

Firearms

Firearms are ranged weapons with a range of **L**. A unit equipped with firearms reduces its Armour by -1 against both melee and shooting attacks. It can never close ranks during a melee.

A unit with firearms gets a +1 bonus to its attack dice when resolving a shooting attack if the target is within **M** of the shooting unit. In addition, if the target is within **M** or less and the shooting attack inflicts at least one casualty, the target unit suffers a fatigue after the shooting attack is resolved. This represents the chaos caused by the explosions, smoke and smell of gunpowder!

Note: Casualties cancelled by the Resilience special rule are not taken into account when applying that last rule.

A unit equipped with firearms can never resolve two consecutive shooting activations during the same turn. It must resolve another type of activation (so a cancelled activation doesn't count!) before being able to activate to shoot again.

Imposing

Units with this special rule can never benefit from cover and cannot close ranks. However, the exhaustion level of an *Imposing* unit is increased by one. On the whole, that means that these units will therefore become exhausted after suffering 4 fatigues instead of 3 like other troops.

The formation radius for *Imposing* units is **M** rather than **S**. That means that the figures must finish their initial deployment, movements and charges within **M** of the first figure to be deployed or moved, rather than **S** like most other units.

Mount: Animal

Units with this special rule are subject to all the rules described in the *Mounts: Horses* section of the Saga rulebook (see Rulebook, Mounts: Horses, p. 39).

Mount: Beast

A Warlord can ride a beast at no additional cost. If that is the case, they become subject to the following rules:

- A Warlord mounted on a beast has a charge distance of **L** if the charge movement is made entirely in open terrain. Their move distance remains **M**.
- Their melee Aggression is increased by 2 to a total of 10.
- They count as a mounted unit.
- They have *Resilience (2)* instead of *Resilience (1)*.
- They gain the *Imposing* special rule.
- They cannot have any other equipment options.
- They lose the *We Obey* and *Bodyguards* special rules.

Certain beasts can have the *Flight* special rule. In this case, the *Flight* movement rules replace the first part of the rules above. The rest of the rules apply normally—for example, the Warlord reduces their Armour due to *Flight*.

Primitive

These units are subject to the following rules.

- *Primitive* units cannot be activated by any advanced Saga abilities on your Battle Board.
- You cannot trigger any advanced Saga abilities during a melee or shooting attack in which a *Primitive* unit from your warband is either the attacker or the defender.
- *Primitive* units reduce their melee Aggression by 1 for each fatigue they have. If the unit has several figures, it is the total Aggression that is reduced by 1, not that of each figure in the unit.

Swift

Swift units have a movement and charge distance of **L**. During a move, they can replace their **L** ruler with two **M** rulers.

Swift units are considered mounted units.

Breath

Once per turn, this unit can activate for free to resolve a shooting attack with a range of **M** which does not generate fatigue. Note that this is the only way for a unit with *Breath* to make a shooting attack—it cannot activate normally to resolve a shooting attack.

Flight

These units are subject to the following special rules.

- If the unit's movement begins and ends in open terrain, their movement and charge movement is **L**. During move activations, they can replace this **L** ruler with two **M** rulers and can totally ignore friendly and enemy units during their movement, as well as terrain elements. They fly over these units and areas of terrain without difficulty.
- During a charge, they can totally ignore friendly units and terrain elements. They can also fly over enemy units, but for each enemy unit overflown (that is, when a flying figure passes over the base of at least one figure from said unit) during a charge, the flying unit suffers one fatigue at the end of the charge—before the melee is resolved. This is in addition to any fatigues they would normally receive.
- During a manoeuvre, if the opponent doesn't use their fatigue to reduce their movement distance, units with *Flight* can move to a higher altitude rather than making their usual manoeuvre move. This consists of removing the unit from the table, then replacing it anywhere in open terrain. As is usual for manoeuvres, it must be more than **L** away from any enemy units. If the opponent uses the unit's fatigue, it instead makes the usual move of **S**.
- Flying units reduce their Armour by 1 against shooting attacks.
- Neither terrain nor units block line of sight for units with this special rule. It is therefore not possible to hide flyers behind other units or a terrain element—even if it is high, like a hill or a wood. However the opposite is not true: a flying unit's own line of sight is blocked by high terrain areas and both friendly and enemy units.
- Flying units can never close ranks or benefit from cover.

MAGIC / ABUSE OF POWER TABLE

2D6	Consequences
2	The Sorcerer has accumulated far too much magical energy! They explode, and depending on the Domain of Magic concerned, produce a fountain of blood, a rainbow of colours, or a soaring flock of flying unicorns. The Sorcerer is eliminated. Roll a die for each friendly and enemy unit within S . On a result of 4 or more, that unit suffers a casualty.
3	The Absolute Power Corruptive fills the Sorcerer and they must roll three dice. They suffer a fatigue for each 4 or more rolled. If they suffer at least two fatigues, the Sorcerer forgets the spell and cannot cast it again that game. If the Sorcerer is exhausted after suffering these fatigues, they fall down stone dead, seemingly victim of an overcharge of magical energy.
4-5	Magical energy engulfs the Sorcerer, who has trouble containing it. They must roll two dice, and suffer a fatigue for each result of 4 or more rolled. If the Sorcerer is exhausted after suffering these fatigues, they fall down stone dead, seemingly victim of an overcharge of magical energy.
6-7-8	The Sorcerer, an experienced practitioner, controls their sorcery perfectly. All goes well ... for now!
9-10	After casting their spell, the Sorcerer suffers a magical backlash. Roll a die. On a result of 4 or more, they will forget the spell and cannot cast it again during the game.
11	Sparks gush from the Sorcerer's ears and nostrils. They must roll three dice and must choose one of their spells to forget for each 4 or more they roll. They cannot cast the forgotten spells for the rest of the game.
12	In a thundering detonation, the Sorcerer is thrown far away at the speed of light. Each friendly unit within M of the Sorcerer suffers a fatigue from the effect of the infernal tornado they created. As for the Sorcerer, they end up disintegrated in a deafening clap of thunder and are thus eliminated.

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	-	5 (5)	8 (4)	Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey
	Heavy weapon	4 (5)		
	Bow	4 (4)		
	Mount: Animal	5 (4)		
	Flying			
	Mount: Animal, composite bow	4 (4)		
	Mount: Beast	5 (5)	10 (4)	Determination, Imposing, Presence, Pride, Resilience (2)
Mount: Beast (Flight)	5 (4)			
Lieutenant	-	5 (5)	4 (2)	Determination, Presence, Resilience (1), Faction Special Rule
	Heavy weapon	4 (5)		
	Bow	4 (4)		
	Mount: Animal	5 (4)		
	Flying			
Sorcerer	-	3 (4)	2 (0)	Bodyguards, Determination, Magic, Presence, Resilience (1), Unarmed
	Mount: Animal	3 (3)		
	Volant			
Monster	Behemoth	4 (4)	14 (0)	Imposing, Presence, Primitive, Resilience (2)
	Titan	5 (5)	12 (0)	Imposing, Presence, Primitive, Resilience (2), Slow
	Scourge (Flight)	4 (4)	10 (4)	Breath, Imposing, Presence, Primitive, Resilience (2)
Creatures	Bipeds	4 (4)	5 (1)	Imposing, Presence, Resilience (1)
	Quadrupeds	4 (3)	5 (1)	Imposing, Presence, Resilience (1), Swift
	Flyers	4 (3)	4 (1)	Imposing, Presence, Resilience (1)
Hearthguards	-	5 (5)	2 (1)	-
	Bow	4 (4)		
	Heavy weapon	4 (5)		
	Mount: Animal			
	Flying			
	Mount: Animal, composite bow	4 (4)		
Warriors	-	4 (4)	1 (1/2)	-
	Heavy weapon	3 (4)		
	Bow	3 (3)		
	Crossbow			
	Flying	4 (3)		
	Mount: Animal			
	Mount: Animal, composite bow			
Levies	-	4 (4)	1/2 (1/2)	-
	Javelins	3 (4)	1/3 (1/2)	
	Bow or sling	3 (3)		
	Crossbow			
	Firearm			
War Machine	Static	3 (4)	1 (4 or 2)	Cumbersome, Powerful Shot, Presence, Resilience (1), Unarmed
	Mobile	4 (4)	2 (4)	Firearms, Presence, Resilience (1), Unarmed
	Flying		1 (4)	Breath, Presence, Resilience (1), Unarmed
Unique Units				
Necromancer	-	4 (4)	2 (0)	Bodyguards, Determination, Magic, Presence, Resilience (1), We Obey
	Mount: Animal	4 (3)		
	Mount: Beast	4 (4)	4 (0)	Determination, Imposing, Magic, Presence, Resilience (2)
	Mount: Beast (Flight)	4 (3)		
Paladin	-	5 (5)	5 (0)	Determination, Heroic, Presence, Resilience (1)
	Heavy weapon	4 (5)		
	Mount: Animal	5 (4)		
	Winged mount (Flight)			
Swarm	-	4 (3)	1/2 (0)	Insignificant, Primitive, Tiny
Mindless	-	4 (4)	1/5 (0)	Horde, Mindless, Slow
War Chariot	Javelins	5 (5)	4 (2)	Devastating Charge, Javelins, Mount: Animal, Presence, Resilience (1)
Hunters	-	3 (3)	1 (0)	Hunt, Primitive, cannot close ranks
Destruction Team	-	3 (4)	1 (3)	Firearms, Resilience (1), Unstable and Dangerous