



Unit Saga Dice	Equipment Options	Armour M (S)	Aggres M (S)	Special Rules
Warlord 1 60x60mm Max Base Size	-	5 (5)	8 (4)	Bodyguard: hearthguard within 5 can be removed to cancel a casualty Determination: 1 free activation of any type Presence: counts as 4 models Pride: must charge heroes first if in charge range Resilience 1: fatigue until exhausted, then damage We Obey: give unit within 5 free activation
	Heavy Weapon +1 on melee attack dice	4 (5)		
	Mount: Animal (C.pg.39) Winged Mount (AoM pg 17)	5 (4)		
	Mount: Beast (AoM pg.16) 20 move, 2 charge in open terrain	5 (5)	10 (4)	Determination, Presence, Pride, Resilience 2 Imposing: 4 fatigue to become exhausted Flight: L move & charge if entirely in open terrain, can use Mx2 rulers, maneuvers (AoM pg. 17)
	Mount: Beast (Flight)	5 (4)		
Captain 0 G.K Lieutenant 60x60mm	-	5 (5)	4 (2)	Determination, Presence, Resilience 1 Captain: has We Obey ability but may only be used on Hearthguard, Warrior, or Levy
	Heavy Weapon +1 on attack die	4 (5)		
	Mount: Animal (C.pg.39) 2 move/charge across open terrain	5 (4)		
	Winged Mount			
Sorcerer 0 60x60mm	-	3 (4)	2 (0)	Bodyguard, Determination, Presence, Resilience 1 Magic: anytime during Activation phase, not an activation Abuse of power table, AoM pg. 23 Unarmed: no close ranks, +1 to opponent's def. die
	Mount: Animal	3 (3)		
	Winged Mount			
Monsters 1 60x60mm Min 150x100mm Max	Behemoth	4 (4)	14 (0)	Imposing, Presence, Resilience (2) Primitive: can't be activated by or trigger any advanced Saga abilities, Aggression = -1 per fatigue
	Titan	5 (5)	12 (0)	Imposing, Presence, Resilience (2), Primitive Slow: charge & movement is 5 instead of 20
	Scourge (Flight)	4 (4)	10 (4)	Imposing, Presence, Resilience (2), Primitive Breath: once per turn, free shooting attack at 20, no fatigue generated but may not shoot otherwise
Creatures 1	Biped 50x50mm	4 (4)	5 (1)	Imposing, Presence, Resilience (1)
	Quadruped 80x60mm	4 (3)	5 (1)	Imposing, Presence, Resilience (1) Swift: move & charge of 2, may move 2 x 20
Hearthguard 1 30x30mm 50x40mm	-	5 (5)	2 (1)	Uneven Terrain: Move/charge 5 in fields, scrubland, rocky ground, ruins, steep hill, woods. Mounts ending move or charge in uneven ground = +1 fatigue. Light Cover: fields, scrubland, woods Shooting: Cancels hits on 3+ Melee: No effect
	Heavy Weapon	4 (5)		
	Mount: Animal (C.pg.39)	5 (4)		
	Winged Mount			
Warriors 1 30x30mm 50x40mm		4 (4)	1 (1/2)	Solid Cover: rocky ground, ruins Shooting: Armour +1, cancels hits on 3+ Melee: Cancels hits on 4+, defender only
	Mount Animal	4 (3)		
Levy 1 30x30mm 50x40mm	Bow Range Long Crossbow Core pg. 39 Firearms AoM pg. 16	3 (3)	1/3 (1/2)	Close Ranks: Defender loses 1/2 attack dice but gains Solid Cover for melee

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Paladin ○ May recruit 2 max	-	5 (5)	5 (0)	Determination, Presence, Resilience 1 Heroic: Aggression 10 and Resilience 2 when in combat with a monster or unit of creatures
	Heavy Weapon	4 (5)		
	Mount: Animal	5 (4)		
	Winged Mount			
War Machine ○ 150x60mm Base	Static	3 (4)	1 (4 if ≤ L 2 if >L)	Presence, Resilience (1), Unarmed Cumbersome: movement is always VS Powerful Shot: +1 bonus to attack dice. Shoots once per turn only.
	Mobile	4 (4)	2 (4)	Presence, Resilience (1), Unarmed Firearms: L range, if within 20 then +1 to attack dice. Can't shoot two activations in a row.
Memorial ○	Sacred Ground is placed during terrain setup instead of an area of terrain. They do not count toward the minimum # of terrain pieces that must be placed Small, High, Impassable			When a unit of 8+ figures within VS , and no enemy within S of it, you can re-roll one of your Saga dice during your Orders phase.

Shooting (Core Rules, pg. 22)

- 1) Attacker collects combat pool based on shooting Aggression and number of figures in unit that have line of sight and range to at least one target in the defending unit. Add to this any bonus attack dice (max 8 dice).
 - a. Figures in the same shooting unit do not block line of sight for each other. All other figures do.
- 2) Starting with attacker, each player can trigger a Saga ability. The defender may use the attacker's fatigue instead. **Note: attackers can't use defender's fatigue.** (C.pg 32). Once both players pass in a row no further Saga abilities or fatigue may be used for the rest of the shooting resolution.
- 3) Making sure the number of dice rolled is not more than double the initial attack pool, the attacker rolls their dice using all Saga abilities, modifiers, and re-rolls.
 - a. **Solid Cover:** Defender's armour increased by +1
- 4) Defense rolls – one die for each hit plus any applicable modifiers and re-rolls – are resolved saving on a result of 4 or more. If **all** defending unit's models are **within** a terrain feature, they may benefit from:
 - a. **Light Cover:** Defender cancel hits on a 3+ instead of the usual 4+
 - b. **Solid Cover:** Defender cancels hits on a 3+ (and increases armour by +1)
- 5) Defender removes casualties as they see fit applying any modifiers or bonuses, but the unit must remain in formation (C.pg.8)

Maneuvers: If a unit is at least **L** from enemies and in open terrain they may, on their 1st activation, move for free as long as they stay in open terrain and never come within **L** of an enemy unit.

Melee (Core Rules, pg. 27)

- 1) Defender can **Close Ranks**. Discard half of their attack dice after step 2 to gain **Solid Cover** (cancel hits on 4+)
- 2) Attacker & defender make dice pools for **all figures** in the involved units to a maximum of 16 dice
 - a. Defender now loses half of their attack dice if they **Closed Ranks**.
- 3) Starting with attacker, each player can trigger a Saga ability. Both players may use opponent's fatigue instead. Once both players pass no further Saga abilities or fatigue may be used for the rest of the melee.
- 4) Making sure that the number of attack dice rolled is not more than double the step 2 initial attack pool and does not exceed 32 dice, players roll their dice using all applicable Saga abilities, modifiers, and re-rolls.
- 5) Roll defense dice – one die per hit plus any applicable modifiers or rerolls – and cancel hits from step 4 on 5+ (4+ if Closed Ranks or in Solid Cover)
- 6) Remove casualties (defender first) and determine the winner based on most casualties inflicted.
 - a. Maintain unit formation when removing casualties
 - b. At least 1 figure must remain in contact with the enemy
 - c. If defender had Solid Cover and attacker does not outnumber them, attacker withdraws S
 - d. If combat is a draw, attacker withdraws S
 - e. If a unit is completely destroyed, all units of that faction within **S** takes a fatigue.
- 7) Loser withdraws **S**. If combat is a draw, attacker withdraws **S**. If defender had Solid Cover and attacker does not outnumber them, attacker withdraws.