



Saga Rulebook

🎯 Clarifications

The Basics

RE-ROLLS

A player can only re-roll his own dice, never those of an opponent. So, any ability that allows you to re-roll dice means that you can re-roll your own dice, never force the opponent to re-roll any of his own dice. An ability that forces an opponent to re-roll dice would explicitly state that.

WIDTH OF THE MEASURING STICKS

When the width of the measuring sticks is important (as it can be the case with some Saga abilities), the width is considered as being 1" wide (2,5cm).

REMINDER ON DISTANCES (PAGE 8) News

It is important to note that in Saga when a sentence says "a unit must be within X" or "a unit must be at X", it is X or less. For example, when a unit must be within **L** of a terrain zone, it can be anywhere as long as it is at **L** or less of that zone. This applies to all distances from Saga. Being "within X" means "at X or less than X". And "within" is inclusive, so being exactly at "X" qualifies at "being at X".

For a unit to be at or within "X" it is sufficient that only one of its figurines is at "X" or less than "X". The only exception to this is during deployments. If a unit is to be deployed "within X" it is understood that it must be fully deployed "within X" (i.e. with all its figures fully within X or less).

ROLLING SAGA DICE (PAGE 11) News

Some Saga abilities or special rules allow you to take available Saga dice, roll them and add them to your inactive dice.

If the game effect or rule determines the exact number of dice to roll, take that number **EXACTLY** of dice. The game effect or rule will not be resolved if you do not have enough available dice at that time.

If the game effect or rule says "take up to" any number of Saga dice, you can take as many dice as you want, up to what the game effect allows.

Movement and charges

MOVING FIGURINES

During a movement (charge, movement or other) a model is considered as occupying at any time the entire surface of its base. Therefore, it will not be able to pass over an impassable element if part of its movement causes its base to overlap an impassable element.

If it becomes necessary to imagine this corridor, draw an imaginary line between each corner of the base of the model, between its starting position and its finishing position. Any area between the two furthest lines is considered to be occupied by the figure during its movement or charge. If any impassable terrain (as enemy figures or another friendly unit) stands in the way, that movement or charge is impossible.

During the movement or charge, the figure should freely pivot or change its facing (in the case of models with rectangular or oval bases) but the corridor of movement (or charge) depends of the position and orientation at the start of the movement or charge.

It is the player's responsibility to ensure that the unit's cohesion is respected at the end of movement or charge. If the movement or charge has started and it appears that cohesion cannot be respected, the figures return to their initial position, and the movement or charge is cancelled. Players should ensure that the final position of the unit is legal before all figures have been moved. This can generally be checked after the first miniature has been moved.

MOVEMENT OF MORE THAN L

If a unit has increased movement beyond **L**, for example **L+S**, the rules governing movement are the same as for two rulers. Thus, a unit using two rulers of **M** and one of **C** will be able to bend its movement twice: once between each ruler.

DECLARATION OF THE TARGET OF A CHARGE

The target must be declared at the time the unit is activated. "activate this unit to charge this unit". This happens when the game effect that activates the unit is triggered (e.g. when the Saga dice are spent, or the use of the We Obey rule is announced).

Activation/Reaction

CHARGES AND ACTIVATION/REACTION

If triggering an Activation/Reaction ability interposes a unit between the charging unit and its target, the activated unit may no longer reach its target.

In this case, the charge is either simply cancelled or the charging unit can decide to charge the interposing unit as if it was the target of the original charge.

JAVELINS AND ACTIVATION/REACTION

When an opponent triggers an Activation/Reaction ability in reaction to a movement, that reaction is immediately resolved. This happens before the free shooting activation from javelins. Once the reaction is resolved, the game sequence continues, with the resolution of the shooting.



Rest

REST (PAGE 31) **News**

Some game effects or saga ability allow a unit to remove 2 or more fatigues instead of one during a Rest. It is important to note that these abilities are resolved even if the unit has only one (or even zero) fatigue. Thus, an ability that says “Activate all your units for rest, they each remove 2 fatigues during this activation” may be resolved even if some units have only one fatigue and some others none.

The same rule applies to a play effect that would remove fatigue (out of a Rest activation). Thus, it would resolve itself even if it is not possible to remove all the fatigue indicated by the effect.

Melee

CLOSE RANKS

By default, any unit without special equipment or rules that prevent it from closing ranks can choose this option. It is not necessary to consider the action of reducing the number of attack dice to gain a defence benefit (the hard cover) too literally, it can be a defensive posture, or an attitude that promotes preservation at the expense of aggression. So even animals can close ranks!

MELEE (PAGE 27) **News**

The maximum dice threshold that a unit can roll in step 4 of the melee is twice the number of dice it had **at the end** of step 2. This is important, especially for units that have Closed Ranks. Thus, a unit of 12 Warriors who have closed ranks (and do not benefit from bonus attack dice), carry forward 6 dice into Step 3 of the melee, therefore may not roll more than 12 attack dice during step 4.

Shooting

LINE OF SIGHT

The line of sight is blocked when crossing the second time the edge of a single area terrain. So your line of sight can cross the edge of the area you're into, and cross another edge (like a wood were the target is located).

COMBAT POOL

At the end of the step 1 of the Shooting, you may have up to 8 Attack Dice in your pool. During step 2, you can gain extra attack dice, but at before rolling them during step 3, you must ensure that you do not have more than twice the number you had at the end of step 1. The same applies to melee, except that the threshold at the end of step 1 is 16 dice rather than 8. Resolving a shooting

Any fire that resolves without activating a unit is covered by the 3rd paragraph of the first column on page 22 (“Note that Saga abilities...”).

Such shots do not require a line of sight to the target, and have no range restrictions. Since no units are activated, when the combat pool is assembled, only the bonus attack dice of the effect that generated the fire are added to the combat pool.

Special rules

COMPOSITE BOWS

The composite bow allows free activation for a shot that does not generate fatigue. This activation is independent of any other activation, and the only constraint is that during a given turn, the unit may not activate consecutively for two shots.

Note that the rule that prohibits two consecutive shooting activations includes all types of shooting activation, regardless of their origin: Saga ability, free or other activations.

A unit equipped with composite bows can NEVER resolve two consecutive shooting activations during the same turn.

Activations cancelled for any reason do not count as resolved activations.

BODYGUARDS

The use of this rule cannot create a “chain reaction”. A unit that incurs a loss may cancel it out by removing a friendly Hearthguard figure. For the loss to be effectively cancelled, a figure must be removed from the friendly unit. Therefore, even if the latter had the “Resistance” rule, it could not use it to cancel the transferred loss.

In other words, the withdrawal of a loss is a is not a qualifying condition for the use of “Resistance”.

WE OBEY

The Warlord cannot activate himself with this rule. It should be able to activate any other unit.

MERCENARIES

It would be wrong to believe that mercenaries cannot benefit from advanced Saga capabilities. The usage limitations of these advanced capabilities are those set out on page 47 of the rule book.

Thus, for example, if one of your abilities indicated “All your units have armor increased by 1 until the end of the turn”, your Mercenaries units would see their armor increased since this effect is not limited by the points indicated on page 47.

Similarly, even if mercenaries cannot be activated by an advanced Saga ability, they may benefit from a ability with the keyword “Activation” for its effects that would not be an activation of the unit (such as removing fatigue, or increasing armor as above).

DANGEROUS TERRAIN

Note that dangerous terrain does not count as uneven terrain for Saga abilities. It has the same effect on movement and charges distance, but only terrain with the “uneven” classification in the terrain table on page 48 counts as such.

Saga Abilities

MULTIPLE EFFECTS

Sometimes a Saga ability has two distinct effects. The formulations that link the two components and makes one depending from the other are “for”, “then”, “next” or “to” such as “Remove fatigue from target to gain 3 attack dice” or “Remove fatigue from target. Then, gain 3 attack dice”. In both cases, the second effect (gaining the attack dice) depends on the resolution of the first. If the capability said “Remove fatigue from your unit. Gain 3 attack dice”, the two elements are independent, and the gain of attack dice is not conditioned by the removal of fatigue. It is therefore possible to win these dice and not remove any fatigue.

When an ability has multiple effects, you must trigger them in the order of appearance in the text of the ability.

ADVANCED SAGA ABILITIES

An advanced Saga ability cannot be activated twice in the same turn, nor triggered twice in the same turn.

By extension, it is forbidden to activate an ability that was previously activated this turn or triggered during the turn. So, if you start your turn with dice on an advanced ability (that remained from a previous turn), and you trigger that ability, you cannot reactivate it in the same turn (i.e. you cannot place dice on that ability this turn).

ACTIVATION POOL

To benefit from the effects of this ability, you must have 2 available Saga dice. Note, however, that the die used to trigger that ability is made available before resolving the effects of that ability. Therefore, it is enough to have a Saga die available before the resolution of the capacity to benefit from it.

As a general rule, if an ability indicates a fixed number “activate 4 units”, you must have that number of units to activate. Abilities that leave choice over effect size will indicate “up to” in their text.

MULTIPLE ACTIVATIONS (PAGE 41) **News**

Sometimes, a multiple activation ability indicates that you will need to activate X units (instead of saying “up to X units” or something similar). The resolution of this ability is only possible if you activate **EXACTLY** this number of units. If you cannot activate the specified number of units, you cannot resolve the ability.

When a multiple activation activates “all units” (of a certain type or more generally “all your units”), it only affects your units on the game table at the time of activation. Eliminated or off-table units are ignored and do not prevent the resolution of the ability.

Clash of Champions

DEPLOYMENT **News**

For deployment methods A and C, units must be **entirely** deployed within **L** from their table edge (i.e. all models in the unit must be entirely within **L** or less from that table edge).

FIRST PLAYER

The limit on the number of dice the first player is allowed to roll is a limit. So the first cannot roll more than 3 Saga dice during his entire first turn. It means that if the first player’s warband generates at least 3 Saga dice, he won’t be able to gain any available Saga dice. Basically, that player must play its first turn with 3 dice and not 8.

SLAUGHTER POINTS

Note that the Warlord, as well as any unit composed of a single figure, earns 1 extra slaughter point when eliminated. Therefore, by default, a Warlord earns 5 points to his opponent if he is eliminated.

DEPLOYMENT METHOD C

The restriction to deploying more than **M** from a friendly unit does not apply to Heroes. Heroes can deploy within **M** of any other friendly unit (including another Hero) when using this deployment method.

🎯 Correction

JAVELINS

Replace the two bullets of the javelins rules with:

- 🎯 During the resolution of a melee, they get a +1 to their attack dice if they charged and the enemy unit **did not** close ranks.
- 🎯 Once per turn, after a movement activation resolved during their controller’s turn, they can (if they want to) have a free shooting activation, which generates no fatigue (see Free activations p. 14 and Activations which do not generate fatigue p.30). A unit armed with javelins can also be activated normally to shoot.

Note: These changes are introduced to better represent the role we envision for the javelins. By restricting the +1 attack bonus to charges against enemies that did not close ranks, we highlight the tactic of javelins thrown at the enemy during the charge, which is easily countered by forming a shieldwall. The second change limits the free shooting activation to the turn of the controller of the javelinmen and only once per turn. This fixes some timing issues that the shootings during an opponent’s turn created, and helps to define the javelins as a harassment weapon, not a “pure” shooting weapon as the bows or composite bows.

SHOOTING (PAGE 23) **News**

Replace the 4th paragraph in the left-hand column with:

Once this is done, add **any bonus attack dice** granted by any applicable Saga ability or special rule. If this shooting is done by an on-table unit, the number of bonus attack dice cannot exceed the number of dice generated by your unit. If the shooting is the result of a special rule or Saga ability, without any shooting unit being involved, add all bonus attack dice to the pool, even if it exceeds the number of dice in your pool.

Special rules or Saga abilities can also give bonus defense dice. This is also when the player takes any such dice and keeps them in front of them.

MELEE (PAGE 26) **News**

Replace the last paragraph in the right-hand column with:

Once this is done, add any bonus attack dice granted by any applicable Saga ability or special rule. This number of bonus attack dice cannot exceed the number of dice generated by your unit (in other words, the bonus attack dice can at most double the unit's number of attack dice).

Special rules or Saga abilities can also give bonus defense dice. This is also when the player takes these dice and keeps them in front of him.

Note : these changes are quite easy to remember. When fighting in melee or shooting, you start by taking your attack dice pool. Then you add your bonus attack dice, that cannot more than double the previous pool. Then you discard to keep only 8 dice (shooting) or 16 (melee).

HEROIC UNIT (PAGE 36) **News**

Replace 7th paragraph with:

A heroic unit is considered to be a unit of the class of figures that accompany the Hero, whether for special rules, activations and advanced saga abilities (it cannot trigger Saga abilities with the "Hero" or "Warlord" restriction, for example, unless it is composed entirely of Hero models). For victory points, each figure in the unit earns victory points according to its own class and the unit as a whole counts as a unit in the class of figures that accompany the Hero.

A heroic unit does not benefit from a game effect that would only benefit the unit's Hero except for the exceptions mentioned above (Determination, Resistance, We Obey and Pride).

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