

Quick reference sheet

MOVEMENT

All foot models move **M** in open terrain.

All mounted models move **L** in open terrain.

All models move **S** when moving from, in or through an uneven ground or crossing an obstacle.

If you move within **VS** of an enemy model, you must engage it in melee.

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

SAGA DICE

At the start of the turn, you roll:

- **One SAGA die** per Warrior or Hearthguard unit
- **Two SAGA dice** per Warlord.
- **Minus one SAGA die** for every SAGA die left on your Battleboard.

With a maximum of 6 SAGA Dice.

SHOOTING

Ranges

M for javelins, **L** for bows, slings and crossbows.

NUMBER OF ATTACKS	
Class	Number of Attack Dice per model
Levies	1 per two models
Warriors	1 per two models
Hearthguard	1
Warlord	2

Shooting steps:

- 1) Target determination and Attack Dice
- 2) Attacker then Defender use their SAGA abilities
- 3) Attack Roll (roll Attack Dice. Target number is the enemy's Armour. Max number of Attack Dice is equal to twice the amount of Dice generated by the unit).
- 4) Defence Roll (cancels each hit on a 4 or more. Max number of Defence Dice is twice the number of hits taken)
- 5) Remove casualties

COVER

Light Cover allows the cancellation of hits on 3s.

Heavy Cover allows the cancellation of hits of 3s and adds one Armour to the target.

FATIGUE

You gain **FATIGUE** for 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 within **S** of your unit.

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**.
- 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**.

MELEE

NUMBER OF ATTACKS	
Class Attack	Dice per model
Levies	1 per three models
Warriors	1
Hearthguard	2
Warlord	5

Melee steps:

- 1) Determination of Attack Dice (Attacker & Defender)
- 2) Defender may reduce its Attack Pool to gain Defence Dice
- 3) Attacker & Defender abilities
- 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 rolls (Attacker & Defender, cancels hits on 5s. Max number of Dice is twice the number of hits taken)
- 6) Remove casualties
- 7) Fatigue is attributed
- 8) Loser must disengage.

A unit in **Cover** cancels all hits on 4s rather than 5s.