

SAGA

Raven's Shadow

Errata

- **Page 4: War banners**

Add after the last paragraph:

After having “Rallied around the Banner”, a unit may no longer be activated by the player for a movement or a shooting action until the end of the current turn. If the unit is reactivated, it must “Rally around the Banner”.

Remember, a unit equipped with a banner may still be activated for a rest following the normal rules. Also, a unit equipped with a banner that did not activate during its turn automatically removes one fatigue marker at the end of the activation phase without having to use an activation die.

Legendary units of the Viking Age and Swords to Hire may never be equipped with a banner.

- **Page 6: Roland**

Roland must lead a Warband of Carolingian Franks.

- **Page 7: Interdiction**

Interaction between “Interdiction” and the opponent's order abilities.

The effects of the “Interdiction” ability are applied if you have chosen to target an orders ability and your opponent has decided to place dice on it, or even use it. In effect, even if the dice are discarded before the end of the orders phase, when the distribution of fatigue markers takes place, we consider that the player did put dice on the ability during the orders phase and therefore fulfilled the necessary conditions for “Interdiction” to take full effect.

- **Page 10: Irish Hearthguards**

Irish Guards may fight mounted. If they fight on foot, they are equipped with either javelins or Dane axes. On foot, their armor is reduced by 1 due to the lack of coats of mail in Ireland. Mounted guards, however, retain their original armor value. They are the rich ones, after all.

- **Page 10: Curaidh**

Add the following rule:

Even though they count as an independent guard unit, Curaidh do not generate SAGA dice.

Clarifications

- **Norse Gaels**

What happens when a unit in a building refuses or loses a duel provoked by the use of the “Demonstration of Strength” ability.

The unit in question must immediately make a disengagement movement out of the building and using the normal rules for disengagement. It must move as far away as possible, up to S, away from the Hiberno-Nordic unit, and be at least VS away from the building.

Remember that there may be multiple units in the building. If that is the case, the Norse Gaels unit must also disengage, following the usual rules for disengagement.

Ragnar, is there a way for a warlord to escape the savagery of a Norse Gael Warlord provoking a duel with the “Who’s Next?” ability?

The only way to escape the duel, except by winning it of course, is to sacrifice 3 models. Your warlord may call on his troops to sacrifice themselves for him and remove 3 models within VS of him as per the resilience rule.