



Age of Invasions

🎯 Clarifications

Faction and mercenary clarifications

ELEPHANTS (PAGE 14)

How many automatic hits does a unit made up of two Elephants inflict?

Each Elephant inflicts 2 automatic hits (4 against a unit who closed ranks or has the Mount (Horse) special rule). So, a unit made of two Elephants inflicts 4 automatic hits (or 8 if the unit closed ranks or has Mount (Horse)).

ROMANS

What is the Aggression of a manuballista that targets an Elephant unit?

Each Elephant counts as one figure, because the Presence special rule only applies to Saga abilities. Therefore, a manuballista has Aggression 1 when it targets a unit made up of one or two Elephants.

BRITONS

Can a Warlord be equipped with a War Banner if he forms a Heroic Unit with Companions?

Yes, there is nothing that prevents this. Apply the rules on page 15 of Saga: Age of Invasions and reduce your Warlord's Aggression accordingly. The Companions' Aggression remains unchanged.

Can Companions benefit from galvanisation effects?

No. However, they do benefit from abilities reserved for Heroes, since they form a Heroic Unit with the Warlord.

Does a Warlord who forms a Heroic Unit with Companions still count as a Warlord?

Yes.

Does he retain the Warlord special rules?

Yes. His unit retains the Warlord rules, with the exception of Bodyguards, which cannot be used until the Hero is the last model in the unit, as explained on page 36 of the Rulebook. Furthermore, when using the We Obey special rule, the range can be measured from any model in the Heroic Unit.

Which units can benefit from battleboard abilities reserved for Heroes or Heroic Units?

Hero units, including the warband's Warlord (even when forming a Heroic Unit with Companions), and mercenary Heroes with the Loyal special rule.

Mercenaries

PERSONAL CHAMPION (PAGE 65)

If the Warlord has a War Chariot, the Champion must be mounted on a Horse and equipped with javelins.

BISHOP (PAGE 67)

Can the Bishop target himself with the Divine Judgment ability?

Yes, he can transfer fatigue to a friendly unit with **M** of himself, or receive a fatigue from a unit within **M**.

FOEDERATI (PAGE 67)

Do the Foederati gain bonus attack dice from their Ferocious Charge rule during the second melee?

No, only during the first melee.

GUIDES (PAGE 68)

When using the Tournament Scenario Booklet, the terrain added by the Guides follows the rules in the Extra-scenery items section. Similarly, if you decide to move a terrain using the Guides, you must follow the rules described in the Extra-scenery items section (the terrain must remain more than **S** away from any other terrain feature or objective marker).

Battleboard clarifications

GOTHS

Can you use the fatigue of units activated with Resolve to cancel their activation?

No, the charge activation cannot be cancelled or shortened by spending fatigue. The intent of this ability is that the Goths are Resolved to charge no matter what!

PICTS

Does the Scouts ability work on the river?

The river rule (page 17 of the Book of Battles) takes precedence over the effect of this Saga ability, since the river is not, strictly speaking, a normal area of terrain. As the river rules were designed to represent an obstacle for all factions-including those that generally find it easy to move across uneven terrain-we have chosen to maintain that design intent.

Can the opponent use the fatigue of a unit activated with Scouts to cancel its activation?

Yes. However, they cannot use the unit's fatigue to reduce its movement.

What types of activation does the Masters of the Field ability work on when using a .

The second part of this ability works only if you activate a unit to move. The usual penalties apply if you activate a unit to charge.

Corrections

ROMANS: FACTION RULES (PAGE 18)

Add:

A Roman warband can recruit a maximum of two units of manuballistae.

GOTHS: THEODORIC I (PAGE 31)

Replace the Warrior King rule with:

At the start of each melee, Theodoric's Aggression increases by 1 for each fatigue he has. Additionally, he gains a number of bonus defence dice equal to his current number of fatigues.

BRITONS: GALVANISATION (PAGE 36)

Replace the first bullet of the Galvanisation rule with:

- A unit is galvanised if it is within **S** of its Warlord or within **VS** of a friendly Hero (including mercenary Heroes with the Loyal special rule).

BRITONS: COMPANIONS (PAGE 36)

Add:

You can recruit 2 Companion figures, no more, no less. Companion figures have the following characteristics:

Saga dice	Armour	Aggression	Equipment
0	5 (5)	2	Same equipment as the Warlord*
Special rules			
Heroic Unit			

*Except for the War Banner. The Companions' armor must be adjusted according to their equipment.

FRANKS: FRANCISCAS (PAGE 53)

Replace the last sentence with:

Mercenary units do not count as being equipped with franciscas, unless they have the Loyal special rule.

MERCENARY: BISHOP (PAGE 67)

Replace the Divine Judgment rule with:

Once during your Activation phase, you can transfer 1 fatigue between two friendly units within M of the Bishop OR between two enemy units within M of the Bishop.

MERCENARY: GUIDES (PAGE 68)

Replace the three bullets of the Reconnaissance rule with:

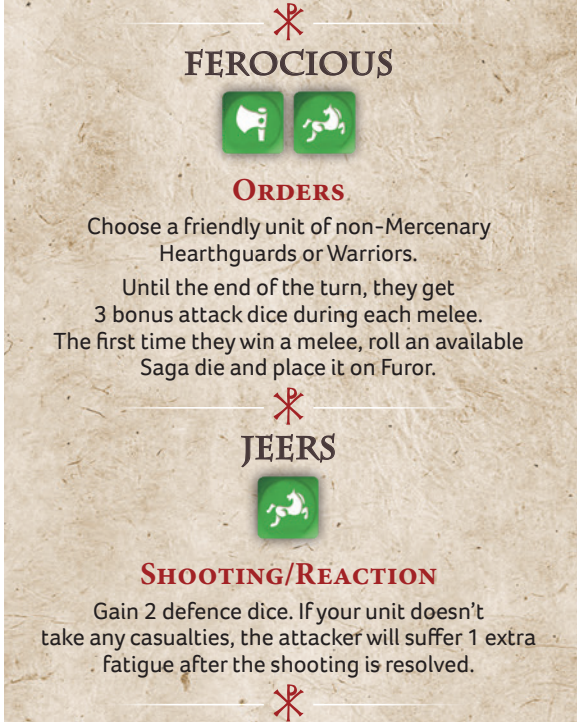
- To add a small piece of low, uneven terrain, that doesn't provide any cover, more than **S** from any other piece of terrain or objective;
- To move a piece of terrain up to **M** anywhere more than **S** from any other piece of terrain or objective, provided that it does not constitute a scenario objective;
- Or, to remove a small piece of terrain that does not constitute a scenario objective.

MERCENARY: MOLOSSIANS (PAGE 68)

Add the following rule:

- Molossians cannot close ranks.

SAXONS BATTLEBOARD



FEROCIOUS

ORDERS

Choose a friendly unit of non-Mercenary Hearthguards or Warriors.

Until the end of the turn, they get 3 bonus attack dice during each melee.

The first time they win a melee, roll an available Saga die and place it on Furor.

JEERS



SHOOTING/REACTION

Gain 2 defence dice. If your unit doesn't take any casualties, the attacker will suffer 1 extra fatigue after the shooting is resolved.

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BRITONS BATTLEBOARD

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TENACIOUS




MELEE

Gain 2 defence dice. If your unit is **galvanised**, cancel one casualty suffered by your unit during this melee.

✖

PENDRAGON




MELEE

Hero

Choose: you can re-roll all your results of 1 or 2 on your attack dice

OR immediately remove a fatigue from your unit.

If you use ✖, both effects apply.

✖

✖

SHIELDWALL



ORDERS/REACTION

Choose a Hero. Until the end of the turn, this unit and all units they **galvanise** count as being in light cover against shooting, even if they are mounted.

✖

Replace *Hold the Line* with:

✖

FORCED MARCH



ORDERS/REACTION

Activate a Hero and up to 2 units they **galvanise** to move **S**.

FRANKS BATTLEBOARD

✖

MOMENTUM



ORDERS

Remove any number of markers to choose that many friendly non-Mercenary units.

Until the end of the turn, these units gain the *Determination* special rule and get a +1 bonus to their attack dice during melees.

✖

THE FRANKISH PEOPLE




ACTIVATION

Choose a friendly Hero.

Activate up to 3 other friendly units within **M** of this Hero for a rest, a move, or a charge.

✖

GOTHS BATTLEBOARD

GRATIA



SHOOTING/REACTION OR MELEE

Gain 2 defence dice.

If your unit is on foot and has at least one fatigue, you get a +1 bonus to your defence dice.

✖

HUNS BATTLEBOARD

✖

PANIC



ACTIVATION/REACTION

Trigger this ability when an enemy unit activates within **M** of one of your units of **Huns**, but before the activation is resolved. That unit takes a fatigue.

✖

THE ENDLESS HORDE





ACTIVATION

Activate up to three units for a move.

These activations don't generate fatigue for units of **Huns**, but they cannot activate to shoot for the rest of this turn.

✖

PICTS BATTLEBOARD

SCOUTS



ACTIVATION

Activate a unit to move, or two units if you use a .

Their move is **L** for this activation, and it cannot be reduced by terrain or fatigue.

These units may not activate to shoot for the rest of this turn.



MASTERS OF THE FIELD



ORDERS

Choose an area of uneven terrain.

Until the start of your next turn, friendly infantry units entirely within this terrain get 2 bonus defence dice during each melee. If you use , it no longer slows their movement.



FEINT



MELEE • ATTACKER

If the enemy unit has more than 6 attack dice, you get a +1 bonus to your defence dice.

Otherwise, gain 3 attack dice.



STALKING



SHOOTING

If your unit is entirely within **S** of uneven terrain, gain 3 attack dice.

ROMANS BATTLEBOARD

COMBINED FORMATION



ACTIVATION

Activate a unit of Warriors to shoot. For this activation, their range and line of sight are measured from any point in another friendly unit entirely within **M**.



SASSANIDS BATTLEBOARD

AHRIMAN'S CURSE



SHOOTING

The enemy unit gains no benefit from cover.



SECOND WIND



ORDERS OR ORDERS/REACTION

Remove 1 fatigue from a friendly Elephant or unit without ranged weapons (2 fatigues if you use ,).



INEXORABLE ADVANCE



ACTIVATION

Activate an Elephant or cataphract unit to move, then inflict 1 fatigue on an enemy unit within **S** of the activated unit.

If you use , this activation generates no fatigue.



ARMoured



ACTIVATION

Activate a unit of Heroes, Hearthguards or Elephants to charge. Their Armour is increased by 1 in the ensuing melee.

In addition, if it's engaged against an infantry unit, you gain 2 bonus defence dice in the ensuing melee.



VOLLEY FIRE



ORDERS

Choose a unit equipped with composite bows.

Until the start of your next turn, the range of their shooting attack is increased by **M**.

