

# SAGA

## The Crescent & the Cross

### Errata

- **Page 21: Second movement within S of an enemy.**  
Delete the paragraph which starts with “There must be a legal path between...”
- **page 64: Religious Advisor**  
Replace the stats for a Religious Advisor by the following:

Attacks: 1  
Armor: 4/4  
SAGA dice: 1.

#### Special rules

*Resilience* (see Warlords p60-61)

*Spiritual Advice*: at the start of your turn, if the religious advisor is within S of your Warlord, the maximum number of SAGA dice you may roll is increased by 1 but may not exceed a total of 8. If you choose to have a Religious Advisor as a Warlord, this bonus is always applied.

*Faith*: At any point during your orders phase, your priest may suffer up to 2 fatigue markers. He must stop if he is exhausted. For each fatigue suffered in this way you may activate one of the following abilities:

Roll an extra SAGA die.

Remove one fatigue from a unit within M of the Religious Advisor.

Each ability may be used only once per turn.

*Note that the “Spiritual Advice” and “Faith” abilities may only be used during the controlling player’s order phase. They may not be used during an out of sequence orders phase created by a saga ability, special rules or any gaming effect (e.g. the Scots’ ability “Without Mercy”).*

- **Page 64: The Warrior Priest**  
*Add to the end of the special rules:*  
Note that the ability “The Blade that Punishes”, above, may only be used during the controlling player’s orders phase. It may not be activated during an out of sequence orders phase

created by a saga ability, special rule or any gaming effect (e.g. the Scots' ability "Without Mercy").

- **Page 64: The Enlightened**

Replace the rules for The Enlightened by the following:

Attacks: 1; Armor: 3/5; SAGA Dice: 1

*Special Rules:*

*Resilience* (see Warlords p60-61)

*Visionary*: During his orders phase, after having rolled the SAGA dice, but before any abilities are activated by the controlling player, The Enlightened may suffer any number of fatigue markers, but he must stop when exhausted.

For each fatigue markers suffered by this ability, you may take a SAGA dice and change the symbol to one of your choosing.

If you choose to change two dice to the same symbol with this ability, The Enlightened must suffer an extra fatigue marker. For example, if a Moorish Enlightened Priest decided to change 2 dice to have 2 (Allah) symbols, he would suffer 3 fatigue markers, one for each dice and one for having chosen the same symbol.

If you use this special rule, you may not gain any extra SAGA dice during this orders phase.

Note that the ability "*Visionary*", above, may only be used during the controlling player's orders phase. It may not be activated during an out of sequence orders phase created by a saga ability, special rule or any gaming effect (e.g. the Scots' ability "Without Mercy").

- **Page 73: Saracen SAGA Abilities**

Add the following rule:

*Allah's Blessing*

Before deploying their first unit, the Saracen player may call upon Allah for a blessing. The Saracen player must tell their opponent before making the call.

If a player has called for Allah's Blessing, then when a Saracen SAGA ability requires the player to roll one or more D6, the player decides whether the result will be a 3 or a 4 instead of rolling the dice. These dice may still be modified, for example with the "visions" ability. This replaces the rolling of the dice during the whole game. You may not decide to use Allah's Blessing for one ability, then roll the dice for another.

This ability gives back a measure of control to the Saracen player, excellent for those who aren't really fans of a bit of chance.

- **Page 80: God is Merciful**

*Restriction*: this ability is activated immediately after an opposing unit has performed a shooting action against one of your units, causing at least one loss.

- **Page 97: Moor faction rules**

*Add the following rule:*

### Andalusian Jinetes

If the majority of your Warband is mounted on horseback and does not include either a Hero of the Crusades and/or a Legendary Unit of the Crusades, you may decide to replace the javelins of your Warriors and Guards by composite bows (see page 44). This allows you to play with the unique tactics of the Andalusians.

- **Page 97: Moor equipment options**

The armour value of mounted Guards is 4, not 5.

- **Page 103: Naffata**

*Replace the second last paragraph by the following:*

For every natural 1 rolled by the Naffatun during a shooting action, a Naffatun figurine must be removed if the unit still has any. If no Naffatun figurines remain, remove a Warrior figurine.

- **Page 112: Attack at Dawn**

Add to the special rules:

For this scenario, the rule “no SAGA Dice” on page 108 does not apply.

- **105: Dogs of War**

*Replace the sentence “A troubadour may be hired...” by*

A Troubadour may only be hired by a normal Warlord or a Warlord Priest with the “Determination” and “We Obey” special rules.

## Clarifications

### Activation Phase

When an activation ability states that the activation does not generate fatigue, does that mean that if the unit engages in melee, it does not receive a fatigue marker during phase 7?

That would be powerful, wouldn't it? But no, the activation of the unit does not generate fatigue. However the melee itself does. The idea is that if it's the second shooting or movement activation of your unit during that turn, it does not receive a fatigue marker. That's all and it's already pretty good.

If I use a multiple activation ability to activate my Warlord and a nearby unit, may I use the “We Obey” rule to reactivate the unit during the same window of activation? To clarify, my Warlord activates once, and my unit twice, once with the ability, once with the “We Obey” rule.

That would be wanting everything now, wouldn't it? If you use an activation ability, you may use it on your Warlord and he may use his “We Obey” rule as well, but only on a unit that won't be activated by the activation ability. In short, during multiple simultaneous activations, all concerned units may only be activated once.

And if my activation ability gives a bonus to my Warlord and he uses his “We Obey” rule to activate another unit, does that unit receive the bonus too?

Your Warlord may be an amazing leader, but not that good. If there is a bonus during an activation, the unit activated by the “We Obey” rule does not benefit from it, but nor does it suffer any penalties arising from the ability.

Take our friends in the Military Orders, the Milites Christi, if your Warlord is activated for a movement with “This is my Blood”, his movement is increased by S. If he activated a unit during this activation with the “We Obey” rule, their movement is not increased by S.

## **Terrain**

May I deploy a unit in a building that is only partially in my deployment zone?

No. A unit in a building is considered to be occupying the whole building, that means that the unit will be considered as having been deployed outside of its deployment zone.

## **Equipment: composite bows and javelins**

When a unit uses javelins after having been activated for a movement action, can I still use my shooting abilities?

Yes, “Timing: shooting” doesn’t mean that you can only use it during a shooting activation, but rather during a shooting sequence, no matter what activation was used.

Take for example the Spanish, a player decides to activate a javelin armed unit of warriors during his opponent's turn, using the “Iberia” ability. He declares the unit will move. At the end of their movement, the unit throw their javelins. He is then, of course, able to use the ability “Burning Sun” during phase 2 of his shooting sequence, as his opponent is able to use his own shooting/reaction abilities.

The same applies for composite bows, whether they shoot before or after their movement.

## **Warlords**

May I use the resilience rule against hits caused by myself, for example by a SAGA ability?

No, the ability to cancel hits can only be used against those inflicted by an opponent.

Can I use my resilience on another friendly unit, one that also has the resilience rule, so that they can use the ability at the same time?

No, to cancel a hit, a figurine must be physically removed from within VS .

## **Priests**

When a priest is promoted to a Warlord and the standard Warlord is mounted, does the priest have to be mounted?

Yes. And the same applies to heavy weapons for example. All equipment that the Warlord must have, the Warlord Priest must have too.

May an Enlightened use his “Visionary” ability, even if he is exhausted?

No, like the Religious Advisor, he must stop when he is exhausted.

If, in my Warband, I have a Warlord and a priest, and my opponent uses “The Moor’s Gold”, what happens?

As Warlord and the priest both count as Warlords when it comes to SAGA abilities, they are both affected. So if a unit is activated when it is further than M from the Warlord, he will receive a fatigue marker. The priest will receive one too, if the unit is further than M from him.

If I activate my Warlord, who subsequently uses the “We Obey” and “Side-by-Side” rules with a Warrior Priest, can my priest then do the same with a unit so that all three charge an enemy unit together?

You may never have more than 2 units against a single enemy unit. So, no. What would happen is that immediately after the priest makes it to base-to-base contact, the melee would be resolved.

## **Moors**

When the Moor uses “Friendly Fire”, who chooses which unit will receive the losses?

The Moor player.

## **Saracens**

When a Saracen uses “Shifting Sands”, in what order are the target units designated?

When the Saracen player designates a unit, the unit's owner decides if that unit will receive a fatigue marker or suffer a loss. The Saracen player then designates the next unit and so on, until all the targets have been designated.

## **Milites Christi**

Does the Warlord of a Warband of Milities Christi count as a “Brother”?

The “Brothers” are your Guards as indicated in the description of the activation ability. The Warlord and Warrior Priest are not brothers. That is why “Blasphemous War Cry” clarifies “One

of your brothers units (or your Warlord)". Your Warlord may not use any abilities that don't have this clarification.

## **Scenarios**

In "Assault at Dawn", how are the markers deployed?

Within L from your board edge, like the first marker.

"Battle Twilight" lasts 6 turns. How are the victory conditions established at the end of the 6 turns?

The limit of 6 turns is incorrect. There is no turn limit for this scenario. It finishes when the victory conditions are met.

## **Dogs of War**

Is it possible to give extra equipment to a unit of mercenaries, a banner for example?

Mercenaries, whether they be Dogs of War or Swords for Hire, may not receive any extra equipment in addition to what is already written on their recruitment card. Just as they may never be mixed with other units or divided into smaller units.