



08/03/2018

AETIUS & ARTHUR supplement update:

Age of Invasions

The Aetius & Arthur: Age of Invasions supplement was the last to be released for the first edition of Saga. It was written with one eye on the second edition, and is mostly compatible with it. Nevertheless, due to certain changes in the revised rules, some elements of the book require an update.

In the following pages, you will find all the necessary updates to make this supplement compatible with the new edition of Saga.

GENERAL COMMENTS

Ignore all references to *The Crescent & The Cross* and use the Saga rulebook to look up the rules concerned.

Since certain steps in melee resolution have changed, ignore any reference to melee steps in the supplement and use the sequence described in the rulebook instead.

Due to changes in the new edition, the equipment table has the wrong Armour values for certain units – particularly Warlords and units armed with javelins. Check the Saga rulebook for changes to the base Armour values which will give you the right Armour values for these units.

Ignore any reference to the *Side by Side* rule, which no longer exists.

Where the text refers to sacrificing figures due to the *Resilience* rule, you should instead use the *Bodyguards* special rule from now on.

When you come across the *Endless Warband* or *Off-table Units* rules, use the following rule: the unit in question is placed within **VS** of an allowed table edge (or any table edge if the scenario does not have any specific restrictions), and more than **M** from any enemy units. It is placed on the table at the start of the controlling player's Orders phases, before they generate their Saga dice. The unit therefore helps to generate Saga dice.

BATTLE BOARDS

Rather than fastidiously re-writing every ability on the Battle Boards – which have barely changed since the rules were updated – here are the general principles to apply to avoid any confusion.

Since several steps in melee resolution have been changed, ignore any mention of melee steps in the supplements and use the sequence described in the rulebook instead.

When a Saga ability or special rule indicates that a unit is activated to move, it can be activated to move or charge. If the ability or the rule explicitly forbids ending the activation in melee, the unit can only be activated to move. If the ability or the rule forbids shooting during the activation, that means a unit with javelins cannot make a free shooting activation after the movement activation.

When a Saga ability refers to a Warlord, assume it means a Hero in terms of the new edition.

Where an ability or special rule generated supplementary attack or defence dice, it now adds bonus attack or defence dice to the combat pool (step 1 of shooting or step 2 of melee).

Orders or Activation abilities which gained you attack or defence dice in step 2 of shooting or step 3 of melee now get you bonus attack or defence dice.

Two abilities have been reworded: Frenzied Charge (Picts) and Plumbatae (Romans). Below, are the replacement texts, in stickers that you can glue on your battleboards.

Also, for the sake of consistency, all Combat Reserve are now called "Combat Bonus" and their keywords are Melee, Shooting or Shooting/Reaction. This change applies to all faction of the book, with the exception of the Saxons, who keep their Furor basic ability as a replacement for their Combat Bonus.

FRENZIED CHARGE
Activation
Activate a unit to charge.
During the ensuing melee, neither unit may close ranks or gain defence dice.

PLUMBATAE
Activation
Choose an enemy unit within **S** of one of your non-exhausted foot units without ranged weapons.
Resolve a shooting attack against this unit. You get 1 bonus attack die per figure in your unit, and the enemy unit's Armour is increased by 1. Reduce your **Impetus** by 1.
No Saga abilities may be triggered during the resolution of this shooting attack.

BRITONS

Companions (page 34): Replace the entire text with "Two Hearthguard figures may escort your Warlord to form a Heroic Unit (see the Saga rulebook, p. 36)".

Arthur Pendragon (page 38): The last sentence of the *Caledfwch* special rule is replaced with "Also, Arthur has a melee Aggression of 10".

EQUIPMENT

War Chariot (page 56): Replace the 4th point "The Warlord may no longer use the *Side-by-Side* special rule" with "The Warlord cannot use the *Bodyguards* special rule".

OLD ENEMIES, NEW ENEMIES

Salian Franks (page 58): Replace the first sentence of the faction rules with "Use the Carolingian board from the *Saga: Age of Vikings Universe*".

Eastern Romans (page 59): Replace the first sentence of the faction rules with "Use the Last Romans Battle Board from the *Saga: Age of Vikings Universe*". Hearthguards are armed with composite bows rather than bows. Finally, if you use Belisarius, mounted Warriors have the option to be equipped with composite bows, not bows.

Art Clut (page 61): Replace the first sentence in the faction rules with "Use the Welsh Battle Board from the *Saga: Age of Vikings Universe*".

Cymry (page 62): Replace the first sentence of the faction rules with "Use the Welsh Battle Board from the *Saga: Age of Vikings Universe*". Also, add the following to Cunedda Ap Eder's *The walk to Gwynedd* special rule: "Units with javelins may not perform their usual free shooting activation after this movement activation."

MERCENARIES

As surprising as it might seem, the mercenaries from the *Aetius & Arthur* supplement follow all the rules in the supplement, and not those in the rulebook. They are therefore not considered to be mercenaries in the same sense as those described in the *Saga* rulebook.

SCENARIOS AND CAMPAIGNS

The only supplements you need to play any of the themed campaigns in *Age of the Wolf* are *Aetius & Arthur: Age of Invasions* and *Age of Vikings*. Any other supplements mentioned are from the previous edition of *Saga*.

When playing scenarios, massacre points are calculated using the rules in the *Clash of Warlords* scenario (see *Saga* rulebook, p. 48).

Cattle Raid (page 72): In the *Thief!* paragraph, add that the Warlord and the two remaining points enter automatically at the start of the attacker's fourth turn.

LIMES

Here are a few clarifications and changes to Limes, *Age of Invasions'* campaign system.

The Boast (page 76): Ignore the second requirement in the table's fifth entry ("Enemies killed... do not count").

Building Frontier Works (page 77): When the buildings are placed on the table, they count as small, high and uneven terrain pieces which provide solid cover (like ruins – see *Saga* rulebook, terrain table, p. 48).

The Raid (page 78): The terrain pieces are laid out according to the rules for terrain deployment in the *Saga* rulebook's *Clash of Warlords* scenario. Additionally, all buildings on the table count as ruins (see *Saga* rulebook, terrain table, p. 48).

Remember that massacre points are calculated as per the rules in the *Clash of Warlords* scenario (see *Saga* rulebook, p. 48).

Find the Chief (page 80): Ignore the reference to a religious Warlord – these do not exist in the current version of *Saga*.

A People at Arms (page 81): replace this option's description with the following paragraph. "When this option is chosen, all barbarian Warriors generate dice like Hearthguard units. Levies generate dice like Warrior units. This special rule does not apply to mercenaries, who generate their dice in the usual way."

WAR BANNER

Here are the rules for War Banners to use with this *Saga Universe*.

One (and only one) unit of Hearthguards or Warriors in your warband may have a War Banner. One figure in the unit must carry a flag, banner or other distinctive element which clearly marks them out as a banner-bearer.

The banner-bearer has an Aggression of 0 in both shooting and melee (which means that no matter what type of model it is, it doesn't contribute to the combat pool either during melee or shooting attacks).

At the start of each of its controlling player's Activation phases, a unit with a War Banner may remove one of its fatigues. This does not count as a rest activation (so the unit can activate to rest during the activation phase), and precedes all other activations made during the phase. Once the first activation has been resolved, or the first Activation ability triggered, it is no longer possible to remove fatigue from a unit via the banner.

Also, when a unit with a banner is activated to rest, it can choose to "rally around the banner". This consists of discarding all its fatigues instead of just one, but in this case, the unit cannot be activated again during that Activation phase by any means whatsoever.

You may choose to give the banner to your warband's Warlord instead of a unit. In this case, his Aggression is reduced to 5 in melee and 1 during shooting attacks, but he benefits from the rules above (removing a fatigue at the start of his Activation phase and being able to "rally around the banner").

Note: You can model the banner by adding a second figure to the Warlord's base as the banner-bearer. The presence of a second figure in this case is purely decorative.

Neither Legendary Units nor mercenaries may have a War Banner.

PRIEST

The Priest is a mercenary who can be recruited by any *Aetius & Arthur* faction.

Cost: 1 point

Size: 1 figure

The unit is made up of a Hero figure with the following characteristics:

Saga Dice	Armour	Aggression	Equipment
1	4 (4)	1	Unarmed
	4 (3)		Unarmed, Mount: Horse
Special Rules			
Bodyguards, Determination, Resilience (1)			

The Priest may be mounted on a horse if the warband's Warlord is also mounted.

☉ Vision

During your Orders phase, a non-exhausted priest may take one fatigue marker to change the face of one of your inactive *Saga* dice. If they do, you cannot roll any more *Saga* dice until the end of the phase.

☉ Inspiration

If the priest has no fatigue markers when they are activated, the priest can take a fatigue from a friendly unit within **\$** and transfer it to himself instead of resolving their own activation.

☉ Meditation

When the priest uses a rest activation, they can discard all their fatigue markers. In this case they may not be reactivated for the rest of the turn.

☉ Loyal

The Priest may use the advanced *Saga* abilities on their warband's Battle Board. They are considered a standard member of the warband in all respects.