



# Book of Battles

## 🎯 Clarifications

### • DETERMINING THE WINNER (P. 6)

The fact that a player no longer generates a Saga die does not automatically end the game in the scenarios in the Book of Battles. Play the following turns and count the points as normal. It is frequent that in this case, a player concedes the game, but in games with conquest points, he can have capitalised many points and still win the game!

### • RIVERS (P. 17)

Note that any special ability or special rule that allows to move without penalties in uneven and/or dangerous terrain has no effect on movement (or charge) in a river. All units will be slowed down and will be subject to river penalties. The only exception is the flying troops, who when they fly over the river, ignore its effects.

### • A TALE OF CHALLENGES (P. 22)

Both players can select the same challenge(s). If a player has selected a challenge, his opponent can pick the same one, but no player can choose the same challenge twice.

### • DESECRATION (P. 26)

During a melee or shooting against an objective marker, the enemy cannot use the fatigue of the unit attacking the objective marker to increase the armour of the marker.

Keep in mind that no fatigue is taken after a melee with an objective marker.

Also, note that an objective marker never closes ranks! So javelins would grant their +1 modifier to attack dice when fighting an objective marker!

## 🎯 Corrections

### • A REMINDER ABOUT DISTANCES (P. 8)

Add at the end of the section :

When units are deployed for the first time on the game table, being deployed “within X” means that the unit must be entirely deployed “within X” (i.e. all models in the unit must be entirely within X).

### • CAPTURING AN OBJECTIVE (P. 17) **New**

Add at the end of the 2<sup>nd</sup> paragraph:

Note that the rules, saga abilities and game effects that ignore the penalties for moving in uneven terrain never apply to a unit carrying an objective. It will therefore always suffer this penalty, even if a rule allows it to ignore uneven or dangerous terrain.

In addition, a unit carrying an objective cannot be the target of a game effect (Saga ability, special rules or other) that would redeploy the unit or cause it to change position outside of normal movement (this is the case for all effects indicating that you remove the unit from the table and then return it to a place on the battlefield), whether this effect is initiated by the unit’s owner or an opponent. **It also can only be activated during its owner turn, never during an opponent’s turn, for any reason.**

### • FEASTING AND PILLAGING (P. 20)

Add at the end special rules:

In this scenario, when a unit captures an objective marker, it can no longer be activated during the current turn, while it savours its victory and tastes some of the goods it has captured!

### • OLD FEUD (P. 29)

- Add Determination to the Brute’s special rules.
- Remove «if he has actually removed a fatigue» from the special rule of the Traitor. The Traitor can rest and inflict fatigue even if he does not have it himself.
- Replace the profile of the Soldier by:

🎯 **The Soldier**

| Saga Dice   | Armour | Aggression | Equipment |
|---|--------|------------|-----------|
| 0   | 5 (6)  | 4          | –         |
| Special rules   |        |            |           |
| Bodyguards, Determination, Pride, Resilience (1). The Soldier may not be activated for a movement if he is within <b>M</b> and line of sight of an enemy unit that he could reach with a charge. He’s here for the fight of his life! |        |            |           |

### PILLAGE (P.40)

Under Escorting the Livestock, add:

Civilians cannot escort the livestock, as they are too preoccupied by their own survival!

Thanks to the community for the feedbacks. Special thanks to Andy Lyon, to the Northern Tempest Saga Podcast and to the Rodge Rules Youtube Channel and their Saga Throsday show.

Huge thank you to John «Ducat» Fry for his incredible help, support and friendship.