



# Saga Rulebook

## 🌀 Clarifications

### The Basics

#### MODIFIERS (P.9)

If one or more modifiers apply to dice results (due to equipment, a special rule or a Saga ability, for example) they apply immediately to the dice results, before resolving any other effects or consequences to the roll. For example, if you have a +1 bonus on your attack dice and can re-roll the 1s or 2s, the modifier would be applied before determining whether the re-roll is possible.

### Movement

#### 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.

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 even before the first miniature has been moved.

### Terrain

#### 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.

## Special rules

#### JAVELINS (P.39)

*Replace the 2nd bullet of the javelins rule with:*

- During the Activation phase of its player, if the unit equipped with javelins has not been activated to shoot this turn, it can be activated to shoot for free, and this activation generates no fatigue. If the unit uses this free shooting activation, it cannot be activated to shoot until the end of the Activation phase.

#### HEROIC UNITS (P.36)

Note that the measurements for special rules can be made from any figure within the heroic unit. This is especially relevant with heroic units including a Warlord and using rules like "We Obey".

## Clash of Warlords

*Massacre points (p.49)*

Several abilities or special rules allow you to bring previously eliminated figures back into play. Note that unless otherwise specified in the scenarios, massacre points are only counted at the end of the game: figures that have been brought back into play only earn massacre points if they are effectively eliminated at the end of the game.

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