



The Age of the Vikings

🌀 Clarifications

Factions and mercenary clarifications

• 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)

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 slaughter points.

Irish Dogs have their movement and charge distances reduced by dangerous terrain. Their special rule only applies to rough terrain, as so classified.

• 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 : SIGVALDI STRUT-HARALDSSON (PAGE 56)

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

• EGIL SKALAGRIMSON (PAGE 64)

His armor is 6, even with his heavy weapon.

• JARL SIGVALDI (PAGE 64)

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 Slaughter 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.

• ANGRY MONKS (PAGE 66)

If multiple figures are removed at the same time from an Angry Monks unit, you will roll as many dice as monks removed as losses. It is possible to take only part of the dice you are allowed to roll.

The dice are rolled simultaneously before being placed on your board.

• STRATEGOS (LAST ROMANS BATTLEBOARD)

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

• 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.

• VAGRANT WARRIORS (PAGE 66)

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

Battleboards clarifications

• VIKINGS : NJORD

It does affect all units to **M**, not just units in the Viking warband.

• 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.

• INDIRECT FIRE (LAST ROMAN BATTLEBOARD)

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

• NORSE-GAELS: NORSE ABILITY

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

• **ANGLO-DANISH: EXHAUSTION**

Note that for this ability to take effect, you must designate 3 units, but they may also be yours. An exhausted unit so designated would ignore the fatigue thus suffered.

• **ANGLO-SAXONS : UNION**

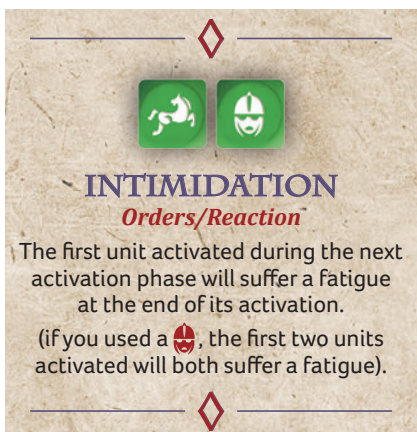
The activation of 2 units of 10 models or more replaces the activation of a single unit. Both these activations are also movement activation that do not generate fatigue.

🎯 **Corrections**

• **ANGLO-DANES BATTLEBOARD**

🎯 **Intimidation**

Replace the ability with:



• **NORMAN BATTLEBOARD**

🎯 **Envelopment**

Replace the ability with:



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”.

• **WELSH BATTLEBOARD**

🎯 **One Land, One King**

Replace the ability with:

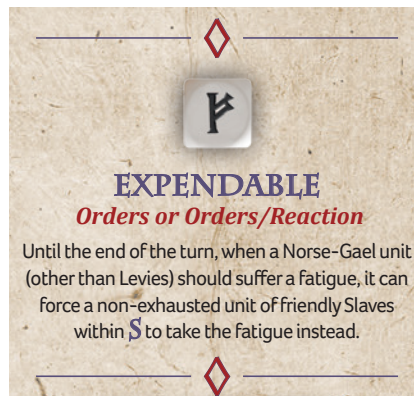


Note: The Welsh player has to choose between removing a fatigue from its units or activate them for a movement (only).

• **NORSE-GAELS BATTLEBOARD**

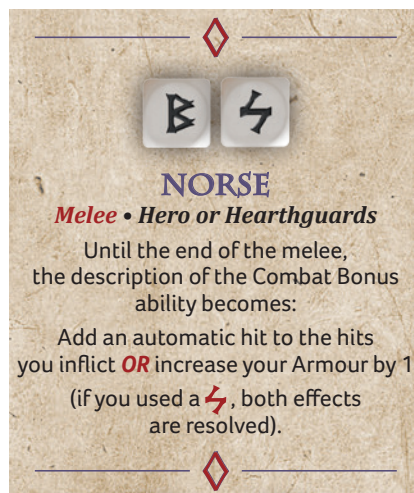
🎯 **Expendable**

Replace the ability with:



🎯 **Norse**

Replace the ability with:



• CAROLINGIAN BATTLEBOARD

⊙ **Damnatio**

Replace the ability with:



• LAST ROMANS BATTLEBOARD

⊙ **Indirect Fire**

Replace the ability with:



⊙ **Kontos**

Replace the ability with:



Note that Ragnar's answer regarding Kontos (page 31) is now incorrect. He should reply that for every 3 or more rolled, one attack or defence die will be lost.

JOMSVIKINGS BATTLEBOARD **New**

⊙ **Song of Steel**

Replace the text of the ability with:



Mercenaries

• 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.

• GALL-GAEDHIL (PAGE 65)

Add at the end of Savagery

If one of their activations is cancelled (for any reason, including a failed charge), they may not be activated any more during the current turn.

Add at the end of An Eye for an Eye:

The number of hits so inflicted may not exceed half the number of Gall-Gaedhil figures in the unit.

• 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.

• PERSONAL CHAMPION (PAGE 69)

Replace the "Saga Die" with 1.

• 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).

• PRIEST (PAGE 69)

Replace the "Saga Die" with 0.

• FLEMISH MERCENARIES (PAGE 65)

Add at the end of the paragraph "Infantry":

In addition, Flemish Mercenaries can only be activated once per turn by their owner.

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-Gaedhil	⊙			⊙			⊙	⊙		⊙	
Breton Cavalry			⊙		⊙						⊙
Flemish Mercenaries			⊙		⊙	⊙					⊙
Steppe Nomads						⊙			⊙		⊙
Angry Monks	⊙	⊙	⊙		⊙	⊙		⊙		⊙	
Vagrant Warriors	⊙	⊙	⊙	⊙	⊙	⊙		⊙		⊙	
Scouts	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙
Gunnar & Njal				⊙			⊙	⊙			
Priest	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙	⊙
Personnal Champion	⊙	⊙	⊙	⊙	⊙		⊙		⊙	⊙	⊙

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