

# SAGA

Age of Invasions

✱  
**ROMAN**  
Campaign Sheet

## MORALE

--

## VICTORY TABLE

Margin of Victory	Impact
+1 to +3	1
+4 to +6	2
+7 to +9	3
+10 to +12	4
+13 or more	5

## REINFORCING THE GARRISON

Recruitment Table	
TU spent	Recruitment Points
1	2
3	3
6	4
10	5
15	6

### EACH RECRUITMENT POINT ALLOWS ONE OF THE FOLLOWING:

1 Hearthguard*
2 Warriors
4 Levies**
1 Warrior and 2 Levies**

\* Requires *Intensive Training*.

\*\* Requires an *Armoury*.

## FRONTIER WORKS

<b>Granary</b> □ □ □ □	You immediately receive 1 recruitment point. Increase the cost of certain stratagems for the Barbarian player.
<b>Barracks</b> No. ○ ○ ○ ○ ○ ○ □ □	Increase the maximum number of figures you can recruit.
<b>Hospital</b> □ □ □ □ □ □ □ □ □ □	You can re-roll up to 6 dice during your casualty checks, or 8 with a <i>Medicus</i> .
<b>Deforestation</b> □ □ □ □ □ □ □ □	Place three small pieces of uneven terrain providing light cover on the table.
<b>Armoury</b> □ □ □ □	You can recruit Levies and place a small building in your deployment zone.
<b>Watchtower</b> □ □ □ □ □ □	The barbarian player chooses their Winter Camp options openly. You can place a small building in your deployment zone.
<b>Beacons</b> □ □ □ □ □ □ □ □	You must have finished the <i>Watchtower</i> before building the <i>Beacons</i> . You can cancel one stratagem chosen by the Barbarian.
<b>Stables</b> No. ○ ○ □ □ □ □	If you have one <i>Stables</i> , your Warlord and Hearthguards can be mounted. If you have two <i>Stables</i> , your Warriors can also be mounted. You can place a small building in your deployment zone.
<b>War Machine</b> No. ○ ○ □ □ □ □ □ □ □ □	You can field a Manuballista.
<b>Chapel</b> □ □ □ □ □ □ □ □ □ □	Increase your Morale by 1 after each raid. You can place a small building in your deployment zone.
<b>Residence</b> □ □ □ □	Get 2 UT each year to build frontier works.
<b>Fields</b> □ □ □	You must have finished the <i>Armoury</i> before building <i>Fields</i> . Recruit 4 Levies each year.
<b>River</b> □ □ □ □ □ □ □ □ □ □ □ □	Place a river on the table. It counts as uneven ground.
<b>Banquet Hall</b> □ □ □ □ □ □	If the Romans won the game, increase the Impact by +1.

## PREPARATIONS

<b>High Mass</b>	2/1	Re-roll one Saga die during each Orders phase.
<b>Motivation</b>	2	Increase your Morale by 1 (if it's equal to or lower than 5).
<b>Reserves</b>	1	One unit starts the game off-table. It enters from your table edge.
<b>Ambush</b>	2	One unit starts the game off-table. It enters from a short table edge.
<b>Auxiliaries</b>	4/2	1 point of Mercenaries joins your warband.
<b>Call For Aid</b>	0	Gain 2 recruitment points. Reduce your Morale by 2.
<b>Snares</b>	2	Place 3 areas of low terrain, counting as uneven ground, max. diameter <b>M</b> . Inflict 1 fatigue on each unit that crosses them.
<b>Medicus</b>	2	You gain 3 points to modify the casualty checks after the battle.
<b>Intensive Training</b>	1	You can recruit Hearthguards.
<b>Hard Labour</b>	1	Tick up to 4 construction boxes for frontier works. Eliminate that many of your Levy figures.
<b>Palisades</b>	3	Choose up to 3 units on foot. Until they move (or are moved), they get solid cover against melee and shooting attacks.

## GARRISON COMPOSITION

<b>Hearthguards</b>	□ □ □ □ □ □	05
	□ □ □ □ □ □	10
	□ □ □ □ □ □	15
	□ □ □ □ □ □	20
	□ □ □ □ □ □	25
	□ □ □ □ □ □	30
<b>Warriors</b>	□ □ □ □ □ □	05
	□ □ □ □ □ □	10
	□ □ □ □ □ □	15
	□ □ □ □ □ □	20
	□ □ □ □ □ □	25
	□ □ □ □ □ □	30
<b>Levies</b>	□ □ □ □ □ □	05
	□ □ □ □ □ □	10
	□ □ □ □ □ □	15
	□ □ □ □ □ □	20
	□ □ □ □ □ □	25
	□ □ □ □ □ □	30
Total Strength:		/ 50

# SAGA

Age of Invasions



## BARBARIAN Campaign Sheet

RESOLVE

VICTORY TABLE

Margin of victory	Impact
+1 to +3	1
+4 to +6	2
+7 to +9	3
+10 to +12	4
+13 or more	5

	BOAST	DEED REQUIRED	Succeeded	Failed
1	I'll slay their chief!	The Roman Warlord must be eliminated.		
2	I'll gut their best warriors like mere sheep!	The biggest unit of enemy Hearthguards must be eliminated. If the opponent has no Hearthguards, the biggest enemy unit must be eliminated. If several units are the same size, the unit to be eliminated must be secretly chosen after deployment.		
3	Tonight their bodies will be a feast for the carrion-eaters.	More than half the enemy figures must be eliminated.		
4	You'll all come home from this.	More than half the figures in your warband must survive.		
5	I'll pave a road of corpses to lead you to victory!	Your Warlord must eliminate at least 6 massacre points of enemy figures in melee.		
6	Tonight we feast together within the enemy's walls!	At the end of the game, all your surviving figures must have left the table or be within <b>L</b> of the Roman table edge.		
7	We'll break them, and they will lose all hope.	You must win the game with at least 8 points' difference in massacre points.		

### WINTER CAMP

<input type="checkbox"/> Find the Chief	1	Your warband is led by a Warlord.
<input type="checkbox"/> Recruit the Elites	1	You can recruit Hearthguards.
<input type="checkbox"/> Assemble the Tribes	4	You get an additional 2 points to recruit your warband with.
<input type="checkbox"/> Furor Barbaricus	3	You get an additional 1 point to recruit your warband with.
<input type="checkbox"/> Divine Assistance	2	Get 2 bonus attack dice until you lose a melee.
<input type="checkbox"/> The Chosen One	3	Your Warlord becomes the <i>Chosen One</i> .
<input type="checkbox"/> Mercenaries	3	You can add 1 point of Mercenaries.
<input type="checkbox"/> Alliance	4	You can add 1 point of Mercenaries.
<input type="checkbox"/> A People at Arms	2	Your Levies generate Saga dice.
<input type="checkbox"/> Overthrow	3	If your Resolve is 6 or less, increase it by +1. If your Resolve is 3 or less, increase it by +2.

### STRATAGEMS

<input type="checkbox"/> Attack at Dawn	1	Range of ranged weapons reduced ( <b>M</b> in the 1st turn, <b>L</b> in the 2nd turn).
<input type="checkbox"/> Surprise Attack	2	The Roman player must deploy their whole army first.
<input type="checkbox"/> Harassment	3	Place a fatigue on d6 enemy units.
<input type="checkbox"/> Mist	2	Your deployment zone is extended by <b>M</b> .
<input type="checkbox"/> Forced Passage	1	You take the first turn.
<input type="checkbox"/> Planning	1	At the beginning of the game, place 8 Saga dice on your battle board.
<input type="checkbox"/> Major Assault	1	The winner increases their Impact by 2 in the Aftermath step.
<input type="checkbox"/> Winter Raid	4	All movements are limited to <b>S</b> for the duration of the game.. The Roman can spend only half the UT granted by the Barbarian.
<input type="checkbox"/> Coup de Main	1	Your opponent can't roll more than 4 Saga dice in their first turn.
<input type="checkbox"/> Sabotage	3	Cancel the effects of one building for this year.
<input type="checkbox"/> Horse Thieves	1	A unit of 8 Hearthguards or 8 Warriors can be mounted.
<input type="checkbox"/> Revenge Raid	8	Both players get Victory Points for eliminating enemy figures.
<input type="checkbox"/> Cut Supply Lines	6	Reduce the number of recruitment points that can be bought with UT.
<input type="checkbox"/> Scorched Earth	2	After the scenery has been set up, remove one terrain piece of your choice.
<input type="checkbox"/> Longest Day	1	After the fifth turn, the game lasts one more turn on a roll of 2 or more, instead of 5 or more.
<input type="checkbox"/> Disinformation	2	After deployment, choose an enemy unit of Warriors or Hearthguards and remove it from the table. The Roman player must redeploy it within <b>VS</b> of their own table edge and within <b>L</b> of a short table edge.