

PREPARATION

## AUDACITY

Use this card at the start of the game before rolling the die to decide who will be the first player.

Roll two dice and use the result of your choice to choose the first player.

If both players have this Ruse, they cancel each other's effects.



PREPARATION

## RECONNAISSANCE

Use this card after the terrain has been set up, but before the first unit is deployed.

Move a piece of terrain that hasn't already been moved up to **S**. This cannot move it within **S** of any other terrain pieces.



PREPARATION

## ENVELOPMENT

Use this card once deployment is finished.

Choose one of your units with 6 figures or less and remove it from the table.

During your first turn, this unit can enter play using a free movement activation, measured from any point on either table edge that hasn't been assigned to a player.



PREPARATION

## REFUSED FLANK

Use this card once both warbands have completely finished deploying, but before the start of the first turn.

Redeploy up to two of your units within your deployment area.



PREPARATION

## KNOWLEDGE OF THE LAND

Use this card after the terrain has been set up but before the first unit is deployed.

Place a small area of low uneven terrain offering light cover. It must be outside the enemy deployment area and more than **S** from any other piece of terrain.



PREPARATION

## CHANGE OF FORMATION

Use this card at the start of your first turn.

Choose up to two friendly units. Their first activation of the turn is free.



PREPARATION

## PREPARATION

Use this card at the start of your first turn.

Roll one more Saga die than you would normally roll.

This bonus ignores scenario restrictions and special rules.



PREPARATION

## DECEIT

Use this Ruse after deployment.

Your opponent rolls one less Saga die than they generate at the start of their first turn of the game, and they cannot roll additional Saga dice during their first Orders phase of the game.



VETERANS

## CHARISMATIC GENERAL

At the start of your turn, before generating your Saga dice, your Warlord can take a fatigue - if they are not exhausted - to choose a friendly unit within **M**.

This unit can be activated for free for a move or a rest.



VETERANS



## FAITHFUL

### Hearthguards only

If this unit is within **S** of your Warlord at the start of your Activation phase, they can remove one of their fatigues. This does not count as a rest activation.



VETERANS



## LOYAL

### Can be assigned to a unit of Mercenaries.

If this unit is within **VS** of your Warlord at the start of your Activation phase, it gains the *Determination* special rule.



VETERANS



## STOIC

This unit suffers no fatigue when friendly units are eliminated.



VETERANS



## BROTHERS IN ARMS

### Infantry only

If the number of other friendly figures within **S** exceeds the number of figures in this unit, this unit counts as being in solid cover during those melees in which they are the defender.



VETERANS



## TRAINING

When this unit fights in melee, it can re-roll a single defence die.



VETERANS



## RAIDERS

### Warriors or Levies only

When this unit wins a melee as the attacker and has suffered less than 3 casualties, it takes no fatigue in step 7 but cannot be activated again that turn.



VETERANS



## PARAGON

### Cannot be assigned to a unit of Levies

When this unit eliminates an enemy unit during a melee, remove one fatigue from every other friendly unit that is within **M** at the end of the melee.



STRATAGEMS



## FORCED MARCH

Use this card after having activated one of your units for a move (including after a manoeuvre).

This unit's movement distance is increased by **S** (or **M** if it is mounted), but it cannot be within **M** of an enemy unit at any point in its move.



STRATAGEMS



## REFORM

Use this card after having activated one of your units for a rest.

The unit discards two fatigues after their rest, but cannot be activated again this turn.



## USING THE GROUND

### Infantry only

Use this card when one of your units is targeted by a shooting attack, but before the shooting attack is resolved.

When this shooting attack is resolved, you can re-roll defence rolls of 1, or all your defence rolls if your unit is entirely situated within uneven terrain.



## ORDERED RETREAT

Use this card when your unit has to withdraw following a melee.

They suffer no fatigue after this melee.



## OMEN

Use this card at the start of one of your turns, after rolling your available Saga dice.

You can re-roll one of your inactive Saga dice.

You can choose to inflict a fatigue on your Warlord in order to re-roll a second inactive Saga die.



## FLAMING PROJECTILES

Use this card at the start of your Activation phase.

Choose an area of terrain offering light cover within **M** of one of your units with at least 8 figures.

This area catches fire and until the end of the game counts as a high area of dangerous terrain that no longer offers cover.

Any unit inside the terrain piece at the end of the turn suffers a casualty and a fatigue.



## OFFERINGS TO THE GODS

Use this card at the start of your first turn, before rolling your Saga dice.

Gain 3 Offering markers, and one additional Offering marker for each Saga die you could roll but choose not to, up to a maximum of 3 additional Offering markers.

During the game, you can discard an Offering marker to re-roll a single attack or defence die.



## ANOTHER PUSH!

Use this card during a melee, after using a Saga ability that grants you attack dice.

Gain an additional attack die, or two if your unit is made up of Hearthguards.



## DELUGE

Use this card during your Activation phase to activate a unit that hasn't charged this turn for a move.

This activation generates no fatigue.

Once this movement ends, the unit cannot be activated again during this turn.



## DRIVE IN THEIR LINES

**Unit without ranged weapons only (except for Elephants)**

Use this card when one of your units is activated for a charge.

The enemy unit cannot *close ranks* during this melee.

If your unit is mounted or an Elephant, your opponent generates two fewer attack dice, to a minimum of one die.



## ULTIMATE SACRIFICE

Use this card at the start of an enemy Activation phase.

Choose one of your units which no longer generates Saga dice and is within **M** of an enemy unit.

Remove all the figures in said unit as casualties, then roll half that many Saga dice and place them on your Battle Board.





## BREAKERS OF SHIELDS

Use this card during step 1 of a melee in which you are the attacker.  
If your opponent has *closed ranks*, gain three attack dice.




## LAST DITCH

Use this card when one of your exhausted units is charged.  
Increase their Armour by 1 during the ensuing melee.




## SPY

Use this card when your opponent uses a Preparation or Stratagem Ruse card.

Roll one die for each Ruse point that your opponent's card cost.

If you get at least one result of 5+, your opponent's Ruse is exposed.

It counts in all respects as having been used, but its effect is not applied.




## LOYAL ONLY TO GOLD

Use this card when your opponent activates a Levy or Mercenary unit, but before the activation is resolved.

Your opponent must choose between inflicting a fatigue on their unit or cancelling its activation. In either case, the unit cannot be activated again that turn.




## SLAVE BODYGUARDS

Use this card before rolling your Warlord's defence dice.

You gain a +2 bonus to all your defence rolls during this melee or shooting attack.

Then give this card to your opponent. It counts as a Hero slain in melee when calculating victory points.

