, you roll:

- **One SAGA die** per Warrior or Hearthguard unit
- **Two SAGA dice** per Warlord.
- **Minus one SAGA die** for every SAGA die left on your Battleboard.

With a maximum of 6 SAGA Dice.

Fatigue

You gain Fatigue for the following reasons:

- **One Fatigue** for every Movement or Shooting activation after the first Movement or Shooting activation of the turn.
- **One Fatigue** after each melee.
- **One Fatigue** if a friendly unit is removed from the game in melee within S of your unit.
- **One Fatigue** if your unit mounted on horses ends its movement with at least one figure in an uneven ground.

You may spend the enemy's Fatigue to:

- **Reduce his Movement** from M to S or from S to Vs or from L to M.
- When shot at, discard one enemy Fatigue from the shooting unit to **gain one Armour.**
- In Melee, discard one enemy Fatigue to **gain one Armour.**
- In Melee, discard one enemy Fatigue to **reduce the enemy's Armour by one.**

All these effects may only be used once during each Movement activation, or Shooting or Melee.

Fatigue limit

Class	Fatigue limit
Levies	2
Warriors	3
Hearthguard and Warlord	4

If the number of Fatigue markers a unit has is equal or higher than his limit, it is Exhausted and cannot be activated for Movement or Shooting and loses half its Attack Dice in Melee.

Shooting

Arme	Range
Bows, slings, crossbows	L
Javelins, Composite bows	M

Class	Number of attack dice	Armour
Levies	1/2 per models	3
Warriors		4
Hearthguard	1 per models	5
Warlord	2	6

Shooting steps:

1) Target determination and Attack Dice
2) Attacker then Defender use their SAGA abilities
3) Attack Roll (roll Attack Dice. Target number is the enemy's Armour. Max number of Attack Dice is equal to twice the amount of Dice generated by the unit).
4) Defence Roll (cancels each hit on a 4 or more. Max number of Defence Dice is twice the number of hits taken)
5) Remove casualties

Modifiers

- **Light Cover** allows the cancellation of hits on 3s.
- **Heavy Cover** allows the cancellation of hits on 3s and adds one Armour to the target.
- **Crossbows:** Reduce the Armour of the target by one.
- **Javelins:** May shoot at the end of a Movement activation.

Melee

Class	Number of attack dice	Armour
Levies	1 per 3 models	3
Warriors	1 per models	4
Hearthguard	2 per models	5
Warlord	5	5

Melee steps:

0) The Attacker then the Defender may use any Melee/Reaction ability.
1) Determination of Attack Dice (Attacker & Defender)
2) Defender may reduce his Attack Pool to gain Defence Dice
3) Attacker & Defender abilities
4) Attack Roll (Attacker & Defender, target number is the enemy's Armour. Max number of Attack Dice is equal to twice the amount of Dice generated by the unit)
5) Defence rolls (Attacker & Defender, cancel hits on 5s. Max number of Dice is twice the number of hits taken)
6) Remove casualties
7) Fatigue is attributed
8) Loser must disengage.

Modifiers

- A unit in **Cover** cancels all hits on 4s rather than 5s.
- **Heavy weapons:** Adds +1 to the result of each Attack Dice, reduces the Armour of the unit by one during melees.