



The Age of the Vikings

Here is the latest FAQ on The Age of Vikings.

We have made numerous changes to certain game boards. These changes will alter the way you play and allow you to rediscover The Age of Vikings in a whole new light.

Rather than asking you to stick stickers all over your game boards, we've decided this time to make all the updated game boards available for download straight away, at the end of this FAQ. We've marked the abilities that have been changed with a small red circle. This may be a change to a die or a rule.

Enjoy the game!

🎯 Corrections

• BERSERKERS (PAGE 21) **New**

Replace the rule with:

These fearsome warriors, devoted to the worship of Odin, are among the wildest opponents one can face. During the warband's recruitment, you may recruit up to 4 Berserkers by removing 2 Warrior figures from your warband for each Berserker recruited.

During deployment, they must join your non-mercenary Warrior units, with a maximum of 2 per unit, and without increasing the unit's size beyond 12 figures. Berserkers have a Melee Aggression of 4, reduced to 1 if your unit has closed ranks.

Before removing casualties suffered during a melee or shooting, roll a die. If the result is lower than the number of casualties your unit has suffered, at least one Berserker must be removed to satisfy those casualties. If this is impossible without breaking the unit's formation restrictions, swap the Berserker's position with another figure in the unit before removing casualties.

For Victory Points, each Berserker counts as 2 Warrior figures.

• WELSH FACTION RULES (PAGE 13)

The limitation regarding the composition of a Strathclyde warband is purely indicative. When you muster a Welsh warband you have no limitation on the way the units are equipped, and depending on the kind of warband you lead, you can say they are from the South (Wales) or North (Strathclyde). It also allows Owen to lead an entirely foot warband.

• KLIBANOPHOROI (PAGE 30)

This unit is made of Hearthguards.

• IRISH (PAGES 38 AND 39) **New**

An Irish warband may recruit a maximum of 2 Curaidh and a single unit of Irish Dogs.

Brian Boru's Curaidh have no equipment options, like their Lord. They must be as old as him!

Note that each Curaidh eliminated counts as one eliminated unit for the Massacre points.

Irish Dogs have their movement and charge distances reduced by dangerous terrain. Their special rule only applies to rough terrain, as so classified. Irish Dogs cannot close ranks.

• RURIK (PAGE 44)

With the special "The Uniter" rule, you cannot place fatigue at on an exhausted unit or place more fatigue at a unit than its exhaustion threshold.

• JOMSVIKINGS (PAGE 55) **New**

Add the following after the third paragraph:

If you have at least 8 Wrath tokens, your opponent cannot choose to grant you Wrath tokens when you use an ability.

Mercenaries

• STRATEGOS (LAST ROMANS BATTLEBOARD)

Mercenary units **CAN** take the dice from the Strategos ability. It is not considered as triggering an advanced ability.

• EGIL SKALAGRIMSON (PAGE 64)

His armor is 6, even with his heavy weapon.

• JARL SIGVALDI (PAGE 64)

Ignore the first bullet of the Fury rule. Jarl Sigvaldi should not gain a Fury point at the start of a turn.

The effects in the first row of the table apply only if the Sigvaldi unit did not spend Fury tokens at the start of its turn.

Note that through Activation/Reaction and ensuing melees, it is quite possible that the Jarl changes sides twice during the same turn!

For the Massacre points, the current owner of the unit scores any casualties inflicted by this unit and his opponent scores for any casualties suffered by Sigvaldi's unit. The casualties scored by and against Sigvaldi's unit are kept even if the unit changes side. Keep track of these numbers by putting the figures aside or write down the number of figures eliminated.

• GALL-GAEDHIL (PAGE 65) **New**

Replace the special rules with:

Savagery:

The Gall-Gaedhil have one free Charge activation per turn. This free activation must be the first activation of your warband during your Activation Phase.

They can never close ranks and can only be activated for a Charge once per turn.

An Eye for an Eye:

If the unit suffers at least one hit in melee, the enemy unit suffers one automatic hit.

• FLEMISH MERCENARIES (PAGE 65) **New**

Add at the end of the paragraph "Infantry":

In addition, Flemish Mercenaries can only be activated once for a Move or a Charge during their turn (note that it is a Move or a Charge, not both).

• STEPPE NOMADS (PAGE 66) **New**

Add at the end of the paragraph "Peerless Cavalry":

In addition, if the Steppe Nomads are more than 5 away from all enemy units at the start of their owner's Activation phase, they remove 1 fatigue.

• ANGRY MONKS (PAGE 66) **New**

Replace the *Martyrs* rule with:

After resolving a shooting or a melee during which at least one Fanatical Pilgrim was removed as casualty, you may roll one available Saga die and place it on your battleboard. You may also remove a fatigue from a unit within 5 of the Fanatical Pilgrim unit that has suffered casualties.

• VAGRANT WARRIORS (PAGE 66)

The Live or Die special rule can only be used before the first activation of their controller's turn. In other words, you cannot use it during an opponent's turn.

Note that the attack and defense dice bonuses only apply during hand-to-hand combat, not during shooting.

• WANDERING BARD (PAGE 68)

Replace the "*Great Deeds*" rule with:

As long as the Warlord has the Wandering Bard in line of sight, he gains the following benefits:

- His Charge activations are free.
- His Aggression is increased by +2.
- He benefits from Resilience (2) instead of Resilience (1).

• PERSONAL CHAMPION (PAGE 69)

Replace the "*Saga Die*" with 1.

• PRIEST (PAGE 69) **New**

The Priest does not have Determination rule.

• LOYAL (PAGE 69)

Units with the *Loyal* rule only count as Mercenaries when mustering the warband and determining how many points you can spend in Mercenaries at most. During and after the game (when counting victory points), they count as units of your band in their troop class.

Battleboards clarifications

• INDIRECT FIRE (LAST ROMAN BATTLEBOARD)

This ability can only be used by units with bows, not composite bows or slings.

• VIKINGS: ODIN

This ability is triggered within the framework the shooting resolution, during the Saga abilities triggering phase. It is thus not possible to cancel the shooting with the fatigue thus placed.

• JOMSVIKINGS : SIGVALDI STRUT-HARALDSSON (PAGE 56)

The special "Sly" rule applies only to advanced Saga abilities, not to basic abilities (like Fury of the Pagans).

• ANGLO-SAXONS : UNION

The activation of 2 units of 10 models or more replaces the activation of a single unit. Both these activations are also movement activation that do not generate fatigue.

• NORSE-GAELS: NORSE ABILITY

The last sentence, in brackets, is part of the text that will replace the Combat Bonus.

• NORMAN BATTLEBOARD

⊙ *Envelopment*

Note that the reply of Ragnar regarding Gallop (page 19) is a mistake. The target of the charge must be announced at the same time as the activation of the unit.

• NORMANS : FACTION RULES (PAGE 17)

Add after the equipment options of the Levies :

"If your Hearthguards are equipped with javelins, your Levies must also be equipped with javelins".

• REMINDER **New**

Kontos and Fortis (Last Romans and Carolingians): defence dice are removed when the ability is triggered. Therefore, only any bonus dice held by the enemy unit are removed.

SWORDS FOR HIRE (PAGE 63)

For players who prefer a historical approach, here is a table that indicates, for each Mercenary unit, which faction it could have historically served. This table is not intended to replace the current selection of Viking Age Swords for Hire, but to guide players who wish to assemble a historically credible warband.

By mutual agreement, players can use this table to add some constraints to the recruitment of mercenaries into their games or campaigns. Tournament organisers may also use this table for the games played during the event.

Swords for Hire Faction	Anglo-Saxons	Welsh	Normans	Vikings	Anglo-Danes	Last Romans	Norse-Gaels	Irish	Pagan Rus	Scots	Carolingians
Shieldmaiden	⊙	⊙		⊙			⊙	⊙			
Jarl Sigvaldi				⊙			⊙		⊙		
Egil Skalagrimson	⊙			⊙			⊙				
Gall-Gaethil	⊙			⊙			⊙	⊙		⊙	
Breton Cavalry			⊙		⊙						⊙
Flemish Mercenaries			⊙		⊙	⊙					⊙
Steppe Nomads						⊙			⊙		⊙
Angry Monks	⊙	⊙	⊙		⊙	⊙		⊙		⊙	
Vagrant Warriors	⊙	⊙	⊙	⊙	⊙	⊙		⊙		⊙	
Scouts	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙
Gunnar & Njal				⊙			⊙	⊙			
Priest	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙
Personnal Champion	⊙	⊙	⊙	⊙	⊙		⊙		⊙	⊙	⊙

Thank you to everyone who helped us put this FAQ together: Christophe, Boris, Frantz, Laurent, Philémon, Philippe, and Rodge.
A huge thank you to all of you for your help and contribution!



HIRDMEN

Activation

Activate a unit of Hearthguards or a Hero.



BONDI

Activation

Activate a unit of Warriors



THRALLS

Activation

Activate a unit of Levies



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a ⚡).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

VIKINGS



NJORD

Melee • Hearthguards

Your attack dice get a +1 bonus.



FRIGG

Melee

Remove a fatigue from your unit **OR** gain 3 attack dice.



HEIMDALL

Melee

Reduce your unit's Armour by 1 to gain 5 attack dice.



ODIN

Shooting/Reaction

The shooting unit takes immediately 1 fatigue (as much fatigue as necessary for it to become exhausted if you use a ⚡).



ASGARD

Activation/Reaction

Trigger after a unit has been activated to charge, but before the charge is resolved.

Remove a fatigue from one of your units.



THOR

Melee

Inflict an extra automatic hit for each 6 rolled on your attack dice.



ULLR

Melee

You may re-roll all your attack dice which do not score a hit. For each Berserker in your unit, discard one of your attack dice to add one automatic hit to the hits inflicted by your attack dice.



LOKI

Melee

Until the end of the melee, gain 2 attack dice each time the enemy unit triggers a Saga ability or uses one of your fatigues.



VALHALLA

Melee

After casualties have been removed, roll a number of dice equal to half the number of casualties suffered by your unit (equal to the number of casualties if you use ⚡).

For each die scoring higher than the enemy unit's melee Armour, it suffers one additional casualty.



RAGNAROK

Orders

Until the end of the turn:

- The melee Armour of **ALL** units is reduced by 1.
- All your charges are free activations for units without fatigue.



KNIGHTS

Activation

Activate a unit of Hearthguards or a Hero.



SERGEANTS

Activation

Activate a unit of Warriors.



FOOTMEN

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

NORMANS



CHARGE

Melee

Hearthguards or Warriors which charged

Gain 2 attack dice (4 if you used a).

Your unit may gain an extra 3 attack dice, but will suffer an extra fatigue at the end of the whole melee if they do.



SUPERIORITY

Melee or Shooting

Remove a fatigue from the enemy unit to inflict two extra automatic hits.



GALLOP

Activation/Reaction

Trigger after an infantry unit has been activated to move or charge within **M** of one of your mounted units, but before the activation is resolved. Activate your mounted unit to move.



VOLLEY FIRE

Activation • Unit with bows

Activate one of your units to shoot. For this shooting attack, the range of their bows is **L+L**.



PURSUIT

Activation • Hearthguards

Activate a unit to charge - this generates no fatigue. This unit gets 3 bonus attack dice during the ensuing melee.

WOUNDED

Shooting

If the shooting attack inflicts at least one casualty, the enemy unit takes a fatigue once the shooting attack is resolved.



IMPACT

Activation • Mounted unit

Activate a unit to charge. During this the melee that follows the charge, you may re-roll any attack dice that score a 3 or less.



RETREAT

Melee

Gain 2 defence dice (gain 2 extra defence dice if your unit is mounted and fighting foots).



ENVELOPMENT

Activation/Reaction

Trigger this ability after an enemy unit activates, but before their activation is resolved.

Activate for a movement all mounted units that are more than **M** away from any enemy



DEX AÏE

Activation

Activate your Warlord for a charge that generates no fatigue. During the ensuing melee, they gain Resilience (2).



HUSCARLS

Activation

Activate a unit of
Hearthguards
or a Hero.



FYRD

Activation

Activate a unit of
Warriors.



GREAT FYRD

Activation

Activate a unit of
Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die
(2 if you used a 🛡️).



ACTIVATION POOL

Orders

Take 2 of your available
Saga dice, roll them and
add them to your inactive
Saga dice.

ANGLO-DANES



NOBLE LINEAGE

Orders

Turn one of your inactive Saga
dice to show a face of your choice.

OR

Re-roll as many of your inactive
Saga dice as you want
(if you used a 🛡️, resolve both effects).



INTIMIDATION

Orders/Reaction

The first unit activated during the next
activation phase will suffer a fatigue
at the end of its activation.

(if you used a 🛡️, the first two units
activated will both suffer a fatigue).



SHIELDWALL

Melee or Shooting/Reaction

Increase your unit's Armour by 1.



UNFORGIVING

Melee

The enemy unit suffers a fatigue.
If you did not use 🛡️, you can no longer
use enemy fatigue during this melee.



CRUSH THE WEAK

Melee

If the enemy unit has an Armour
of 3 or less, gain 4 attack dice
or 4 defence dice.



EXHAUSTION

Orders

Choose 3 units.
Each one suffers a fatigue.



LIKE ROCKS

Melee or Shooting/Reaction

Gain 2 defence dice.
You may re-roll any defence dice
you wish.



SHOCK

Activation

Activate a unit to charge.
The charged unit cannot close ranks.
Then place this Saga die
on your combat bonus.



DETERMINATION

Melee

Gain 3 dice (attack, defence
or a mix of the two).
Gain an extra die of your choice
for each fatigue on the enemy unit.



LORD OF WAR

Activation

Remove all fatigues from
your Warlord.
His Armour is 6 until the start
of your next turn.
You may not activate your Warlord
again this turn.



SELECT FYRD

- **Activation**
Activate a Hero, a unit of Hearthguards, or a unit of Warriors containing at least 10 figures.



GREAT FYRD

- **Activation**
Activate a unit of Warriors, or a unit of Levies containing at least 10 figures.



FYRD

- **Activation**
Activate a unit of Levies of less than 10 figures



COMBAT BONUS

- Melee, Shooting or Shooting/Reaction**
Gain 1 attack or defence die (2 if you used a 🛡️).



ACTIVATION POOL

- Orders**
Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

ANGLO-SAXONS



VALIANT HEARTS

Orders

- Until the start of your next turn, all your units count as being 2 figures larger (4 figures for Hearthguard units) when determining the effects of Saga abilities. If you used a 🛡️, re-roll the die and add it to your inactive Saga dice.



TRUCE

Orders or Orders/Reaction

- Remove a fatigue from one of your units containing at least 10 figures (3 of your units containing 10 figures if you used a 🛡️).



DEFENDERS OF THE KINGDOM

Melee

- Gain 1 attack die and 1 defence die.
If your unit contains at least 10 figures, gain 1 extra attack and 1 extra defence die.



CLOSED RANKS

Melee

- If your unit has more figures than the enemy unit, gain 3 attack dice (5 attack dice if your unit has at least twice as many figures as the enemy unit).



UNISON

Activation

- Activate any unit for a movement which does not generate fatigue.
You may activate two units if both of them contain at least 10 figures.



NO SURRENDER!

Orders/Reaction

- During the enemy activation phase, all enemy units which declare a charge against one of your units in open terrain and at least 10 figures strong suffer a fatigue at the end of the charge (but before the melee is resolved).



CRASH OF SHIELDS

Melee

- Your opponent must discard attack dice equal to half the number of figures in your unit.



OVERLAPPING SHIELDS

Melee or Shooting/Reaction

- Gain 2 defence dice.
If your unit contains at least 10 figures, you also gain 2 attack dice.



CALL TO ARMS

Orders

- Until the end of the turn, your Levies without ranged weapons have the Aggression of Warriors during melees.



BRETWALDA

Orders

- Until the beginning of your next turn, your Warlord counts as being a unit of 10 figures, and increases his Armour by 1.



JOMSVIKINGS

Activation

Activate a unit of Hearthguards or a Hero.



DRENG

Activation

Activate a unit of Warriors.



APPEAL TO THE GODS

Activation

Spend 1 to 3 Wrath tokens. For each token spent, take 1 of your available Saga dice, roll it and place it on your battleboard.



COMBAT BONUS

Melee

Gain 1 Wrath token (2 if you used ⚡)



FURY OF THE PAGANS

Activation

Activate up to 3 of your units. Each activation can be cancelled by your opponent if they give you 1 Wrath token.

JOMSVIKINGS



PUNISHMENT

Activation/Reaction

Trigger this ability after an **Activation** Saga ability has been triggered, but before it is resolved. The Saga ability is cancelled, **OR** you gain 4 Wrath tokens - your opponent chooses which.



NORDIC TEMPEST

Activation

Choose an enemy unit. Roll 3 dice. The unit suffers one casualty for each result of 5 or more **OR** gains 3 Wrath tokens - your opponent chooses which.



HAMMER OF THOR

Melee

Hero

Spend 1 to 4 Wrath tokens.

For each token spent, inflict an extra hit on the enemy unit, **OR** cancel a casualty suffered by your unit (all tokens must be spent on the same effect).



A STORM RISES

Activation

Remove a fatigue from 1 or 2 separate units, **OR** gain 2 Wrath tokens - your opponent chooses which.



PAGAN FAITH

Melee or Shooting/Reaction

Gain 3 attack or defence dice, **OR** gain 2 Wrath tokens - your opponent chooses which. If you used a ⚡, resolve it a second time.

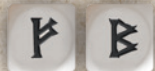


SONG OF STEEL

Orders/reaction

Spend 1 to 6 Wrath tokens.

Until the end of the turn, for each token spent, your units gain that many bonus defence dice during each melee, but cannot close ranks.



ARMOUR OF THE PAGANS

Melee or Shooting/Reaction

Your opponent chooses whether your unit's Armour is increased by 1, **OR** you gain 2 Wrath tokens.



JOMSBORG!

Melee

Spend 1 to 6 Wrath tokens.

For each token spent, you may re-roll 2 dice during this melee. Each re-roll allows you to re-roll 1 attack or 1 defence die.



LEGENDS

Orders

Spend 6 Wrath tokens

Until the start of your next turn, all your units have an Armour of 6 against melee and shooting attacks, and your opponent cannot choose to make you gain Wrath tokens.



HOLMGANG

Melee

Spend 1 to 6 Wrath tokens.

For each token spent, gain 1 attack or 1 defence die. For each die gained, your opponent must discard a die of the same type.





VARJAZI

Activation

Activate a Hero or a unit of Hearthguards.



MILITIA

Activation

Activate a unit of Warriors.



SLAVES

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a S).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

PAGAN RUS



KHAGAN!

Melee • Hearthguards and Warriors

If your unit is within S of your Warlord, gain 3 attack dice, defence dice, or a mix of both (5 if you used a S).



THE LONG WINTER

Orders

Until the start of your next turn, any unit that begins a charge or shooting attack more than M away from its target gains 1 fatigue before resolving its activation.



BLIZZARD

Orders/Reaction

Designate one of your units. All open terrain within VS of a figure in that unit counts as uneven terrain until the end of the turn.



BLACK BEARS

Melee

Discard attack and/or defence dice equal to your current Armour to increase your Armour by 1.



FROZEN WIND

Orders/Reaction

Place an L measuring stick on the table, so that least one end is within M of a table edge.

Every unit with at least one model touched by the measuring stick takes a fatigue.



WHITE WOLVES

Melee

Reduce your Armour by 1 and gain both attack and defence dice equal to your new Armour value.

If you used a S, remove a fatigue from your unit.



BLOOD FEUD

Melee

Reduce your unit's Armour by 1 to reduce the opposing unit's Armour by 1.

OR

Increase the opposing unit's Armour by 1 to increase your unit's Armour by 1.



BITING COLD

Activation/Reaction

Trigger this ability after the resolution a unit's charge, movement or shooting activation.

That unit may not be activated again this turn.



THE PACK

Activation

Resolve a shooting attack against an enemy unit.

You may roll 2 attack dice for each of your units within M of said enemy unit and containing at least 5 models.

No Saga abilities can be triggered during the resolution of this shooting attack.



WRATH OF THE EAST

Orders

Until the end of the turn, each time one of your units' Armour increases or decreases during a melee, it gains 2 attack and 2 defence dice.



CABALLARI

Activation

Activate a unit of Hearthguards or a Hero.



MILITES

Activation

Activate a unit of Warriors.



FOOTMEN

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain attack or defence dice equal to your **Proelium**. Then discard 1 die from your **Proelium**.

PROELIUM

Special

Up to 3 dice can be placed in this ability, each showing a different symbol. When a Saga ability refers to your **Proelium**, it refers to the number of dice placed on this ability.

CAROLINGIANS



DOMINE

Melee, Shooting or Shooting/Reaction

Trigger any Melee, Shooting or Shooting/Reaction ability on your battleboard.

This ability cannot cost more than 1 die.

You may use this to trigger an ability that has already been used this turn.



VIRES

Orders or Orders/Reaction

Discard all the dice in your **Proelium**, as well as the die which triggered this ability.

Reroll these dice and place them on your battleboard.



DEFENSOR

Melee or Shooting/Reaction

Gain defence dice equal to your **Proelium** + 1.



PARATUS

Orders

Take one of your available Saga dice and add it to your inactive Saga dice, face up.



ILLUSIO

Activation

Activate a unit for a charge which generates no fatigue.

The number of figures in this unit cannot be more than triple your **Proelium**.



VINCO

Melee or Shooting

Inflict a number of automatic hits equal to half your **Proelium**.



DAMNATIO

Orders

Choose a unit with a number of figures up to three times your **Proelium**.

Until the end of your turn, all melee attack dice targeting this unit get a +1 bonus.



ARDOR

Activation

Choose a number of friendly units less than or equal to your **Proelium**.

These units are activated to move or fire - this does not generate fatigue.



POTENTIA

Melee or Shooting

You can re-roll a number of attack dice which didn't score hits equal to twice your **Proelium**.



FORTIS

Melee

Gain attack or defence dice equal to your **Proelium**.

Your opponent must discard as many dice as you gained of the same type.



NOBLES

Activation

Activate a unit of Hearthguards or a Hero.



WARRIORS OF THE CLAN

Activation

Activate a unit of Warriors.



ADOLESCENTS

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence dice (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

welsh



CHILDREN OF THE LAND

Orders

During the next activation phase, your foot units do not reduce their movement in uneven or dangerous terrain.

If you used a , re-roll this dice and add it to your inactive Saga dice.



WILD CHARGE

Activation

Unit with javelins

Activate one of your units to charge. During the ensuing melee, they get as many bonus attack dice as they would generate ordinary attack dice during a shooting attack.



WARDANCE

Melee

If the enemy unit closed ranks, increase your Armour by 1. Otherwise, gain 3 attack dice.



OUR LAND

Activation/Reaction

Trigger this ability after an enemy movement activation has been resolved. Activate one of your units to charge.



THE HORSEMEN

Activation

Activate up to 3 mounted units. Each one may activate to move or charge.

Units which engage in melee using this activation get 2 bonus attack dice.



DECEPTION

Melee

Discard 2 attack dice to gain 4 defence dice.



GUERRILLA

Activation/Reaction

Trigger this ability after an enemy movement activation has been resolved.

One of your units within **M** of the activated enemy unit may be activated to shoot at said enemy unit.



TAUNT

Activation

Choose an enemy unit (Hearthguards and Heroes may only be targeted if you used a).

This unit is activated to charge, and must charge the closest legal target **OR** it suffers 1 fatigue - your opponent chooses which.



EVADE

Activation/Reaction

Trigger this ability after an enemy unit has been activated to shoot or charge, but before the activation is resolved. Activate one of your units to move.



ONE LAND, ONE KING

Activation

All of your units with only one fatigue remove them

OR

Activate all your units for a movement.





NORSEMEN

Activation

Activate a unit of Hearthguards or a Hero.



BONNACHT'S

Activation

Activate a unit of Warriors.



SLAVES

Activation

Activate a unit of Levies.



COMBAT BONUS

• **Melee, Shooting or Shooting/Reaction**

Only Saga abilities can place dice here.

Gain 1 attack or defence die (2 if you used a ⚡).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

NORSE-GAELS



SPILL BLOOD

Melee or Shooting

After the shooting attack or melee has been resolved, roll as many of your available Saga dice as there were models removed as casualties (your own and the enemy's). Place all the dice rolled in your Combat Bonus.



DETERMINATION

Melee

If your unit wins the melee, your opponent cannot charge it until the start of your next turn.



HOWLING AXES

Melee

Gain 3 attack dice. During this melee, gain 1 attack die each time you trigger your Combat Bonus.



GAELS!

Shooting

Gain 2 attack dice. During this shooting attack, gain 1 attack die each time you trigger your Combat Bonus.



DANCE OF DEATH

Activation

Choose up to 3 of your non-exhausted units. Each one takes a fatigue. Roll as many available Saga dice as units selected, and place them on your Combat Bonus.



EXPENDABLE

Orders or Orders/Reaction

Until the end of the turn, when a Norse-Gael unit (other than Levies) should suffer a fatigue, it can force a non-exhausted unit of friendly Slaves within **S** to take the fatigue instead.



UNBOWED

Orders

Until the end of the turn, each time your opponent uses a fatigue from one of your units, roll one of your available Saga dice and place it on your Combat Bonus (if you used a ⚡, place the die ⚡ face up rather than rolling).



CLENCHED FISTS

Melee

Take 3 of your available Saga dice, roll them, and place them on your Combat Bonus (4 if you used a ⚡).



NORSE

Melee • Hero or Hearthguards

Until the end of the melee, the description of the Combat Bonus ability becomes:

Add an automatic hit to the hits you inflict **OR** increase your Armour by 1 (if you used a ⚡, both effects are resolved).



KING OF THE ISLES

Orders

Until the start of your next turn, your Warlord's Armour is 6.

Until then, at the start of every melee or shooting attack he is involved in, you may take an available Saga die, roll it and place it on your Combat Bonus.



FIANNA

Activation

Activate a unit of Hearthguards or a Hero.



BONNACHT'S

Activation

Activate a unit of Warriors.



KERNS

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting, Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

IRISH



SONS OF DANA

Activation/Reaction

Trigger this ability after an enemy movement activation, if the activated unit ended their movement within **S** of an area of uneven terrain.

Resolve a shooting attack against this unit. For this attack, you get 4 bonus attack dice. No Saga abilities may be triggered during this shooting attack.



FIR BOLG

Melee or Shooting

Gain 3 attack dice.

If you used a , each attack die which scores 6 or more inflicts an additional automatic hit.



SIDHE

Shooting

Discard all your attack dice.

During the next shooting attack or melee of the turn in which the enemy unit is involved, your attack dice gain a +1 bonus (this bonus applies to all shooting attack and melee during the turn if you use a).



WAIL OF THE BANSHEE

Melee or Shooting/Reaction

Defender

Gain 2 defence dice.

Reroll a number of defence dice equal to number of fatigue tokens the enemy unit has.



MOMENT OF TRUTH

Melee or Shooting/Reaction

The Saga abilities step of this melee or shooting ends immediately.



SPIRITS OF THE LAND

Melee

If your unit is located within **VS** an area of uneven terrain, each of your defence dice gets a +1 bonus.



BLOOD OF KINGS

Orders • Hero

Until the start of your next turn, all your Heroes with the *Resilience* (1) special rule instead benefit from *Resilience* (2).



IRELAND'S HEART

Melee • Hero

You inflict two additional automatic hits. The first use of *Resilience* by the Hero during this melee does not inflict fatigue on him.



HEIRS OF MIL

Orders/Reaction

Choose one of your units, located within **VS** an area of uneven terrain.

Until the start of your next turn, no enemy unit can target it with a shooting attack or a charge unless they are within **S**.



THE OLD WAY

Activation

Activate as many units as you have Heroes in your warband to move or charge (or shoot if you use a).

At least half of the activated units must be Warrior units.



THANES

Activation

Activate a unit of Hearthguards or a Hero.



SOER-CHELE

Activation

Activate a unit of Warriors.



DOER-CHELE

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

SCOTS



STAND TOGETHER

Activation

Hearthguards and Warriors

Activate a unit to charge.

During the ensuing melee, your unit counts as being the defender, and its enemy as the attacker.



TIRELESS

Melee

Unit which has closed ranks

Once the whole melee has been resolved, you may remove a fatigue from your unit.



NO RESPITE

Orders/Reaction

Roll 3 of your available Saga dice and place them on your battleboard, on abilities without any active dice.



DIVERSIONARY VOLLEY

Activation

Activate a unit to shoot.

During this shooting attack, your unit gets 2 bonus attack dice, and the enemy may not gain any defence dice.



LONG SPEARS

Melee

Infantry without ranged weapons

Discard up to half your attack dice.

Gain 1 defence die for each attack die you discard.



HOLD AT BAY

Melee or Shooting/Reaction

Gain 3 defence dice.



BEYOND THE WALL

Melee

If you have more defence dice than attack dice, apply a +1 bonus to your defence rolls.

If you used a , you may also re-roll all 1s and 2s you score on your attack rolls.



REACH

Activation

Activate all your infantry units without ranged weapons to shoot. When resolving these shooting attacks, they count as being equipped with javelins.

These activations do not generate fatigue.



COUNTER-ATTACK

Melee • Hearthguards and Warriors

Gain 2 attack dice for each defence die you have.



WALL OF SPEARS

Melee • Hearthguards and Warriors

Roll a die for each figure in your unit. Gain 1 attack die and 1 defence die for each result which is lower than your unit's Armour



CUSTODES

Activation

Activate a unit of Hearthguards or a Hero.



PEDITES

Activation

Activate a unit of Warriors.



SERVI

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a ✖).

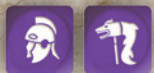


ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

the LAST ROMANS



DEFENCE

Activation/Reaction

Trigger after an enemy is activated to shoot, but before the attack is resolved. You choose who they shoot at. It must be one of your units, within range and line of sight.



FRENZY

Melee • Defender

Inflict a fatigue on your unit to gain 3 attack and 3 defence dice. Your opponent may not use your fatigue during this melee.



KONTOS

Melee • Mounted Hearthguard unit without ranged weapons

The enemy unit must discard 3 of their attack dice or 3 of their defence dice (your choice). Gain 3 attack dice if you use ✖.



INDIRECT FIRE

Activation • Unit armed with bows

Activate a unit to shoot. Gain 3 bonus attack dice for this shooting. During this shooting attack, all figures in your unit count as having a line of sight to the target unit.



PROTECT

Activation/Reaction

Trigger this ability after an enemy charge activation, but before it is resolved. Choose the target of the charge. This target must be reachable by at least one enemy figure when it is chosen.



SUPERIOR TACTICS

Melee

Gain 1 attack and 1 defence die (2 of each if you used a ✖). Gain 1 extra attack or defence die.



MASSED VOLLEY

Activation

Activate all your foot units with ranged weapons to shoot.



OUTFLANK

Activation

Activate a unit to move. This movement does not generate fatigue, but cannot start, end or pass within **M** of an enemy unit. If you used a ✖, re-roll this die and place it on your battleboard.



STRATEGOS

Orders or Orders/Reaction

Place 8 dice on this ability after triggering it. Once during each melee this turn, you may take up to 4 of these dice as attack or defence dice for your unit instead of triggering a Saga ability. Discard any remaining dice at the end of the turn.



DISORDERING VOLLEY

Melee

Gain 2 defence dice (4 dice if your unit has ranged weapons and at least 6 figures).