

SAGA DICE: (p10)

At the start of the turn, you roll: 1 SAGA dice per Warrior or Hearthguard unit and 2 SAGA dice per Warlord, (note: nothing for Levies). Minus 1 SAGA dice for every SAGA die left on your Battle board. With a maximum of 6 SAGA Dice can be thrown at the start of any turn. *(There is a maximum of 8 SAGA dice in play at any time).*

Battle Boards:

Abilities in the left-hand column can be used multiple times in any plays turn.

Abilities in the middle and right-hand columns can be used only once per game turn (one set of dice only per ability)

Sequence:

Player 1 Activation of a unit

Player 2 Activation/Reaction

Player 1 Orders for that unit– Rest, Shoot or Move

Player 2 plays any activity Shooting/Reaction, Melee/Reaction, Movement/Reaction or Fatigue

MOVEMENT: (p16)

Foot models move M (6") and mounted models move L (12") in open terrain.

All models move S (4") when moving from, in or through any uneven ground or crossing an obstacle.

All models in a unit must move in or out of a building in a single S (4") move.

If you move within VS (2") of an enemy model, you must engage it in melee, *(unless already in contact/melee with another enemy unit)*

Starting with the second activation, if you are within S (4") of an enemy unit, you must engage it in melee, if activated for a Movement.

FATIGUE: (p29)

You gain fatigue the following reasons:

One FATIGUE for every Movement or Shooting activation after the first Movement or Shooting activation of the turn.

One FATIGUE after each melee.

One FATIGUE if a friendly unit is removed from the game **(in melee only)** within S(4") of your unit, *(measured before taking off any casualties)*

Movement and Shooting in an enemy phase do not generate FATIGUE unless stated *(see abilities)*

Activating a unit for '**Rest**' will remove one FATIGUE. This must be the first activation for that unit per turn and can only be use once per turn per unit. (also see War Banner Rules page 4 'The Raven's Shadow' if applicable)

You may spend the enemy's FATIGUE to:

- Reduce his Movement from M to S or from S to VS or from L to M.

- When shot at, discard one enemy FATIGUE from the shooting unit to gain one Armour.

- In Melee, discard one enemy FATIGUE to gain one Armour level. *(only against 1 unit if fighting 2)*

-In Melee, discard one enemy FATIGUE to reduce the enemy's Armour by one.

All these effects may only be used once during each Movement activation, or Shooting or Melee.

FATIGUE LIMIT

CLASS	FATIGUE LIMIT
Levies	2
Warriors	3
Hearthguard and Warlord	4

If the number of FATIGUE markers a unit has is equal or higher than its limit, it is Exhausted and cannot be activated for Movement or Shooting and loses half its Attack Dice in Melee.

COVER: (p30)

Light cover(bushes, trees etc.) allows the cancellation of hits on 3+ (not 4+)

Heavy cover (buildings, walls etc.) allows the cancellation of hits of 3+ (not 4+) and adds 1+ Armour to the target.

2/3 of a unit must be in cover for the unit to claim it.

Mounted units cannot benefit from any cover

WARLORD: (p36)

Determination – A Warlord and Irish Curaidh can be activated for free, *once per turn*.

We obey – A Warlord activation can also activate for free a single friendly unit within S(4"), *only once per turn and for movement only*.

Side By Side - Warlord & unit can attack together against the same enemy unit, (the Warlord must move and make contact first. The melee(s) are treated separate actions. No more than ½ the enemies attack dice may be used against the Warlord, unless target is a Warlord.

Resilience – The first kill result against a Warlord is always ignored; it takes 2 casualty results to kill a Warlord. If killed, you can take a casualty on a warrior or hearthguard figure within 2" instead of the Warlord.

Warlord's Pride - A Warlord's priority target is an enemy Warlord. If activated for movement and within movement range **he must engage the enemy Warlord in melee**.

SHOOTING: (p19)

Ranges; M(6") for javelins and composite bows, L(12"), for foot bows, slings and crossbows.

Javelin (*at the end*) and mounted composite bows (*at the start or end*) of – may shoot with no extra fatigue

Crossbow - target -1 Armour (*in step 1*) and the crossbow user is -1 Armour in melee

Mounted are reduced by 1 Armour level from shooting (e.g. Warriors are hit on 3+)

Mounted units cannot benefit from **any** cover

Cowards can shoot out of woods and building etc. at targets within range and in line of sight.

Warlord armour against shooting is 6 required to hit, others as melee Target Armour Class, (+1 in Hard Cover)

All **defend on 4+** (3+ if target in any cover)

NUMBER OF ATTACKS

Class	Number of Attack Dice per model (<i>round up</i>)
Warrior & Levies	1 per two models
Hearthguard	1
Warlord	2

Shooting steps:

1. Target determination and Attack Dice
2. The Attacker use their SAGA abilities as required (this can be combination multiple abilities), then the Defender use their SAGA abilities & shooter's fatigue (*Target fatigue is not a factor in shooting*)
3. Attacker Rolls Attack Dice. Target number required is the enemy's Armour. (*The maximum number of Attack Dice is equal to twice the amount of dice generated by the unit*).
4. Defence Roll (one dice per hit + any ability extra dice), these **cancel each hit on a 4+**. (*The maximum number of Defence Dice is twice the number of hits taken*)
5. Remove casualties (*Defending player's choice*)

MELEE: (p24)

NUMBER OF STANDARD ATTACKS & SCORES REQUIRED

Class	Attack	Dice per model (<i>round up</i>)	Target Armour Class	Score to hit
Levies	1	per three models	Levies	3
Warriors	1		Warriors	4
Hearthguard	2		Hearthguard	5
Warlord	5		Warlord	5

Melee steps:

0. The Attacker then the Defender may use Melee/Reaction abilities (these before Melee abilities in step 3)
1. Determination of Attack Dice (Attacker & Defender)
2. Defender may reduce its Attack Pool to gain Defence Dice (½ Attack dice or none, 2A=1D round up)
3. Attacker & Defender abilities + opponent's fatigue
4. Attack Roll (Attacker & Defender, target number is the enemy's Armour. (Max number of Attack Dice is equal to twice the amount of Dice generated by the unit)
5. Defence roll (one dice per hit + any ability extras), Attacker & Defender, cancels hits on 5+. (*Max number of dice is twice the number of hits taken*) If a unit in Cover cancels all hits on 4+ rather than 5+. (*see Cover p22*)
6. Remove casualties. (*Defending player's figure choice, but must remain in contact and unit formation*)
7. Fatigue is attributed
8. Loser must disengage S(4"). *This is highest number of **un-cancelled hits** in step (5) or the Attacker if a draw or if the defender is occupying a building and still has a surviving figure after the melee.*