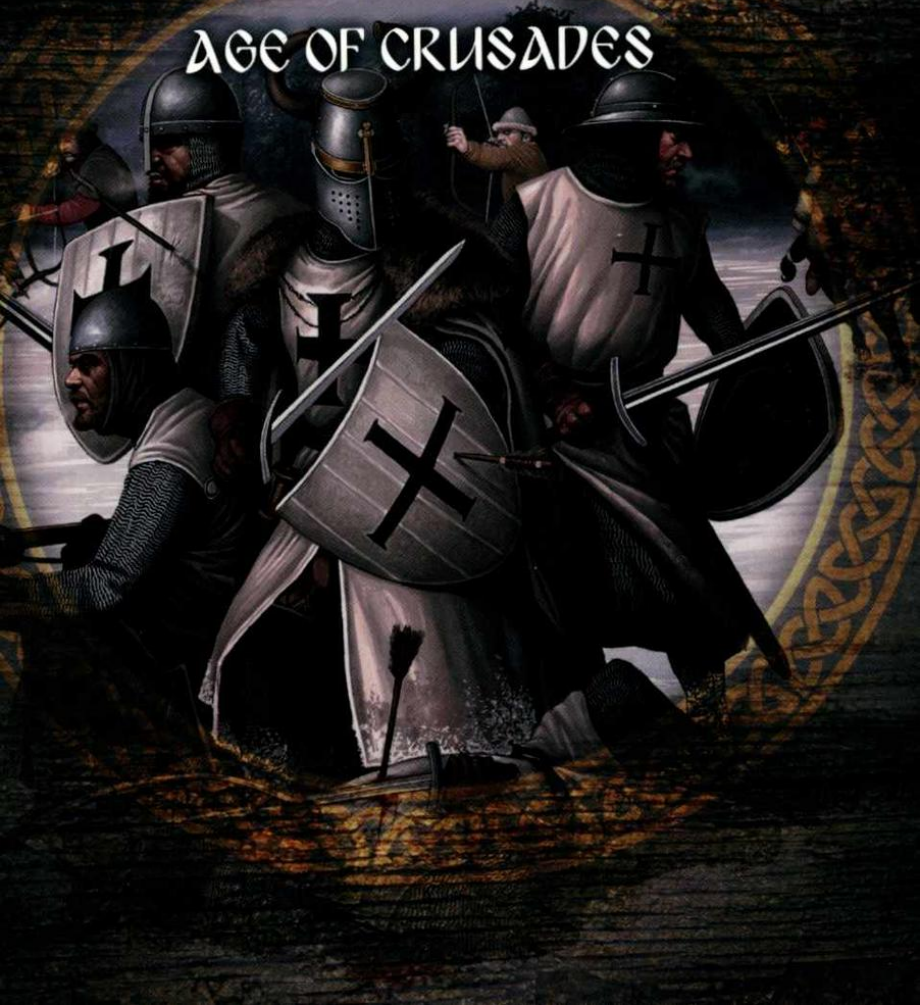


SAGA

AGE OF CRUSADES





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1095...

Pope Urban II calls for a crusade. The hosts of Christianity are sent to the Holy Land to liberate the places Christ lived from the grip of the pagans, and bring aid to their brothers in the East.

Throughout the West, the poor and the mighty take the Cross and join one of the greatest military adventures in history, convinced that their valiant efforts will guarantee them eternal life.

During their journey, they will uncover a turbulent East where Byzantines, Arabs and Turks have battled for decades for domination and the greatness of their empires.

The Crusaders' seizure of the holy city of Jerusalem in 1099 will mark the beginning of a two-century epic of faith and courage.



...1221

A terrible menace emerges from the far-off steppes of Asia to fall on Europe with a powerful fury. The fearsome Mongols sow desolation in countries already ravaged by ceaseless conflict.

Since 1147, following Pope Eugene III's publication of the bull *Divina dispensatione*, Christian princes have swept the shores of the Baltic with fire and blood in their crusade against the last pagans of Europe.

The lords of Saxony, Scandinavia and Poland all fight beneath the banner of the Cross, taking every chance during the struggle to increase their territories and cement their power. They are helped in their holy task by Christ's most implacable knights.

But driven by their appetite for conquest, these brothers in Christ take up arms against each other as often as they do against the fierce worshippers of the ancient gods. Enemies are everywhere, and frontiers change constantly.

Welcome to the battle for faith and independence, to centuries of struggle whose scars still mark the face of Europe and Asia. Welcome to the...

Age of Crusades

Europe at the Dawn of the Crusades

Having emerged from the violent era of the Age of Vikings, the end of the eleventh century saw Europe reinforcing the changes caused by the fall of the Western Roman Empire. The feudal system was now the model around which all society was organised. Since it bound lords to each other by oaths of vassalage which repaid faithful duty with sometimes enormous parcels of land, it encouraged a rise in the power of the nobility.

Since the foundation of the economy was still agriculture, most of the rest of the population lived in rural communities. Towns were still small, only just beginning the inexorable growth that would last until the modern day. Artisans and townsmen profited from flourishing trade, especially along the seas and rivers that eased commercial exchanges between far-off lands.

In the West, the Roman church asserted its moral and spiritual authority and spread the concept of Christianity, binding together the Christian nations with a common faith and social system. Although free of the threat of the Northmen and their pillaging, western society had not become more peaceful. It had to survive regular conflicts between princes and lords which trapped the common man in a cycle of insecurity and destruction.

In the south, the last remnant of the ancient Roman Empire – the Eastern Roman or Byzantine Empire – saw its power and territories diminish under the wild assault of peoples from the steppes and the Levant. Egyptian Fatimids and Seljuk Turks had inflicted numerous defeats on her armies, stoking fears of the empire's imminent ruin. Although Byzantium was the most powerful Christian nation, it cried out again and again for aid from its western brothers. However, the Eastern and Western churches were on the verge of schism over theological and political arguments which had burned since the eighth century.

Further north, the eastern Slavs reigned over a huge territory divided into numerous princedoms. Successive inheritances had broken up the kingdoms carved out by the Varangians and their Slav subjects. The Russian princedoms' adherence to the Eastern rites had made the western nations their rivals rather than their allies. Life in these countries was hard, famine menacing towns and countryside alike each winter. Their frontiers were decided more by the climate than by politics, particularly on Europe's northern fringes on the north and east of Fennoscandia. There lived the semi-nomadic Finnish and Sami tribes, still loyal to their ancestral spiritual traditions.

The shores of the Baltic Sea were about to enter an era of devastation. Easily and swiftly navigated, the Baltic had encouraged trade between a mosaic of Slav and Germanic peoples since the Bronze Age. Indeed, the Kingdom of Poland and the eastern duchies of the German Holy Roman Empire were now powers of the first order, whose princes turned their gaze on the territories of Europe's last pagan peoples in search of glory and riches.

Made up of different Slavic tribes, these peoples had been protected from the conquests of the Carolingians and their descendants – and indeed from the church's great evangelising missions – by the difficulty of even reaching their ancestral lands. Far from passively accepting their neighbours' appetite for territory and taking advantage of Scandinavian peace and feudalism, Europe's last "barbarians" launched regular raids into Saxony, Poland, Denmark and even Sweden.

Thus the Age of Crusades gradually emerged, several centuries of upheaval and courage in which Christ's disciples would come together in fragile unity to confront adversaries from beyond the borders of Europe who fought for their own empires and identities.

How To Use This Supplement

Age of Crusades is a Saga supplement dedicated to the military expeditions now known as the Crusades, which were led by western knights across the Levant, central Europe and the East from the eleventh to the thirteenth centuries.

It is a heroic era, in which religious fervour guides men's steps and swordswings into legendary and bloody battles. Its major players are still well known in our own time, and names like Saladin, Godfrey of Bouillon, the Teutonic Order and Alexander Nevski still echo in our memories.

THE FACTIONS

This Saga Universe presents twelve different factions. Each of these factions provides the following information:

- ⊙ The dice you need to play the faction
- ⊙ Some historical context
- ⊙ The faction rules, detailing the equipment available to your troops and the faction's special rules.
- ⊙ A summary table of your faction's units which takes into account any changes to their characteristics caused by different equipment options.
- ⊙ The faction's two exclusive Legendary Units. Most of these units will be Heroes, whose characteristics and special rules are presented in a chart. Note that any changes to Armour caused by their equipment have already been taken into account in these units' profiles.
- ⊙ A wise lesson from Galon, our guide to the *Age of Crusades*, whose edifying erudition will give tips on how to play the faction and answer the most frequent questions about using certain Battle Board abilities.

The factions in this Universe have been designed to offer balanced and interesting games, even if they don't always have historically accurate protagonists. Saga is a game in which imagination is key, so if you want to send the Eastern Princes' troops to fight against the implacable Seljuks alongside their Orthodox Byzantine brethren, *Age of Crusades* lets you do it!

However, this supplement has not been designed for games against factions from other Saga universes. Although nothing prevents you from playing such games—the core rules being, of course, the same—keep in mind that such games are not guaranteed to be balanced and should only be played between friends.

Galon teaches...

I am Galon d'Aprémont, brother of the Temple, in service to the army of the Lord for many years, and dedicated to the defence of the Holy Land and its pilgrims against the formidable infidel. My knowledge of this heroic era's protagonists is vast, and I will give you valuable lessons on the ways they fight.

Study well my brothers, for only the valiant knight whose sword-arm is guided by spiritual wisdom can triumph over the perfidious pagan's ploys!





Similarly, the Legendary Units available to each faction are there to offer your warband a different gaming experience, and to slake our desire to bring these heroic warriors to life on our gaming tables. Their rules were created for the fun of playing them, and not for a rigorous competition environment. These units may only be used in friendly matches and with your opponent's consent.

NEW EQUIPMENT

Age of Crusades also offers new equipment options: the War Banner and camels (see New Equipment, p. 68).

Banners, standards and other sacred symbols which demonstrate allegiance to a temporal or spiritual lord are found in all the armies covered by this Universe, and any of them may give one of its units with one. On the other hand, camels are only available to certain factions.

AUXILIARIES

Auxiliaries are the mercenaries of the *Age of Crusades*. They have a dedicated chapter in this Universe which describes the several different types available to various factions.

ACTS OF FAITH

This chapter offers players the chance to turn an aggressive punch-up into a true battle for the faith. These rules are completely optional, and are only used if both players agree to use them.

THE BATTLE BOARDS

This book is accompanied by twelve cardboard sheets, namely the Battle Boards for the various factions described in this Saga Universe. Each faction must use the correct Battle Board—it would be inappropriate to play Saracens using an Ordensstaat Battle Board!

The advanced Saga abilities on each Battle Board are further explained in each faction's own chapter, but most of the factions' basic Saga abilities share a common structure.



- ⊙ The basic activation abilities - of which there are usually three - allow you to activate the different types of troops in your warband during the Activation phase. By triggering this ability, you may activate a unit belonging to one of the unit types listed in the ability's description.
- ⊙ The activation pool, which lets you increase how many inactive Saga dice you have available. To do this, simply trigger it during the Orders phase, and take two available Saga dice (i.e. the dice you haven't rolled yet, or have already used to trigger an ability this turn), roll them and add them to your available Saga dice. Certain activation pools may work differently.
- ⊙ The combat bonus, which can gain you attack or defence dice during a shooting attack or a melee. To use it, simply trigger it by discarding one of the dice placed on the ability, choose whether to gain attack or defence dice, and take the appropriate number of dice (this will depend on the symbol on the die used to trigger the ability).

The abilities which appear above the faction's name are basic abilities which can each be triggered several times during a single turn. On the other hand, the abilities on the lower part of the board may only be triggered once a turn.

WHICH FACTION SHOULD I START WITH?

Most of you will already have an idea of which faction you want to lead to victory on the gaming table, either because you know which figures you have in or want to add to your collection, or because of your affection for a certain historical figure or culture. How you like to play is also an important consideration, as you will learn that the factions displayed in this Universe sometimes fight in very different ways.

However you decide, we thought it would be sensible to show how complicated each faction in the book is with a scale of one to three stars, running from the easiest to the hardest to use. This classification is based on the degree of interaction between their Saga abilities, the difficulty of putting them to use effectively and our own experience. A one-star faction is therefore quick to learn thanks to its intuitively usable abilities. On the other hand, a three-star faction has a learning curve and abilities that require more thought to crack.

Whichever one you choose, they all offer a new and fun gaming experience, and you'll find it very gratifying to learn and master several of them. However, if you are just starting out with Saga, we recommend you start with a one- or two-star faction and only collect a three-star faction once you have acquired some experience.

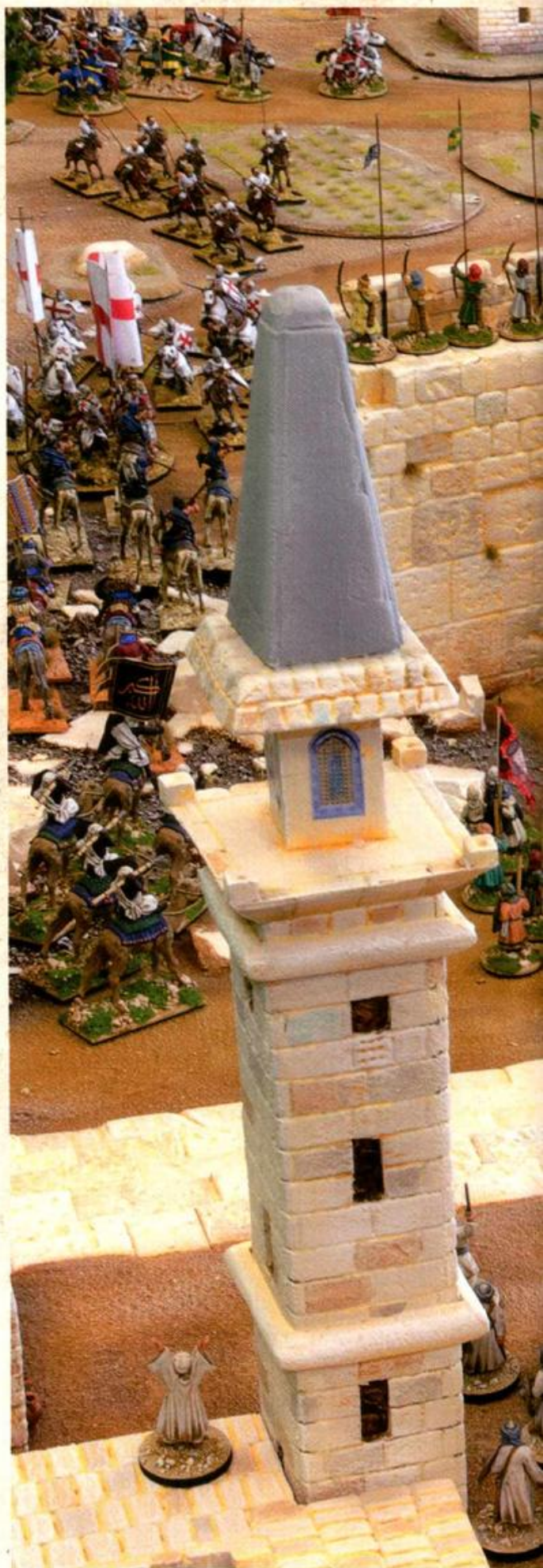
Faction	Difficulty
Byzantines	★
Crusaders	★
Ordensstaat	★
Moors	★
Milites Christi	★★
Mutatawwi'a	★★
Pagan Peoples	★★
Polish	★★
Eastern Princes	★★
Saracens	★★
Spanish	★★★
Mongols	★★★

THE NECESSARY SAGA DICE

This book uses six different types of Saga dice.

If you don't have the right kinds of dice, here is a table which shows how an ordinary d6 corresponds to the symbols on the various Saga dice.

	1-2-3	4-5	6
Christian dice			
Muslim dice			
Eastern dice			
Roman dice			
Continental dice			
Teutonic dice			

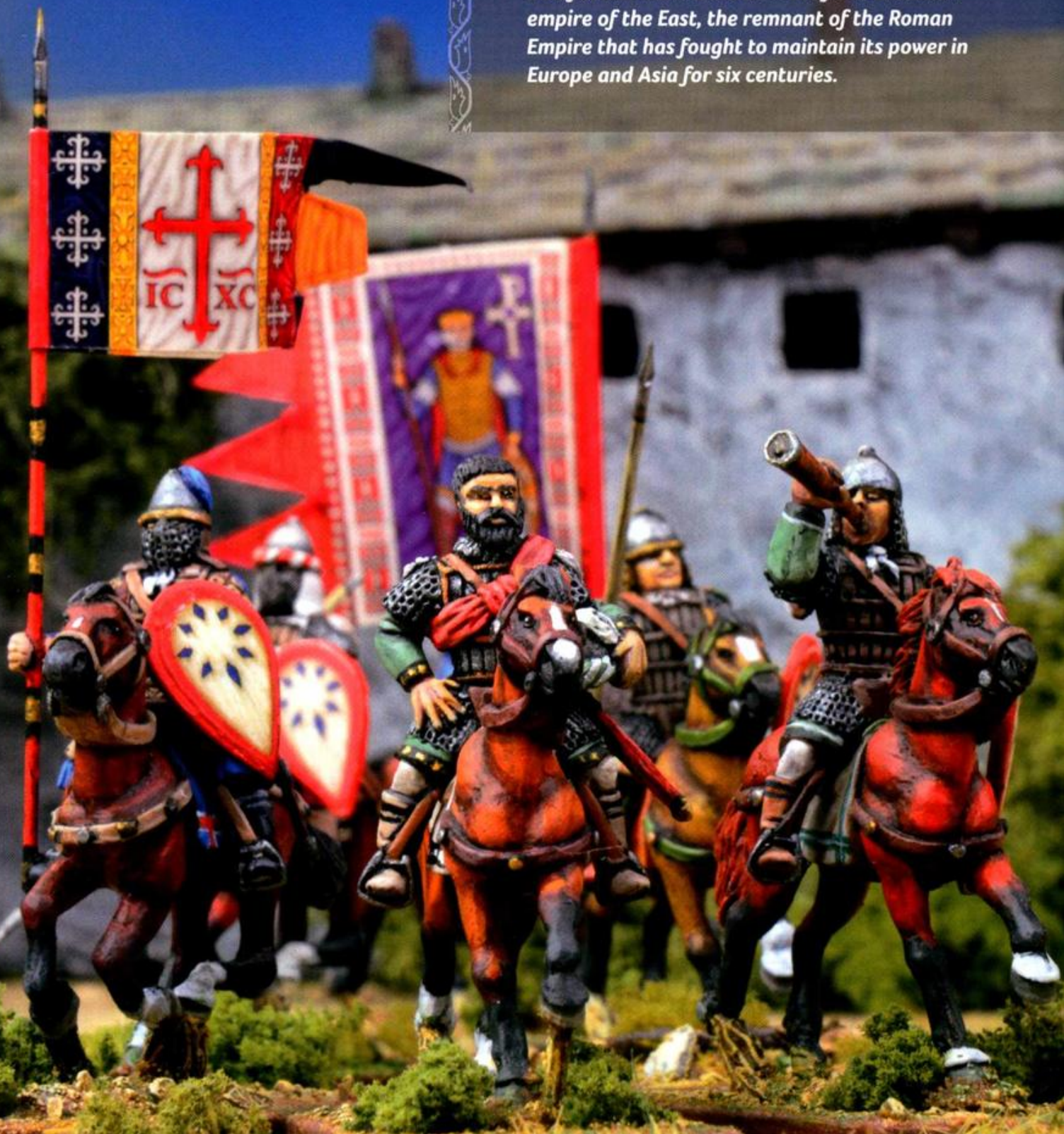






The BYZANTINES

This faction covers the armies of the Christian empire of the East, the remnant of the Roman Empire that has fought to maintain its power in Europe and Asia for six centuries.



In 476, the western part of the ancient Roman Empire, divided into a *pars occidentalis* and a *pars orientalis* since the third century, foundered beneath the weight of barbarian invasions. From its capital in Constantinople, the eastern half of the empire held out and assured the survival of the Roman state for hundreds of years.

Blessed with powerful armies and navies, the Byzantine Empire threw itself into the reconquest of the old western provinces as early as the sixth century. They reestablished themselves as far away as Spain, and retook Italy from the Germans. Its pivotal position between East and West and its control of the Mediterranean gave it massive political and commercial influence, but also left it constantly exposed to threats from both directions.

Until the thirteenth century, Constantinople's position at the start of the Silk Road guaranteed dominance of a profitable international trade, generating riches and cultural refinement that were unrivalled in the period. However, the Arab Conquest lost the Empire several territories around the Mediterranean, while in the north, Bulgars, Hungarians and Pechenegs ensnared it in long conflicts.

At the dawn of the Age of Crusades, the Empire was caught at bay, wracked by military disasters and internal struggles over the succession. Seljuk invasions led to the Imperial army's painful defeat at Manzikert and the loss of most of Anatolia, governed from then on by the Sultanate of Rûm. Her last Italian possessions were in the hands of Norman adventurers who then turned their greedy eyes on the

Balkans. Internal discontent brought Alexios I Komnenos to power in 1081 as the first emperor in a new dynasty. Although he won decisive victories against the Pechenegs in the north, the Turkish menace forced him to send an appeal for help to the Christians of the West. They responded by declaring a Crusade and sending a multitude of men under arms.

To the westerners, Constantinople was an empire of Greeks and not the successor to the Roman Empire they regularly tried to revive themselves. To this was added a religious schism that was stoked by both the Roman and Eastern churches and led to distrust between these former brothers. Alexios nevertheless attempted to turn the vast army of Crusaders to his own purposes. He saw a chance not just to defend his empire, but to reconquer the lost provinces of Asia Minor and the Middle East as well.

The courteous welcome he gave the western lords helped extract a promise from them that they would return to him all the lands and towns conquered by the Crusade, in exchange for his logistical and military support. However, the greed of the Frankish knights and the defection of the Imperial army during the siege of Antioch put paid to that agreement. The Crusaders became independent rivals to the Emperor's authority in the Middle East, and although the following decades were punctuated by occasional aid and alliances, the enmity that grew between these Christians resulted in disaster for the Byzantine Empire.

BYZANTINE TROOPS

At the dawn of the Age of Crusades, the army of the Byzantine Empire was no longer organised around the old system of themes. Their territorial losses and diminished pool of conscriptable manpower forced Alexios I Komnenos to reorganise the army. Its nucleus was made up of disciplined and well-trained troops who were native to the Empire. This is when the cavalry supplanted the infantry's place, as tactics put more and more emphasis on harassment. Numerous foreign mercenaries swelled the ranks and provided specialist troops. Your **Warlord** is a professional soldier, probably a Strategos or Domestikos. He is a competent general, well-read in military manuals—some of which date back to the first centuries of the Empire.

The most heavily-equipped horsemen are **Hearthguards**. Carrying bows or lances, they might be foreign mercenaries like Latins or Hungarians. More lightly equipped than their western equivalents, their role is to weaken the enemy before landing a decisive blow.

At their sides ride light mounted archers recruited from amongst allied or vanquished peoples like Pechenegs or Serbs. These are your **Warriors**.

The infantry is made up of **Levies**, mostly minor landowners. Using ranged weapons or spears and shields, their units support each other during battle.

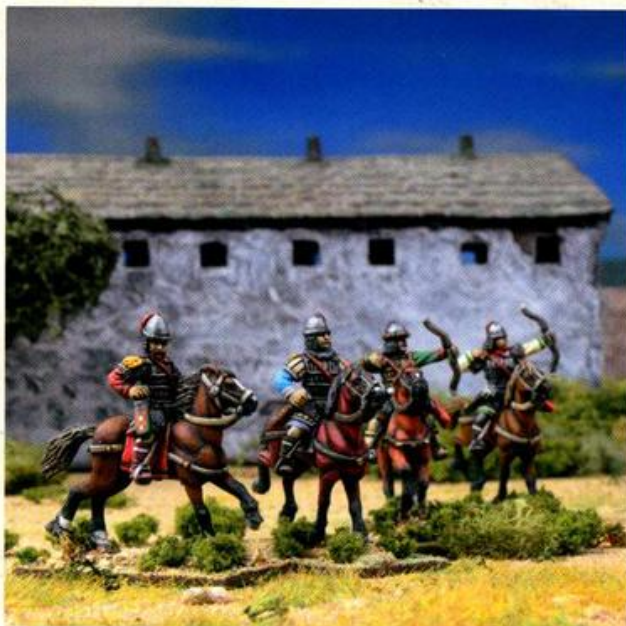
FACTION RULES

The **Warlord** is mounted on a horse.

Hearthguards are mounted on horses.

Warriors are mounted on horses and equipped with composite bows.

Levies may be given crossbows, bows or no special equipment.



BYZANTINE UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Hearthguards	Horse	5 (4)	2	Mount: Horse
	Heavy weapon	5 (6)		Varangian Guard only
	-	6 (6)		Varangian Guard only
	Horse, Composite bow	5 (5)	2 (1)	Athanatoi only, Mount: Horse
Warriors	Horse, Composite bow	3 (3)	1 (1/2)	Mount: Horse
Levies	-	4 (4)	1/2	-
	Crossbow	3 (3)	1/3 (1/2)	-
	Bow	3 (3)		-

LEGENDARY UNITS

VARANGIAN GUARD

The Varangian Guard was one of the Byzantine Empire's most famous elite units. Its origins date back to the tenth century when Prince Vladimir I of Kiev converted to Christianity and offered Emperor Basil II a bodyguard of several thousand men. Originally made up of Variags—that is to say Swedish Vikings settled in Eastern Europe—at the start of the Age of Crusades it counted a huge variety of western European fighters among its ranks: Scandinavians, Normans, Franks and even Anglo-Saxons. Famed for its loyalty and combat prowess, the Guard was well-known for its use of the Dane-axe and its shieldwall.

☉ Legendary Unit

You may spend a point to turn a unit of up to 8 Hearthguards into Varangian Guard. It fights on foot and may be equipped with heavy weapons.

☉ Elite Unit

The Varangian Guard is made up of serried ranks of formidable warriors in the best armour. Therefore, their Armour is 6, reduced to 5 in melee if they have heavy weapons.

☉ Veterans

The men of the Varangian Guard are experienced fighters. The unit has the *Determination* special rule.

☉ Stubborn Defenders

If the Varangian Guard is the target of a charge, it can re-roll any attack dice which fail to score a hit during the ensuing melee.

ATHANATOI

The Athanatoi regiment, known as the Immortals, was first founded during the tenth century in the reign of the emperor John I Tzimiskes to provide an elite cavalry unit for the wars against the Rus. Comprised of young Byzantine nobles, the unit was commanded by a *Domestikos*, a second-in-command to the commander-in-chief. The Athanatoi were re-established during the Nikephorian reorganisation of the army after the battle of Manzikert. Although they came from the eastern themes, their recruits were all Byzantine by birth and gave distinguished service, particularly in the war against the Pechenegs in 1090.

☉ Legendary Unit

You may spend a point to turn a unit of up to 8 Hearthguards into Athanatoi. They are mounted on horses and equipped with composite bows.

☉ Elite Unit

The Athanatoi are an elite Imperial unit with the best equipment. Therefore, their Armour is 6, reduced to 5 against both melee and shooting attacks due to their bows.

☉ Veterans

The Athanatoi are trained for combat from the youngest possible age. The unit has the *Determination* special rule.

☉ Tactical Movement

During your Activation phase, when you activate your unit of Athanatoi to make a shooting attack, you may choose to discard all your attack dice. If you do that, take one of your inactive Saga dice and place it on the *Domestikos* ability, as long as *Domestikos* has fewer than 3 dice on it.



The Byzantines

as seen by Galon

Brother Galon, what should I know about the Byzantine armies?

Beware those perfidious Greeks! Although they are our Christian brothers, they work only towards their own interests and their Empire's survival. Their armies are nonetheless large and powerful. They have held out against the Saracens for centuries thanks to their soldiers' organisation and coordination. Although they're too cowardly to charge the enemy properly, their strategic sense is formidable, and their men work together to attack the enemy from every side.

A Byzantine warband offers the players a lot of options thanks to its different equipment options. Their shooting is as good as their melee, but a wise Byzantine general will keep in mind the number of abilities on his board that work best when his units are within 8 of one another. This is made easier by how large Byzantine warbands can be—outnumbering the enemy is easy. They can put the emphasis on one playstyle or mix and match, but co-ordinating units is always the key to victory and must be considered when assembling the warband. Managing enemy movement is also vital, since it is risky to leave a unit isolated from the rest of the warband. On top of this, most of the Battle Board's ability are very expensive.

The *Domestikos* ability is unique and offers the Byzantine player the chance to easily acquire Saga dice with the symbol of their choice. However, this does require forethought and the ability to play for time in order to pull off a cunning plan.

The Domestikos ability is very odd, could you tell me more about it?

It's so odd that its keyword is "Special" (I hope you appreciate Christian humour...).

It's an essential ability for any Byzantine general worth the name. You have to pay attention to grasp all the subtleties of its use. During each of your Orders phases, after rolling your Saga dice but before putting them on your Battle Board, you can place up to 3 inactive Saga dice (the dice you just rolled!) on *Domestikos*. Alternatively, if there are already dice on the ability, you can remove them all, choose which face they should show and add them to your inactive Saga dice. You read that right: you can choose any face, even a ✖!

But the start of the turn, after rolling your Saga dice, is the only time when you can interact with this ability. After that point you can no longer place dice on this ability, or remove them - except via other Saga abilities, as we will see later.

You will therefore have to use your common sense to make use of this ability. Do you at least understand why Byzantine generals were so sophisticated?

If I've understood correctly, this ability therefore allows me to guarantee having the right dice in a later Orders phase. Is that right?

That's exactly right. It ensures that you control your fate, and that you have the symbols you need to execute your plan.

Isn't there a limit on the number of dice you can place on Domestikos?

No, but you can only add three dice to it in any given Orders phase.

Can I trigger Strategikon when my opponent activates a unit to charge?

The wise man weighs his words before speaking. Of course you



can't use this ability in reaction to a charge activation. It specifies movement or shooting, and a charge is neither!

When I use Mixed Formation, how do I calculate how many attack dice my unit throws?

It's not that tricky. This ability affects one of your Levy units. A Levy figure has an Aggression of 1/2 during shooting attacks. You therefore roll one die for every two figures in range of the target. If you discarded a ✖, you also add two dice for each friendly unit within 8. Obviously, the activated unit is not taken into account in this calculation. The ability is very powerful if your units are close together. But watch out—you can never exceed 8 dice, which is the maximum number of attack dice a unit can have in its combat pool before using Saga abilities!

Which units are affected by the Thousand Year Empire ability?

The power of the Byzantines lies in the cooperation of their soldiers. *Thousand Year Empire* affects all the units in the Byzantine warband during each melee and shooting attack they are involved in until the end of the current turn.

And if my opponent gets bonus attack dice, does that grant me defence dice?

Not at all! *Gain* means something specific in Saga, and refers to dice received during the Saga abilities phase of a melee or shooting attack. Units get bonus attack dice, which isn't the same thing. It's a subtle difference, but if you seek to ascend to the court of Constantinople, you'll have to master semantics!

What happens if I use the Our Comrades' Shields ability on a unit that has closed ranks?

It seems you haven't drunk deep from the Scribe's teachings... A unit that has closed ranks counts as being in solid cover (see the Saga rulebook, p. 26). Since this effect cannot be doubled, *Our Comrades' Shields* would bring you no benefit in that particular situation.

What is Basileus for?

Thank God my faith in Him is unshakable, or I'd be swearing like a sailor... This ability is very obviously for gaining Saga dice. Of course, they aren't immediately available, but are instead placed on *Domestikos*. You'll get the symbols you want from your next turn!

Does that mean that I can take dice from Domestikos, choose their face, and use one of them with Basileus to recharge Domestikos?

I see you're starting to understand...

Isn't that too powerful, Galon?

A few moments ago a student was asking me what the point of this ability was. He must have been touched by God's grace...

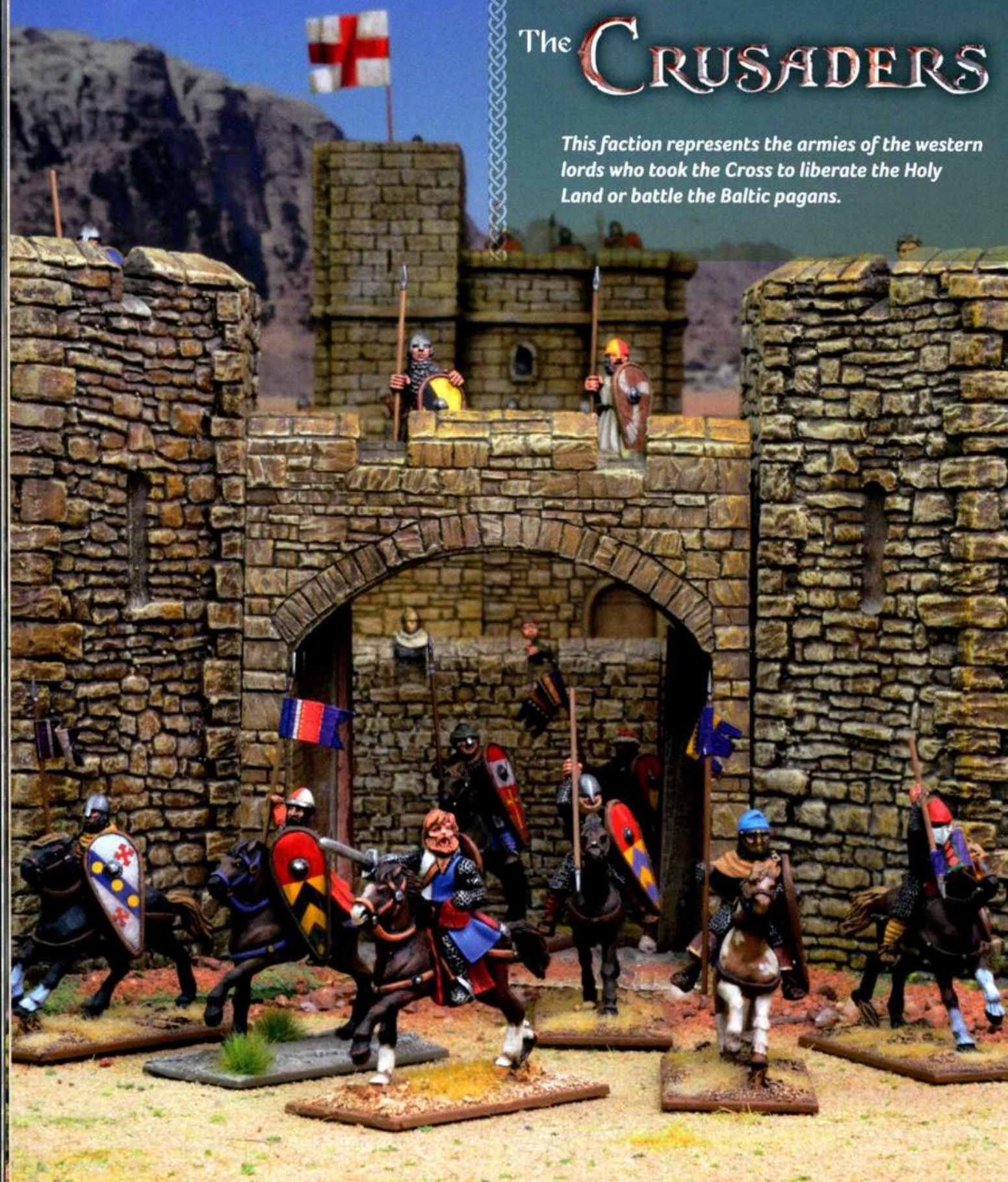
To trigger Acolythus, is it enough for one figure from a unit to be within 8 of one figure from another unit?

Yes, otherwise we would have stipulated that the units had to be entirely within 8 of each other, which is obviously not the case.



The CRUSADERS

This faction represents the armies of the western lords who took the Cross to liberate the Holy Land or battle the Baltic pagans.



The dissolution of Charlemagne's empire led to a weakening of central authority in the West. This in turn caused an increase in the power of the nobility, who, taking advantage of the feudal system, emerged from the Age of Vikings as a powerful hereditary order whose members often ruled over vast territories. Some lords struck gold coinage and maintained armies that were very large for the time. The descendants of Germanic warchiefs, they themselves were administrators and armed defenders of the medieval social order. Although the romantic notion of the Christian knight was still in its infancy, they formed a professional warrior caste, proud of their military prowess, bound together by oaths and a common faith.

At the end of the eleventh century, the absence of external threats left these impetuous warriors idle, and plunged the West into turbulent times. Warriors by nature, the European nobility indulged in ceaseless private wars, seeking personal glory and riches instead of the well-being of God's flock.

It is in this context that the Church increased its efforts to pacify western society and published the first call to Crusade. At the Council of Clermont in 1095, Pope Urban II promised that knights who rode to free their eastern brothers from the Turkish yoke would have all their sins forgiven. The response to this message, amplified by many preachers, reverberated throughout the West among the powerful and the humble alike.

A first crusade – called the People's Crusade – led by the preacher Peter the Hermit, left for the Holy Land

prematurely, and led a host of fanatical peasants to a gruesome end. A second crusade, officially named the First Crusade, left in 1097 with a formidable army drawn from across Europe. The forces of powerful nobles like Godfrey of Bouillon, Raymond of Toulouse and even Bohemond of Tarento united in order to liberate Jerusalem and its pilgrimage routes. Their prize was won in 1099 after a very long journey, and although the majority of the victorious army returned home, many knights stayed in the east to build new kingdoms.

Further north, the eastwards expansion of the Duchy of Saxony had encountered the resistance of the Baltic Slavs since the eleventh century. The very fact they were pagans made them the sworn enemies of Christian knights. As for the kings of Scandinavia, they were bitterly aware of the raids launched against their coasts by these same pagans, and how necessary a counter-attack was.

A Danish expedition therefore brought war to the isle of Rügen in 1135 and destroyed the city-castle at Arkona. Several years later in 1147, the Pope responded to the northern dioceses' calls for aid with the announcement of a Crusade against the Baltic pagans. Via a papal bull, he granted the same spiritual rewards given to those battling in the Levant to those fighting Europe's last pagans. Ten years after that, the Swedes joined the campaign begun by the Danes and Saxons and marched on what would become Finland. Several crusades were launched as the West encroached ever further eastwards, colonisation and Christianisation progressing slowly at the cost of constant warfare.

CRUSADER TROOPS

The Crusader forces are feudal armies, identical in every way to the western armies of the time. Leaving aside their motivations, their equipment, organisation and tactics are those of western knights and their retinues.

Your **Warlord** is therefore a noble of high or low rank, whose role in life is governing and fighting. Trained from a very young age to command and lead armies, he is an experienced warleader.

Your **Hearthguards** are equally noble knights. Professional warriors, their wealth is variable and they fight to fulfil oaths of vassaldom or for personal reasons. They form powerful heavy cavalry units who rely on the violence of their charges, but also know how to fight on foot when necessary.

As for your **Warriors**, they are serjeants. Commoners all, they are nevertheless veteran combatants and used to obeying their lord. They make up the majority of the feudal infantry, but can also carry ranged weapons or support mounted knights.

Your **Levies** are made up of commoners who have taken the Cross for the good of their souls and are not well armed. Ranged weapons, easily acquired by the poor, are the weapons of choice for these part-time warriors. With them march the **Pilgrims**, fiercely determined to win their salvation despite the interference of the infidel.

FACTION RULES

When assembling your warband, you must choose between a force of Levantine Crusaders or Baltic Crusaders.

☉ Levantine Crusaders

The **Warlord** and **Hearthguards** may be mounted on horses, equipped with heavy weapons, or take no special equipment options.

The **Warriors** may choose between no special equipment options, bows, or crossbows (one unit of up to 8 figures). Also; a maximum of one unit may be mounted on horses.

The **Levies** of your warband are Pilgrims. They are unarmed but have improvised projectiles. Their Armour is 3 against both melee and shooting attacks.

☉ Baltic Crusaders

The **Warlord** and **Hearthguards** can be mounted on horses, equipped with heavy weapons, or given no special equipment.

Warriors can either have no special equipment or be mounted on horses.

Levies must be armed with either bows or crossbows.

CRUSADER UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
	Heavy weapon	4 (5)		-
	-	5 (5)		-
Hearthguards	Horse	5 (4)	2	Mount: Horse
	Heavy weapon	4 (5)		-
	-	5 (5)		-
Warriors	-	4 (4)	1	-
	Horse	4 (3)		Mount: Horse
	Crossbow	3 (3)	1 (1/2)	Levantine only, a unit of up to 8 figures
	Bow	3 (3)		Levantine only
Levies	Pilgrims: Unarmed, Improvised Projectiles	3 (3)	1/3 (1/2)	Levantine only
	Crossbow	3 (3)		Baltic only
	Bow	3 (3)		Baltic only

LEGENDARY UNITS

GODFREY OF BOUILLON, DEFENDER OF THE HOLY SEPULCHRE

Son of Eustace and Blessed Ida of Boulogne, Godfrey of Bouillon was a descendant of Charlemagne. Raised by his uncle Godfrey the Hunchback, he inherited the older Godfrey's titles upon his death and thus became a vassal of Emperor Henry IV. Having entered Rome under arms to support the latter in his struggle against Pope Gregory VII, he swore to defend the Christians of the east to right his wrongs. His moment came in 1095 when Europe was ringing with the call to Crusade and the prophecies of Peter the Hermit. Master of a vast realm, Godfrey assembled a powerful host and left for the Holy Land in 1096 with his brothers Eustace and Baldwin. Although command of the Crusade fell to Raymond of Toulouse, Godfrey distinguished himself as one of his most courageous chiefs. He was one of the first knights to enter Jerusalem when the city was attacked. He nonetheless humbly refused the city's crown when it was offered to him and instead took the title of Defender of the Holy Sepulchre, devoting his reign to the defence of that holy place. Godfrey died in 1100, only a year after taking Jerusalem.

◎ Legendary Unit

Godfrey of Bouillon is a Legendary Warlord for Levantine Crusaders who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

◎ Herculean Strength

A legendary figure, Godfrey is said to have been uncommonly strong. During each melee in which he faces a Hero, Godfrey gets a +1 bonus to his attack dice.

◎ Courageous Knight

Godfrey was a fearless fighter who did not hesitate to fight in the front line. Godfrey's charge activations are free. Also, if he wins the combat following one of his charges, he takes no fatigue at the end of that combat.

PETER THE HERMIT

Little is known of Peter the Hermit's early life. We do know he was a son of the House of Auvergne, had a military career in the service of Eustace of Boulogne and became a priest after he was widowed. Peter was one of the main preachers to reply to Pope Urban II's call for Crusade in 1095. Preaching throughout the east of France and all the way to Cologne, he amassed a great host. Primarily made up of commoners, it also included a few knights—including Walter Sans-Avoir—and headed straight for the Holy Land. Deaf to Alexios Komnenos' advice, he led his horde of crusaders across Anatolia—losing control of it piece by piece—and into a massacre at Kiliç Arslan's hands at Civetot. Having escaped the massacre, Peter rejoined the road to Jerusalem alongside the First Crusade. He disappeared from history after the city fell in 1099, and the last years of his life are the stuff of legends.

◎ Legendary Unit

Peter the Hermit is a Legendary Warlord for the Levantine Crusaders who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
1	4 (4)	4	Horse
Special Rules			
Bodyguards, Determination, Presence, Resilience (1), We Obey			

◎ People's Crusade

A warband led by Peter the Hermit cannot contain any Hearthguard units. Also, it cannot spend more points on Warriors than on Pilgrims.



☉ *Tonsures and Cudgels*

Peter's warband may recruit as many units of Fanatical Pilgrims (see Fanatical Pilgrims, p. 70) as you wish. These units get the *Loyal* special rule (see *Loyal*, p. 71). No other Auxiliary units may be recruited.

☉ *The Maddened Masses*

While Peter the Hermit is on the table, your Levy units may be activated via the basic activation ability on your Battle Board reserved for Hearthguards and Heroes. Also, any Levy unit in your warband within **M** of Peter gains 2 bonus attack dice during every melee and shooting attack.

☉ *Idol of the People*

Peter the Hermit can use his *Bodyguards* rule on any unit of Levies from your warband. However, you must remove two figures instead of one in order to cancel a hit suffered by Peter.

HENRY THE LION, DUKE OF SAXONY AND BAVARIA

Henry XII of Bavaria, called the Lion, was born in 1129 as the heir to both the Duchy of Bavaria through his father and the Duchy of Saxony via his mother. Cousin to the Emperor Frederick Barbarossa, he ruled a large domain and his colossal fortune made him the richest German noble of his era. Seeking to expand his realm to the east, he launched a successful campaign against the pagan Obodrites of Mecklenburg and encouraged men from all over the Empire to colonise the region. He also took part in the crusade against the Baltic Wends started by the Scandinavian kings and fought alongside them in several joint campaigns. Frightened by his growing power and insubordination, Frederick Barbarossa deposed him in 1180.

☉ *Legendary Unit*

Henry is a Legendary Warlord for the Baltic Crusaders who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
1	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ *Wealthy*

The Duke's colossal fortune let him conduct numerous campaigns. If Henry the Lion commands your warband, you may recruit a unit of Western Knights (see Western Knights, p. 72) for free, that is without paying any points. This unit gains the *Loyal* special rules (see *Loyal*, p. 71).

☉ *Towards the East*

Henry the Lion massively increased his eastern dominions via a grand scheme of conquest and colonisation. Henry's warband can recruit as many units of Western Knights (see Western Knights, p. 72) as you wish. These units gain the *Loyal* special rule (see *Loyal*, p. 71).

☉ *Exiled*

Having achieved glory, Henry met an inglorious end. When calculating victory points at the end of a game, Henry always counts as having been killed. If this really happened, his death gives your opponent two extra massacre points.

ABSALON, BISHOP OF ROSKILDE AND ARCHBISHOP OF LUND

Second son of the powerful Danish Hvide family, Absalon was one of the most powerful and influential men in twelfth century Denmark. Raised alongside the future King Valdemar I, Absalon became his chaplain and military advisor. Made bishop of Roskilde in 1158, he was also elevated to the position of Archbishop of Lund in 1177 despite the canonical ban on holding both posts. Although a man of the cloth, his talents as a warchief made him the king's main weapon in the struggle against the piratical Wends who had ravaged the Danish coasts for decades. Absalon managed to destroy the pagans' power bit by bit with regular naval patrols and ceaseless night raids. His strategy eventually allowed the seizure of the isle of Rügen in 1168 and the destruction of the great pagan sanctuary of Arkona, leading to the conversion of the Wends and an end to the menace they had once been.

☉ *Legendary Unit*

Absalon is a Legendary Warlord for the Baltic Crusaders, who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Resilience (1), We Obey			

☉ *Man of God*

Although very warlike, Absalon was also very devout. He has the *Visitation*, *Inspiration* and *Meditation* special rules (see *Priest*, p. 71).

☉ *Snäkar*

Absalon made the Danes use the raiding tactics their Vikings ancestors had bequeathed them. Any unit in Absalon's warband may be deployed off-table. At the start of each of your activation phases, you may discard any Saga die from your Battle Board to deploy one of these units within **VS** of any board edge and more than **M** from any enemy units. A unit which is deployed this way may not be activated in the turn it enters the game. Finally, these units do not generate Saga dice while they are off the table.



The Crusaders

as seen by Galon



Brother Galon, what can you teach me about the armies of those who've taken the Cross?

Crusader armies bring together knights and commoners who have sworn to liberate the places our Lord lived from the oppression of infidels and thereby redeem their sins. They might not have the discipline of my Temple brothers, but they are nonetheless brave fighters and fervent defenders of our faith. Those who fight in Europe battle in hostile terrain against stubborn pagans. Among their ranks are knights of all ranks and their retainers. Their numbers are swollen by a large number of men from all walks of life who want to join this noble cause.

The first thing to remember about this faction is that it comes in two different varieties. Levantine Crusaders have access to hordes of fanatical Pilgrims, who are very fragile, but also very flexible. If you prefer to deploy an army fighting on the shores of the Baltic, you can recruit a lot of missile troops, who are of course less inclined to charge into melee.

Carefully combing through their Battle Board will reveal several abilities that have different effects depending on the version you have chosen. The playstyle really changes, and is far more aggressive with the former but shows more endurance with the latter. Although Hearthguards form this faction's main striking force, their Levies play an equally important role, and collaboration between these two troop types is vital for Crusaders. Warriors should not be overlooked either, since they play an important supporting role.

As well as paying attention to the warband's composition, remember that this faction is very aggressive in melee. It has several useful defensive abilities, but none of them will let you directly affect your opponent's plans. You will therefore need to watch them closely to make sure you get to launch decisive attacks and stop them from dictating the rhythm of the game. God scorns the fearful, and you will need to win quickly to avoid losing your troops piece by piece.

I'm ashamed to ask you this question Galon, but what are these Pilgrims the Crusader Battle Board keeps referring to?

Your ignorance wounds me... How can I hope to turn you into a dignified defender of the faith? If you read the Crusader equipment table carefully, you will see that Pilgrims are Levy units for Levantine Crusaders. They might seem weak in comparison to other Levies, but several Battle Board abilities make them an attractive choice.

Several abilities require me to have recruited Pilgrims to my warband. If I've done that, but they've all been removed as casualties, can I still trigger the corresponding effects?

Our Lord commands the strong to protect the weak. You've done well by recruiting humble Pilgrims to let them expunge their sins on the Holy Crusade. Sadly, if you are incapable of protecting the weakest of our brethren, why would you benefit from the advantages their presence bring? When you trigger an ability that requires the presence of Pilgrims, you must check if they are currently present in your warband and on the gaming table. If both of these conditions are not fulfilled, you must apply the second effect.

So Baltic Crusaders always use the alternative effect...

Basically. But the second option isn't weaker, just different. Northern Crusaders will know how to assemble a warband that can take advantage of their options.

When I use Find Chinks In Their Armour, I have to re-roll attack dice which score a 6 or more. Is that to get extra chances to score hits?

Not at all. By using this quite cheap ability, you gain 4 bonus attack dice, or 6 bonus dice if you discard a . On the other hand, your rolls of 6 will not score hits and you will have to re-roll them. You have to keep the second result. But be glad that a die can only be re-rolled once, so you can keep any 6s rolled the second time around. In any case, remember that you must keep in mind any bonuses which apply to your attack dice. It is the modified result that you must use. So a 5 that gets a +1 bonus must be re-rolled, but not a 6 that benefits from this bonus to become a 7.

It's a less useful ability against high Armour values, right?

True, but it's harder to find a chink in a well-made suit of armour.

How does Set an Example! Work?

When it's triggered, you must choose one or two friendly units within **M** of your unit. If you have won once the melee ends (check the Saga rulebook to learn how to identify the winner), the bonus is applied. Each of the chosen units gets 3 bonus attack dice and 3 bonus defence dice during the next melee they take part in this turn.

How do I use Blessing of the Righteous properly?

If you have no—or no more—Pilgrims on the gaming table, you may re-roll a number of failed defence dice equal to your unit's Armour rating at the moment the ability is triggered. If you still have Pilgrims, you should instead note the Pilgrims' Armour at the moment the ability was triggered. If, after you have rolled your defence dice, you suffer more casualties among your Pilgrims than that number, the excess casualties are cancelled without further ado. God protects his lambs.

Happy Are The Humble will make my Pilgrims fight like lions!

Like Warriors, at least... They will therefore generate 1 attack die per figure, and the opponent will no longer get a +1 bonus to their defence rolls, since your Pilgrims are no longer unarmed.

And without Pilgrims, my Hearthguards get Resilience (1) and +1 Armour against shooting attacks?

Yes, on top of the increase in Armour. This lets them take a fatigue to cancel a casualty, but only during a shooting attack. God will be our shield!

Can I use The Valiant on Hearthguards or a Hero even if my warband includes Pilgrims?

Yes.

When I trigger God's Host, can I target one of my Hearthguard units even if I have Pilgrims on the gaming table?

Are you really trying to twist God's commandments? When you trigger God's Host, you must choose a unit of Pilgrims—you don't have a choice. In order to benefit from the second effect which targets Hearthguards, you cannot have any Pilgrims on the board.

If a unit is activated to charge, is God's Host resolved before or after the ensuing melee?

After. You will have to wait for the end of the melee to trigger and resolve the ability.



The ORDENSSTAAT

This faction covers the armies of the Ordensstaat, the country founded by the Teutonic Order in its conquered territories, where colonists and subjugated natives lived alongside one another.



The Ordensstaat, the State of the Teutonic Order, was founded in 1224 as the Teutonic Order's monastic demesne. The story of the Order started during the Third Crusade to the Holy Land, where the Order of Brothers of the German House of Saint Mary in Jerusalem was created in 1190. Conceived as a charity to help German pilgrims, the hospitaller order was recognised by Pope Clement III in 1191, and rapidly became a military order with the approval of Pope Innocent III in 1199. This band of German knights were known as the Teutonic Order from then on.

Developing in the shadow of the Templars and the Hospitallers of St. John, the Order struggled grow much in the Levant and its influence was restricted to Acre and around Tyre. Seeking somewhere for his knights to win their own renown, Grand Master Hermann von Salza decided to offer their aid to the Kingdom of Hungary in 1211. Suspected by King Andrew II of trying to create an independent state, they were driven out in 1225. Salza therefore decided to send his forces to the Order's houses in Prussia and Livonia. In these countries, Christ's disciples grappled with the Baltic's pagan natives and the new Order of Dobrin, specifically founded to subjugate the pagans but powerless to do so. This was fertile ground for the Order's ambitions. The Polish duke Konrad of Masovia sweetened the deal by offering the Teutonic Knights the provinces of Culm and Livonia in exchange for their help.

In 1226 the Emperor Frederick II granted them sovereignty over the lands they conquered in the Golden Bull of Rimini, while elevating their grand masters to the rank of imperial prince.

Thousands of miles from Jerusalem, the Teutonic Order's prosperity was won through countless battles. At first fighting alongside the Orders of Dobrin and Livonia, the Teutonic Order absorbed them both in turn, and thus became the region's only monastic order of knighthood.

Since most of the Order's fighting men were committed to the defence of the Holy Land, their first campaigns on the Baltic coasts were conducted with small forces. Despite that, their winter raids soon led to rapid conquests. Warmia, Natangia, Bartia and Kulmerland soon fell in their lap. To these were added the Order's strict organisation, its recruitment of converted Slavs as auxiliaries, and an increasing number of recruits from German dioceses who had succumbed to the passion of their cause. Uncontested master of its territories, the Teutonic Order launched a massive push to colonise and urbanise its lands. Fortifications were also a priority, and many castles were built—for example Marienwerder, Elbing, and Thorn.

The Order's pride grew with every success, and at the dawn of its apogee, its ambition turned towards Russia and Lithuania.

ORDENSSTAAT TROOPS

Very organised and hierarchical, the Ordensstaat produced armies that were not large, but were comprised of professional soldiers, disciplined and confident in their military worth. Their equipment was modern and lived up to the western standards of the time. To this was added the austere and frightening sight of their white livery marked with a black cross.

The Order was led by several elected senior officers, of whom five were grand masters. Your **Warlord** is one of these officers. A leader of warlike men, his mission is to prosecute the war against the pagans and assure the Order's longevity.

The ranks of your **Hearthguards** are filled by Brothers of the Order. Few in number, they are members of the German nobility and are all knights sworn to the Order for life. At their side sometimes fight the Sariantbrothers—also knights, but only serving the Order for a short time. All of them fight from horseback in the manner of western knights, or on foot, in which case they use two-handed weapons with fearsome skill.

The majority of your **Warriors** are lay servants of the Order. They play a role for the Brothers filled by sergeants in feudal armies. Well-armed, they can fight on foot, mounted, or in units of crossbowmen. Numerous mercenaries, sometimes foreign, also swell the ranks of Teutonic armies.

The colonists living in the Ordensstaat's lands and tribal warriors converted to Christianity form your **Levies**. Their assistance can be requested for campaigns or to garrison strongholds, but their armament is often limited to ranged weapons.

FACTION RULES

The **Warlord** and their **Hearthguards** may be deployed without special equipment, mounted on horses or equipped with heavy weapons.

Warriors may be deployed without special equipment, mounted on horses, or equipped with crossbows.

Your **Levies** must be equipped with bows or javelins.



ORDENSSTAAT UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	-	5 (5)	8	-
	Heavy weapon	4 (5)		-
	Horse	5 (4)		Mount: Horse
Hearthguards	-	5 (5)	2	-
	Heavy weapon	4 (5)		-
	Horse	5 (4)		Mount: Horse
Warriors	Horse	4 (3)	1	Mount: Horse
	-	4 (4)		-
	Crossbow	3 (3)	1 (1/2)	-
Levies	Bow	3 (3)	1/3 (1/2)	-
	Javelins	3 (4)		-

LEGENDARY UNITS

BROTHERS OF THE SWORD

The Order of the Livonian Brothers of the Sword—or simply the Livonian Order—first appear on the shores of the Baltic in spring 1198. Coming from neighbouring Saxony at the request of Bishop Berthold, they favoured converting the region's native pagan tribes. The young Order spread the good word in the vast dominion they carved themselves within modern Estonia. But in 1236 the Brothers of the Sword suffered a costly defeat against the Lithuanians at the Battle of Saule. The grand master was slain alongside half his Brothers and what remained of the Livonian Order was absorbed by the Teutonic Order the following year.

☉ Legendary Unit

You may spend a point to turn a unit of up to 8 Hearthguards into Brothers of the Sword. They are mounted on horses.

☉ Impetuous

All charge activations by the Brothers of the Sword are free. Also, the Brothers of the Sword cannot be activated to rest if they are not exhausted.

☉ Unstoppable

At the end of a melee, if the Brothers of the Sword won the fight and the enemy unit withdrew, they immediately make a move to contact the unit that just withdrew and resolve a new melee. This movement does not generate fatigue, but cannot be carried out if it would force your unit to move across uneven terrain.

HERMANN VON SALZA, GRAND MASTER OF THE TEUTONIC ORDER

A Thuringian from a ministerial family, Hermann von Salza became the fourth grand master of the Teutonic Order in 1209. He devoted most of his efforts to winning his order international renown and to untether it from its minor possessions in the Holy Land. Under his leadership, the Teutonic Knights tried to create their own state in Hungary before finally being chased out. He seized the opportunity offered by Konrad of Mazovia's call for aid against the pagans in 1226 to establish his Brothers on the edge of the Baltic and make them major players in the Baltic Crusades. Present on all Christianity's front lines, he took part in

the Fifth Crusade in 1219. Simultaneously a friend to both the imperial throne and the papacy, his mediation between the two parties won him many privileges. These allowed the Order sovereign reign over the territories it conquered in war, and thus created the Ordensstaat. He died in 1239 having accomplished his aims.

☉ Legendary Unit

Hermann von Salza is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Grand Master of the Teutonic Order

Hermann is the Teutonic Order's most important figure. Because of this, he is accompanied by a free Lifeguard unit (see Lifeguard, p. 72). A warband led by such a man cannot include Levies.

☉ Expansionism

Once per game, at the start of one of your activation phases, you may choose a piece of terrain without any units in it and more than 8 from any enemy models. Place a unit of up to 4 Hearthguard or 8 Warrior figures in this area of terrain. All the figures in this unit must have the same equipment.

☉ Falsification

Hermann presented a falsified document to Pope Gregory IX, claiming that Konrad of Masovia had donated some of his lands to the Order. If you use the Expansionism rule, the unit deployed via the rule counts as slain at the end of the game, and contributes to your opponent's massacre points as such no matter how many casualties it takes.

The Ordensstaat

as seen by Galon

Can you teach me about the knights of the Teutonic Order, Brother Galon?

The Ordensstaat is a fully-fledged state. Its armies bring together not just the Brothers of the Teutonic Order, but also many of its subjects living on its lands. Among them are colonists from the Holy Roman Empire, but also local men who have been baptised. Their troops are therefore usually more numerous than those of other orders, and carry a wider variety of weapons. Although the Brüder (the Brothers) make up the Ordensstaat's main strike force, they are not its only asset and you will learn that their Levies in particular can play an important role.

You will realise that the Battle Board focuses on melee and manoeuvrability. Therefore, most of its abilities offer you different combat bonuses, and two abilities allow you to easily activate a large number of units. The Brothers aren't overly concerned about their subjects' lives, and this faction can sacrifice friendly figures to increase the power of several abilities. However, this strategy requires you to manage your troops with caution and to know when to seize the moment. Otherwise you'll either make your opponent's job easier or be forced to spill your best warriors' blood.

Keep in mind that the Ordensstaat do not have many defensive abilities, and they all have a high cost in dice or in bodies. Also, there are no abilities to easily rid yourself of fatigue. Keep your boldness in check, and don't let yourself fall for your opponent's ruses—or you'll be forced to sacrifice too many of your men to keep up the strength of your attack.


Several Ordensstaat abilities are improved by the sacrifice of friendly figures. Do these sacrificed figures contribute massacre points?

Yes, as though they had been slain by your opponent.


When I trigger this type of ability during a melee or shooting attack, is it possible to sacrifice a figure from my unit which is involved in said melee or shooting attack?

Yes, a unit is always considered to be within **L**, **M**, **S**, and **VS** of itself.

When resolving the Din of Battle ability, can I use the fatigue that I've just put on an enemy unit?

Obviously! Since *Din of Battle* is a melee ability, you can trigger this ability in step 3 to place a fatigue on the enemy unit. Also, if you discarded a , you can place another fatigue on another enemy unit within **M** of your unit. After that, you have to give your opponent the chance to trigger a Saga ability. Then, once that's done and it's your turn again, you can use the fatigue you inflicted. Simple, but effective.

Can you clarify how to use the Servants of God ability?

God's ways are mysterious... To a layman like you! *Servants of God* is an ability that you must trigger during one of your Orders phases. To be as efficient as possible, do it just after rolling your Saga dice, but before placing them on your Battle Board. You must then choose 1 to 3 friendly figures to remove as casualties. These figures can belong to different units. You can then roll that many available dice—that is to say Saga dice that haven't been rolled yet—and add them to your inactive dice, allowing you to roll more Saga dice than you generated at the start of the turn. Even better, if you used a , you can choose which face one of these dice shows instead of rolling it (you roll the other dice normally).



Can I trigger the Serfs ability on an exhausted unit?

Don't try to get around the Lord's commandments! It is written that an exhausted unit can only be activated to rest. The *Serfs* ability requires a unit to perform an activation other than resting, so you therefore cannot target an exhausted unit.

When I use Tyrants, can I re-roll 3 attack dice and then sacrifice a figure to re-roll 3 more?

That would be too easy. Only a wise warrior can carry this one off. You have to choose whether to sacrifice a figure to re-roll 6 attack dice instead of the ability's usual 3 at the moment when you discard a die to trigger *Tyrants*.

After triggering Slay the Pagans!, must I move both units before resolving their melees?

In Saga, when a unit makes contact with an enemy, a melee takes place immediately. You therefore resolve the first melee before touching the second activated unit.

Can the second unit to be activated charge the same enemy that the first unit fought?

If it has sufficient charge distance to reach them, then of course! It's this kind of combination that gives the game its charm.

I don't understand how Nach Osten works...

Nach Osten is a concept that comes from our northern brothers, and represents the enormous colonial movement that the German Christians made towards the east and especially the Baltic. When this ability is used, all your units can make a movement of **S**. Terrain cannot therefore slow them down. Do not count this activation when these units are later activated and you determine whether they should take fatigue for multiple activations. Essentially, pretend that this movement activation did not take place.

Can I still cancel one of these activations by discarding two of the unit's fatigues?

Of course!





The MOORS

This faction represents the North African Moorish dynasties who have reigned over al-Andalus since the eighth century.



The people of North Africa have been known to the West as Moors since ancient times. The name comes from the Mauri tribe, who Pliny the Elder called the most famous of the Berbers. From the eighth century, the word became synonymous with "Muslim" to the Christians of Europe. Crossing the Gibraltar Strait in 711, the Umayyad Caliphate's armies quickly conquered the Iberian Peninsula. The invading Arab armies included elite Syrian troops, but also vast hosts of Berbers, newly converted to Islam. Drawn from diverse origins but united by a common faith, the conquerors of Spain quickly felt like a single nation: al-Andalus. Over the following centuries, this term came to designate all the Muslim lands in Spain.

The wave of conquest broke on the mountainous regions of northern Spain and the Pyrenees. Despite some large raids into the kingdom of the Franks, Charles Martel's troops inflicted serious defeats on the Moors that stopped their advance. Leaving kernels of Christian resistance on their northern frontier, the lords of al-Andalus built a prosperous kingdom anchored on Cordoba and the Guadalquivir.

The Moors' Spanish territories experienced development and prosperity that was exceptional for the age. Their economy was boosted by maritime trade and the region's huge deposits of iron. Intellectual development accelerated thanks to harmony between believers of different faiths and the free circulation of scientific knowledge—advanced for the time—within the Muslim world. The importance of towns grew considerably thanks to an irrigation system that improved agriculture. Genuine centres of power in al-Andalus, towns were very densely populated to the detriment of the countryside.

As in so many empires, political quarrels slowly wore away the Moorish realm. Founded under the authority of the Umayyads, al-Andalus became an emirate in 755, independent of the suzerainty of the Abassids of Baghdad, when the throne was taken by Abd al-Rahman I, last and exiled survivor of the previous dynasty. His descendant Abd al-Rahman III founded the Caliphate of Cordoba in 929, independent from Baghdad's religious authority. The new caliph and commander of the faithful swore himself the guardian of Muslim orthodoxy and instituted a stricter policy regarding the Christians and Jews living in his lands. When Muhammad bin Abdullah ibn Abi Aamir—known as Almanzor—took the throne, he continued down the same path, and added military expeditions against the Christian kingdoms to the north to the repression of the Christian population at home.

Together with the collapse of the caliphate into many small independent taifas in 1031, these events rekindled the spirit of reconquest among the Christians of Spain. War woke from its fitful slumber of the last two centuries, and from then on the Reconquista turned into a crusade as mercenaries and Christian knights made their way to Iberia to drive out the Muslim invader. Faced with this threat, the Muslims of Spain brought in the Almoravid dynasty for aid in 1086. They were Maliki Muslims who ruled over a vast dominion in North Africa. Holding back the Christian advance for a time, they reunited the lands of al-Andalus under a single leader. Their war of faith and survival set all of Spain alight, while across the Pyrenees the knights of Christ prepared to set out for Jerusalem.

MOORISH TROOPS

Thanks to the Berber roots of most their warriors, the Moorish armies are very different to those of their coreligionists in the east. They emphasise hosts of cavalry and effective, modern siege equipment. Their riders, noble or not, fight in the Berber way, harassing their enemies with javelins rather than charging in serried ranks. Their infantry is poor quality and mainly use ranged weapons. As in the Christian kingdoms of Spain, mercenaries of all faiths are frequently used. They dress in the Arab-Egyptian style, not the Turkish fashion in vogue in the Levant.

Your **Warlord** is an Andalusian noble. Mercenary Christians sometimes led Moorish armies, so it's possible that he is one of them.

Your **Hearthguards** are also drawn from the Moorish nobility, although some might be Christian. Well-armed, they use harassing tactics and make the most of their mounts' agility. Although they mostly avoid contact with the enemy, they are still formidable adversaries.

Jinetes make up the majority of your **Warriors**. These peerless riders all fight in the same way, no matter their ethnic origin or faith. They exhaust their enemies with showers of javelins in the same way as your **Hearthguards**. The rest of your **Warriors** are spearmen, either Berber or foreign.

Your **Levies** are equipped with ranged weapons. These unenthusiastic men from the poorest parts of Andalusian society help to harass the enemy with bows and crossbows but won't do anything more for you.

FACTION RULES

The **Warlord** is mounted on a horse.

Hearthguards are mounted on horses and equipped with javelins.

Warriors are either deployed without any special equipment options or mounted on horses and equipped with javelins.

Levies must be equipped with either bows or crossbows.



MOORISH UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Hearthguards	Horse, Javelins	4 (4)	2 (1)	Mount: Horse
Black Guard	-	5 (5)	2	Tenacious, Unyielding, Paragons
Warriors	Horse, Javelins	3 (3)	1 (1/2)	Mount: Horse
	-	4 (4)	1	-
Tuareg Camel Riders	Camel	4 (3)	1	Mount: Camel, Yusuf ibn Tashfin's warband only
Levies	Bow	3 (3)	1/3 (1/2)	-
	Crossbow	3 (3)		-

LEGENDARY UNITS

YUSUF IBN TASHFIN

Yusuf ibn Tashfin was a Berber king of the Lamtuna. Under the direction of his cousin Abu Bakr ibn Umar, the Lemtuna formed a great coalition and conquered the western Maghreb. Upon ibn Umar's death, Yusuf became the first sultan of the Almoravid dynasty. Around 1070, he founded the city of Marrakesh, which became the capital of his empire. In 1086, at the request of the last emir of Seville, Yusuf ibn Tashfin landed in Spain with his armies and crushed King Alphonse VI of Castile at the Battle of Sagrajas, putting an end to the Reconquista for several decades. Profiting from the prestige he won in this dazzling victory, Yusuf turned on the Muslim princes and conquered all the provinces of al-Andalus. He fought El Cid's armies for control of the city of Valencia several times, and even slew his enemy's son in an attack in 1097. Yusuf achieved his goals in 1100, a year after El Cid's death, when he retook Valencia from his widow.

☉ Legendary Unit

Yusuf ibn Tashfin is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Tuareg Camel Riders

If Yusuf leads your warband, a single unit of 8 Warriors can be mounted on camels. In this case, they do not have javelins. Note that these are not mercenaries.

☉ Stubborn

Even after he surrendered, Yusuf never admitted defeat and always fought back, sometimes years later. Even if he is removed as a casualty, he continues to generate his Saga dice at the start of your Orders phase. You therefore never lose the 2 Saga dice he generates.

☉ God's Right Hand

Except for Levies, all Moorish units get 1 bonus attack die for every 2 figures both in the unit and within **M** of Yusuf ibn Tashfin. This bonus is only available if the unit in question charged.

THE BLACK GUARD

We find traces of the Black Guard from the tenth century. But some believe it was created in the eleventh century by Yusuf ibn Tashfin himself. Whatever its origins, the Black Guard is feared by its enemies and an inspiration to the rest of the army.

☉ Legendary Unit

The Black Guard is a Legendary Unit composed of 8 Hearthguards that costs 2 points. If Yusuf ibn Tashfin is your Warlord, you may still recruit the Black Guard. This is an exception to the rule forbidding the recruitment of two Legendary Units. It has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (5)	2	-
Special Rules			
-			

☉ Tenacious

At the start of each of your Activation phases, you may choose to remove or add a fatigue to the Black Guard.

☉ Unyielding

If this unit chooses to close ranks, it gets 4 bonus defence dice during that melee.

☉ Paragons

Each time this unit suffers at least one casualty, place a fatigue on every other friendly unit within **M**.



The Moors

as seen by Galon



Galon, what can you teach us about the Moorish people?

Since the invasion of Spain in the eighth century by Tariq ibn Ziyad and his ferocious warriors, our Spanish brothers have fought to reconquer the lands lost to the Muslims. Their hordes of infantry, particularly their archers, are their strength. But don't dismiss their cavalry, who are just as murderous—even if they do prefer to use javelins. The disagreements between Muslim princes work in our favour, and I hope our efforts will soon bear fruit. Have faith in Our Lord!

The Moors are a tough people, used to the extreme heat of the African desert. Several Saga abilities allow them to inflict fatigue on their enemies, but also take some in return. A Moorish player will know when to draw on this fatigue to use abilities like *Wholehearted* and *Hasty Shot*. The Moorish player's goal is to drown enemy units in a deluge of fatigues while managing their own troops' exhaustion. The *Torrent of Iron* ability shouldn't be taken lightly either, and can be devastating against the right target.

This faction's weakness is that several of its best abilities inflict fatigue on its own troops, or require that enemy units are already fatigued. A good Moorish general is therefore above all a good manager rather than a furious front line berserker. You will have to make careful choices in critical situations and take calculated risks.

When using the Storm of Blades ability, can I choose its effect after seeing the results of my opponent's dice?

I agree that would be easier, but Saga is a game where decisions are never so simple! You will have to choose this ability's effect when it is triggered during step 3 of the melee. Don't forget that all units involved in this melee, yours and your opponent's, must take an additional fatigue after the whole melee has been resolved.

Can I trigger Doubts when my opponent triggers an effect or an ability that lets them remove one or more fatigues from a unit?

Pay more attention! It is clearly stated that an Activation/Reaction ability can only be triggered in response to an enemy activation. If an ability allows them to remove fatigues without activating their unit, you cannot use *Doubts*.

Am I allowed to target exhausted enemy units when I use Discord?

Yes, but since an exhausted unit ignores excess fatigues, that won't help much...

What happens when I use the Horses of the Maghreb ability and one of my units starts or ends its movement in uneven or dangerous terrain?

It's simple enough: the mounted unit's total movement becomes **\$**. It therefore cannot benefit from the bonus granted by this very useful ability.

With this ability, if I replace my L ruler with two M rulers, can I change the direction I move in between each ruler?

Yes, you can change the direction you move in twice: between the two **M** rulers, and between the second **M** ruler and the **\$** one.

On the other hand, I have to move down the whole M ruler to be able to use the \$ one.

Perfect! You're improving, my young friend...

And can I start with the \$ ruler?

No, it's a move of **L+\$**. If you started with the latter, we would have written **\$+L**.

Does a Warlord who has cancelled a casualty by taking a fatigue count as a unit who has taken no casualties for Inspiration?

Yes, since his unit still has the same number of figures as it did when the game began. As long as he lives, the Warlord inspires units within **\$**.

Does a unit that has suffered no casualties count as being within \$ of itself for Inspiration?

Yes, since otherwise we would have written "if your unit is within **\$** of another friendly unit...". Units always count as being within "X" of themselves.

What happens if, when I'm using the Torrent of Iron ability, my opponent uses my unit's fatigue to reduce its movement and thus makes my charge fail?

The Almighty will punish such perfidy! The *Torrent of Iron* ability takes place in several steps. First you have to resolve your shooting or rest activation. When the moment to charge comes, your opponent can then use your unit's fatigue to slow its movement. If this last stops you from resolving your charge, the ability ends immediately. The enemy unit therefore does not suffer the additional fatigue.





The MILITES CHRISTI

This faction represents the forces of the Christian military orders present in the Levant and in Spain, like the Templars, the Hospitallers and the Order of Calatrava.



At the dawn of the Age of Crusades, Europe was the scene of a spiritual revival that gripped all of society. Bolstering the feudal system, it also manifested itself in a monastic renaissance. Written into the tapestry of the Gregorian Reform that established asceticism, liturgy and works as pillars of the monastic ideal, it was accompanied by the foundation of new orders that spread throughout society, like those of the Cistercians and Cluniacs. New abbeys were founded throughout the West, and some became major cultural, political and economic centres. Thanks to grants and bequests, these religious communities sometimes administered fiefs of considerable size.

However, cementing aristocratic power and reinforcing religious authority did nothing to make the countryside safer. Brigandage and private wars meant that travellers ran lots of risks, while the churches' wealth tempted many. Besides, distant voyages were just as perilous, particularly for pilgrims going to foreign countries with nothing but their faith to defend them. The idea of forming militias sworn to protect places of worship and unarmed pilgrims had been around since the first half of the eleventh century, but these initiatives remained local and small scale.

The success of the First Crusade and the return to Europe of many barons revived a desire in the Levant to establish a Christian militia dedicated to protecting their holy places and pilgrimage routes. Thus, as soon as Jerusalem was taken, Godfrey de Bouillon created a religious order to secure the defence of the Holy Sepulchre. Inspired by this idea, a knight from Champagne called Hugues de Payens

transformed his Poor Fellow-Soldiers of Christ and of the Temple of Solomon into a powerful military order that was recognised by the Pope in 1129. With the help of Saint Bernard of Clairvaux, he arranged the Council of Troyes that marked the Pope's approval of his Templars—that is to say their endorsement to the Christian world as the ideal of a monk-soldier. Of course, the ban on monks spilling blood made the idea of a monastic military order shocking for many of their contemporaries. Saint Bernard, however, in his "In Praise of the New Knighthood", made the Templars warriors in a struggle against evil, thereby justifying armed clergy to the men of his time.

Organised like traditional monkish orders, the Order of the Temple welcomed noble knights into its ranks, swearing them to its service for life. A network of commandries throughout the Christian world furnished it with recruits and revenues, all the while spreading its influence. From the start, its bases in Spain gave the Order a reputation as a defender of the faith thanks to its involvement in the Reconquista. As their struggle against the infidels intensified, the Christian kingdoms had a growing need for these elite knights. New orders were founded in the following years, like the Spanish orders of Santiago and Calatrava, while charitable institutions changed bit by bit into military orders inspired by the Templars, like those of Saint John, or the German House of Saint Mary. Reviled by their enemies, these were the champions of Christianity, sworn to the spirit of the crusade and renowned for their martial valour.

MILITES CHRISTI TROOPS

Although drawn from the feudal west, the armies of the military orders are distinguished from those of lords by their discipline and strict hierarchy. Each man's role depends on his place within the order, which in turn stems from his social class and the length of his commitment. The order's livery gives them a uniform appearance that is unusual for the time.

Your warband's **Warlord** is a senior officer in his order—a grand master, a marshal or a commander. Born into the feudal nobility, he is a born warleader and a fervent defender of the Cross.

The brother knights of the order are your **Hearthguards**. Nobles one and all, they are trained and equipped for war like feudal knights, but their life of piety makes them determined adversaries.

Your **Warriors** are made up of both paid fighters and lay members of the order. Although they carry the order's colours, their livery is usually different to that of the brothers. Playing the role of serjeants alongside the brother knights, they can be armed in a wide variety of ways: with crossbows, spears and shields, or wielding a lance from astride a destrier.

The poorest members of the orders serve as servants and work in the hospitals. They do not fight, and your warband therefore has no **Levies**.

FACTION RULES

The **Warlord** and **Hearthguards** are mounted on horses.

Warriors may choose between:

- Having no special equipment
- Being mounted on horses
- Being equipped with crossbows. Your warband may not have more figures with crossbows than it has **Hearthguard** figures.

The **Milites Christi** have no **Levies**.



MILITES CHRISTI UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Hearthguards	Horse	5 (4)	2	Mount: Horse
Warriors	Horse	4 (3)	1	Mount: Horse
	-	4 (4)		-
	Crossbow	3 (3)	1 (1/2)	No more figures than there are Hearthguard figures in the warband.

LEGENDARY UNITS

RAYMOND DU PUY, GRAND MASTER OF THE ORDER OF ST. JOHN OF JERUSALEM

The Order of St. John of Jerusalem was founded in the Holy City several years before the first crusaders arrived. Its original mission was to maintain hospitals to welcome and help pilgrims on their journey to the Holy Sepulchre. Raymond du Puy became the Order's second grand master in 1121. He was distinguished by his efforts to increase his order's influence until his death in 1158. He committed himself to multiplying his priories and commandries in the Levant and in Europe, giving him multiple sources of revenues and recruits. It was also at his direction that the Hospitallers played more and more of a military role by inducting brother-knights into their ranks and participating in the defence of pilgrims and the Frankish Kingdom of Jerusalem. By his death, Raymond had forged the Hospitaller Order into a military and political force with no more need to envy the Templars.

☉ *Legendary Unit*

Raymond du Puy is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ *Way of the Knight*

Raymond transformed the Order of St. John into a military order. He was a shrewd warrior who led his troops with cunning. Once during each melee involving one of your Milites Christi units within 8 of Raymond, you may trigger the *Orison* ability without discarding a die from your board and cancel 2 hits instead of 1. If you do so, Raymond immediately takes a fatigue. You may not use this effect if Raymond du Puy is exhausted.

☉ *Impetuous Warriors*

Your opponent may not trigger an Activation/Reaction ability when you activate one of your Milites Christi units via the *We Obey* special rule, nor use the targeted unit's fatigue in any way.

THE POOR FELLOW-SOLDIERS OF CHRIST AND THE TEMPLE OF SOLOMON

Before becoming an international military, political and financial power, the Order of the Temple had humble beginnings. Its founder Hugues de Payens was one of the first men sworn to the defence of the Holy Sepulchre. Although servants of the holy place's clerics, the knights of the Holy Sepulchre were all laymen. The threat to western pilgrims posed by hordes of bandits eventually led to the creation of a militia dedicated to their protection at the Council of Nablus in 1120: the *Pauperes Commilitones Christi Templique Salomonici*, or Poor Fellow-Soldiers of Christ and the Temple of Solomon. Originally housed in part of the King of Jerusalem's palace that stood on the site of Solomon's Temple, the order began with just eight knights: Hugues de Payens, Godfrey de Saint-Omer, André de Montbard, Payen de Montdidier, Geoffroy Bisol, Rolland, Archambault of Saint-Amand and Gondemare. Having taken their vows, they became monks and soldiers. The donations and patronage would soon follow. The story of the Templar Order had begun.

☉ *Legendary Unit*

The Poor Fellow-Soldiers form a Legendary Unit of 8 Hearthguard that replaces your Warlord. Recruiting them will cost you 2 points, and they are the only unit of Hearthguards you may include in your warband. They have the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	2	Horse
Special Rules			
Determination, Resilience (1)			

☉ *Called by God*

Each figure in the unit is worth 1 massacre point, except the last who is worth 5. The whole unit therefore gives 12 massacre points plus the extra point for killing a whole unit—13 points in total. The Poor Fellow-Soldiers of Christ count as a Warlord.

☉ *Nemesis of the Pagans*

During step 2 of each melee in which the Poor Fellow-Soldiers of Christ participate, add 2 bonus attack dice to your combat pool for each die placed on your Battle Board's *Orison* ability.

☉ *Guided by Duty*

When the Poor Fellow-Soldiers of Christ are activated to charge, immediately remove one of their fatigues.

The Milites Christi

as seen by Galon



Brother Galon, what can you teach me about the Milites Christi?

My fellow knights of Christ are the flower of Christianity. We have all sacrificed life's pleasures to put our swords at the service of the one true God and defend his flock against the servants of darkness. Our sergeants support us in this task even though they don't have a knight's courage. Many of our enemies mock how few we are in number, but our faith protects us and gives each of us the strength of a hundred men. Our charges are devastating and the blood of our martyred brothers stokes our determination.

The Milites Christi Battle Board reflects this spirit of sacrifice. Defiantly offensive, several of its abilities are only useful when the enemy warband is larger than yours, while many more let you cause serious losses to enemy units.

For a Milites Christi player, the warband's composition is key. They will have to play carefully to use their units decisively while compensating for being outnumbered. That said, their warband grows in power as it takes casualties, and relying on this can be a risky if effective tactic. Several abilities are devastating if they are combined carefully and triggered in the right order.

Isn't there a basic activation ability for Levies on this Battle Board?

If you hadn't been sleeping during your lessons, you would have remembered that unlike other warbands, the Milites Christi don't have any Levies. The gap is filled by the *Orison* basic ability, which brings us the protection of the Almighty. Being a basic ability, it can be triggered several times a turn, as long as a die is discarded each time.

In which step is the *Orison* ability triggered?

Show some subtlety of thought! *Orison* is an ability you'll have to trigger at the right time. That is step 3 of a melee or step 2 of a shooting attack. Its effects are felt in step 4 of a melee and step 3 of a shooting attack. Basically, it lets you cancel one of your opponent's successes before reaching the step where you roll your defence dice. You therefore do not roll a defence die for the hits you cancel using this ability.

If I only have a single available *Saga* die, can I still trigger *Resolve*?

It will have no effect if you do. The ability requires you to take two available *Saga* dice. If you don't have enough, it will therefore have no effect. Think ahead and that won't happen!

Brother Galon, isn't there a mistake on my Battle Board? *Lions At War* is marked as *Activation/Reaction*!

This ability will help you make your opponent pay dearly for their impetuosity. The fact that this ability is an *Activation/Reaction* ability allows you to avoid being embarrassed in melee by abilities like the Eastern Princes' *Timorous Advance*. Remember that *Lions At War* doesn't make you target one of your units in particular. Also, since it's triggered before the melee, you can get around the limit imposed by the Poles' *The Clash* ability.

Martyrs seems good, but what happens if I suffer more casualties than I have available dice?

You'll learn not to waste your brothers' blood. Don't forget that your set of dice is limited to 8, and that honour demands that you don't sneakily add any more during the game. Extra casualties are therefore wasted, and you'll understand that it's better to wait before using this ability.

Just so we're clear, Brother Galon—with 8 *Hearthguards*, does *Deus Vult!* inflict 8 additional hits on Levies when triggered?

The Milites have nothing but contempt for those who use the innocent. And they have a very forthright way of expressing their disdain! Effectively, in the scenario you present, the unfortunate Levies would suffer 8 additional hits. Generally, when facing the knights of Christ, it's better to hide your Levies at the back of the table in a ditch—or simply not bring them to the battle!

Is the number of *Hearthguards* in the Milites unit what matters?

Yes, you work out the number of additional hits at the moment when the ability is triggered.

And with a *Hero*, how many additional hits are inflicted?

If they have the *Presence* special rule, four. Otherwise, only one.

When I use *Lambs of Peace*, can one of the affected units have an Armour higher than 6?

Your faith is your best armour. And no, a unit's maximum Armour is 6. Therefore if you use this ability on a unit of *Hearthguards*, their Armour goes from 5 to 6, which is already very good.

Can I trigger this ability if the enemy unit already has an Armour of 6?

Yes, the two increases in Armour occur simultaneously, so in this case your Armour would increase but not your opponent's. The same rule also applies if the Armour values increase by 2. In that case, a unit with an Armour of 5 would only go up to Armour 6.

What is the *On Bended Knee* ability for?

Your lack of refinement saddens me! You usually place inactive dice on your Battle Board in the Orders phase. *On Bended Knee* allows you to place available dice on it. You can therefore use more dice than you rolled at the start of your Orders phase, but only to use *Orison*. It's very useful if your warband has only a few units.

If I understand correctly, if I use *Divine Aid* there will be no more dice on *Orison*.

Your wisdom finally unveils itself! *Divine Aid* forces you to discard all the dice present on *Orison*. Its effect is powerful, since the hits it inflicts are added to those earned by your attack dice. However, you won't be able to trigger *Orison* during the current turn. Think carefully about the best moment to use it—and don't forget that a melee ability can be triggered in either player's turn.



The MUTATAWWI'A

This faction lets you represent Islam's most zealous defenders, drawn from every level of Muslims society.



As in the West, the political authorities in the medieval Muslim East drew their legitimacy from spiritual authority. They were united in the person of the Caliph, the commander of the faithful. Successor to the Prophet, his rank was justified by his descent from members of the family of God's Messenger. As much a spiritual as a temporal lord, he ruled over all of Muslim society and all the lands it controlled. The local lords, called emirs, could only take up their titles with his blessing.

From their capital at Damascus, the first Umayyad caliphs led many campaigns both eastwards and westwards, to increase their dominions in the name of the newly revealed religion. The concept of the armed jihad developed in parallel to this expansion as numerous battles were fought against infidel cultures. Although the concept's true Koranic validity has provoked a long-standing debate within Islam, certain of its disciples decided very early on that it was an obligation for the faithful, particularly in terms of defending Muslim lands. This opinion is behind the emergence of two religious warrior movements in the Islamic world: the Mutatawwi'a and later on the Ghazis.

The former appeared in Iran at the end of the Umayyads' reign, as the dynasty's weakening ended the Caliph's great campaigns against the Byzantines. These warriors of the faith were influenced by the joint development of two ideas: the faithful's individual responsibilities to God, and the primacy of the Sunnah – the entirety of God's laws – over all laws of human origin. However, these beliefs presented a risk to the caliphs who quickly had to find a response to the

existence within their realm of gangs of fighters drawn from all strata of society and devoted to jihad. The most effective way to harness their passion was to include detachments of them in their armies, where their determination could serve as inspiration to the other soldiers.

The ghazis appeared in the eleventh century, also in Iran. These religious volunteers mainly came from cultures who participated in ghazw and were only newly converted to Islam. Although ghazw primarily refers to a military expedition or raid, the zeal of these new believers gave it religious overtones from this period onwards. Several corps of ghazis were thus born from the aftermath of the Battle of Manzikert, and brought together Turkish volunteers to harass the Byzantine Empire.

The battle for the faith was not restricted to the struggle against the nations outside the Muslim world. In fact, many strains of Islam spread in the religion's first centuries. Although the main division between believers was between Shi'ites and Sunnis, other subdivisions existed inside these two great families, bringing with their own rivalries and open battles. Therefore, while the first crusaders trampled the Middle East, in Fatimid Egypt a profound schism was developing within Ismaili Shiism. The Frankish lords would soon learn to fear the fanatical Nizari, who did not hesitate to sacrifice their lives to slay their master's enemies.

MUTATAWWI'A TROOPS

Unlike the other factions in this supplement, the forces of the Mutatawwi'a are not lordly armies. These religious volunteers come from all levels of Muslim society. Nobles stand alongside commoners, and townsmen fight beside desert dwellers. They sometimes form detachments within local armies, or warbands that prosecute private jihads inspired by fanaticism or a desire to free Islamic lands from the infidel. Their equipment depends on each fighter's wealth and training. For those drawn from Arab or Turkic tribes, it could be very light, while the ghazi corporations often symbolically wore a white cap and carried a club.

Your **Warlord** is a charismatic and inspired chieftain. He could be a former officer seeking spiritual rewards, or a tribal chief fighting for his territory.

The most seasoned warriors are your **Hearthguards**. Veteran soldiers for the most part, their previous wealth or their plunder has allowed some of them to equip themselves with helmets, coats of mail, and well-made weapons. Some know how to fight from horseback, but must often content themselves with camels.

Most of the troops are men from all walks of life, namely your **Warriors**. They compensate for their rudimentary equipment with resolve, ferocity, indiscipline and a lack of experience. They each go to battle armed according to their means and preferences – with bows or spears and shields.

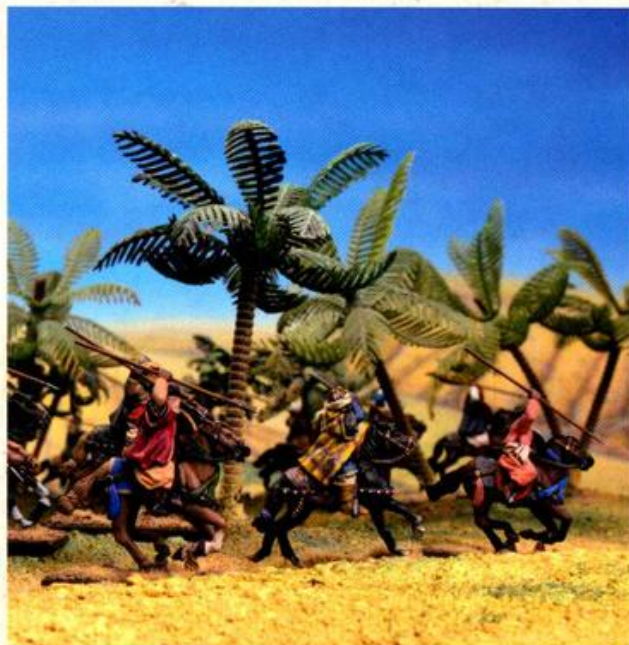
Although God gives victory to the brave, he has nothing to do with cowards fighting under duress. Your warband therefore contains no **Levies**.

FACTION RULES

The **Warlord** and his **Hearthguards** may be deployed without any special equipment, or be mounted on horses or camels.

Warriors can be deployed without any special equipment, or be equipped with bows.

The Mutatawwi'a have no **Levies**.



MUTATAWWIA UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	-	5 (5)	8	-
	Horse	5 (4)		Mount: Horse
	Camel	5 (4)		Mount: Camel
Hearthguards	-	5 (5)	2	-
	Horse	5 (4)		Mount: Horse
	Camel	5 (4)		Mount: Camel
Warriors	-	4 (4)	1	-
	Bow	3 (3)	1 (1/2)	-

LEGENDARY UNITS

RASHID AL-DIN SINAN, THE OLD MAN OF THE MOUNTAIN

In 1094 a quarrel over the succession burst out in the Ismaili Shi'ite Fatimid Caliphate. The supporters of Nizar, the ousted heir to the throne, formed the Nizarite sect to which Hassan-i-Sabbah (the charismatic master of the assassins) owed allegiance. When Hassan died, he was succeeded by Rashid al-Din, a leader in the sect who had been sent to preach in Syria. He became known as the Old Man of the Mountain. His reputation and charisma made him a key actor in the political life of the twelfth century Levant. By turns an ally and an enemy of both the Crusaders and Saladin, legend claims he terrorised the latter into a secret accord. The Knight of Islam apparently granted him huge concessions. His men—who were extremely fanatical and without fear of death—did not hesitate to assassinate Rashid al-Din's enemies, no matter the risks. They would gladly die to prove their loyalty to their master.

☉ Legendary Unit

Rashid al-Din Sinan is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	4 (4)	4	-
Special Rules			
Bodyguards, Determination, Resilience (2), Presence, We Obey			

☉ Man of God

Rashid al-Din Sinan is a religious leader with the *Visitation*, *Inspiration* and *Meditation* special rules (see *Visitation*, *Inspiration*, and *Meditation*, p. 71).

☉ Master of Assassins

Rashid's men were devoted enough to die for him. Therefore, any figure from your warband you remove as a casualty to resolve the effects of a Saga ability from your Battle Board counts as a Hearthguard.

ABDULLAH IBN YASIN, FOUNDER OF THE ALMORAVIDS

A student of the Maliki school, Abdullah ibn Yasin was sent by his master to teach the Koran to the Saharan tribes in 1040. He quickly united several Berber tribes with his sermons on jihad, founding the Almoravid dynasty and movement to take control of a domain that stretched from Senegal to modern Algeria. His conquests gave North Africa its first real theocratic state. His descendants took over al-Andalus in 1086 and reunified Muslim Spain under the banner of Islam.

☉ Legendary Unit

Abdullah ibn Yasin is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
3	4 (3)	4	Horse
Special Rules			
Bodyguards, Determination, Presence, Resilience (1), We Obey			

☉ Man of God

Abdullah ibn Yasin is a great preacher with the *Visitation*, *Inspiration* and *Meditation* special rules (see *Visitation*, *Inspiration*, and *Meditation*, p. 71).

☉ Faith Triumphant

The tribes led by Abdullah fought to destroy evil. Therefore, no unit in your warband takes fatigue at the end of step 7 of a melee in which they charged.



The Mutatawwi'a

as seen by Galon



Brother Galon, what can you teach me about the warriors of Islam?

Their armies have none of the Saracen lords' richly dressed troops. Many of their warriors go to battle with makeshift weapons. But their faith is their strength. The warriors of the Prophet fight for Islam, and will make any sacrifice to glorify his name. When you face them, be ready for a battle without mercy where only the righteous can triumph.

The Mutatawwi'a are a very aggressive faction that can send its troops to battle on camels. Their mounts and the *Like Djinn*s ability give them fantastic mobility. Their offensive arsenal makes them as fearsome at range as they are in melee, but it's the latter where they excel. The majority of their abilities make for melees that are devastating for both side.

This is where their greatest weakness lies. Several abilities on the Mutatawwi'a Battle Board grant powerful bonuses in exchange for a reduction in Armour. Keep in mind that a unit's Armour value can never be reduced below 2, preventing any further abilities that require a reduction in Armour from being triggered. The preacher who leads them to battle must therefore seek to dictate the rhythm of the engagement in order to land decisive blows on the enemy warband before his own melts like snow in the sun.

The Allahu Akbar ability seems terrifying but complicated... Could you explain to me how it works?

You'll have to start by removing one of your figures as a casualty—naturally making sure not to choose your Warlord! Then you can choose an enemy unit within **M** of the unit you removed the model from and roll 3 dice. Compare the results against the target's melee Armour. Generally this is 3 for Levies, 4 for Warriors and 5 for Hearthguards or a Warlord. Be careful and check if the target has equipment that might modify this characteristic. Each result that is entirely over the target's Armour forces your opponent to remove a figure as a casualty without even making a defence roll.

If you sacrificed a Hearthguard figure, each of your rolls is increased by 1. I think you were right to call it terrifying...

Can the target use the Resilience or Bodyguards rules?

Of course.

Does the target's cover have any effect on Allahu Akbar?

Not at all. You don't even need line of sight to the target. Nothing can protect against the fury of the dervishes!

Does the figure I remove give my opponent massacre points?

Yes, as though they had eliminated it themselves.

What happens when I cross uneven or dangerous terrain while using the Like Djinn's ability?

If your unit crosses such terrain, its movement becomes **\$**. It would therefore be particularly stupid to use this ability in this situation...

Several abilities on the Battle Board require a reduction in Armour. If my Armour is already 2, can I trigger the ability anyway?

No, your Armour actually has to go down for you to enjoy the ability's benefits. Since an Armour of 2 cannot be reduced, these abilities would give you no benefits.

Allah's Blessing forces my opponent to cancel 4 of his hits. But what happens if he can re-roll all his attack dice?

Allah's Blessing cancels actual hits. Your opponent must therefore make any re-rolls they need to and modify the results according to the effects of any abilities triggered. Then you'll know how many actual hits they have inflicted on your unit, and you can reduce the total by 4. In many cases, even by letting your opponent re-roll their hits, you'll come out ahead.

I haven't quite understood the Bloodbath ability... Could you clarify it?

Can you tell me anything you understood straightaway? In short, first you reduce your unit's Armour by 1 and then you discard 3 attack dice from your combat pool. You must therefore have an Armour value that can be reduced and at least 3 dice in your pool. Thanks to this, after your opponent has rolled their dice, each of their attack dice which doesn't score a hit will inflict an additional hit on their unit. These hits are added to those you get with your own attack dice... Gruesome!

With the +2 bonus granted by Fight to the Death, is it possible to hit automatically?

Yes. As soon as one side has an Armour of 3 or less and no further modifiers apply... In addition, note that this bonus applies to ALL attack dice, including your opponent's.

Do the re-rolls given by Fanaticism apply to all the dice rolls that take place during melees and shooting attacks?

That's right. All the attack and defence rolls made by both players during melee and shooting attacks. And, if a special rule or Saga ability requires a die other than an attack or defence die to be rolled during a melee or shooting attack, this applies to that die roll too. Don't forget that if your opponent also triggers a Saga ability allowing re-rolls, the attacker's re-rolls are made first, then the defender's.

If I trigger The Name of Allah in a melee and I already triggered Fanaticism, which re-roll do I apply first?

Since you triggered both abilities, you choose the order in which to resolve them. Keep in mind that each die can only be re-rolled once by each player.

If two units annihilate each other in melee and I triggered Promise of Paradise, do enemy units within 5 each take 2 fatigues?

Yes. One for a unit being eliminated within **\$**, and a second for Promise of Paradise. I'm afraid that eliminating a unit of these fanatics extracts a high toll...

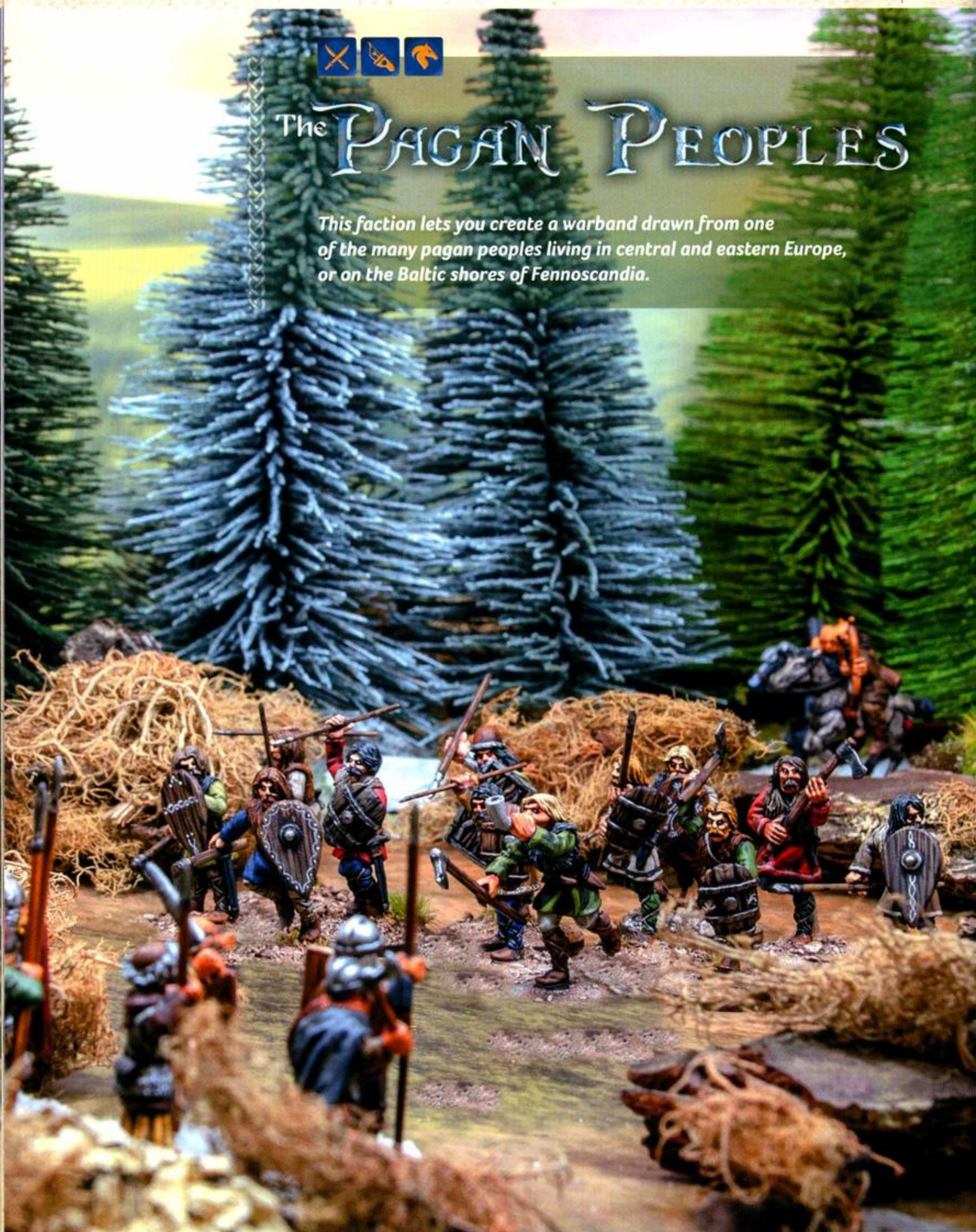
As you explained further up, if I have triggered Jahannam and Fanaticism, each enemy defence die is only re-rolled once, whether it scores a 6 or not?

Yes. Also, note that Jahannam affects ALL defence dice.



The PAGAN PEOPLES

This faction lets you create a warband drawn from one of the many pagan peoples living in central and eastern Europe, or on the Baltic shores of Fennoscandia.



After the end of the Age of Vikings and the Scandinavian peoples' conversion to Christianity, there were still people of pagan faith in Europe. Living on the shores of the Baltic Sea and in the north and east of Fennoscandia, their distant or difficult to reach homelands had kept them away from the first Christian missionary expeditions, and out of the political turmoil that resulted in the creation of the great kingdoms of the East and West.

Although their paganism seemed like a common denominator to their Christian contemporaries, these peoples from north-east Germany and the north of modern Russia had diverse origins, traditions, languages and religions. They were not unknown to their neighbours, however, and we find traces of them in the sagas and certain works by ancient historians. Different regions had very different levels of wealth, but these societies were mostly organised into clans. Although commercial links with Christianised nations did exist, they stayed outside their political influence until the twelfth century. From then on, they all fell victim one by one to Western or Russian expansionism, and were the targets of several crusades aiming to subjugate and Christianise them.

The Wends were one such group of pagans. This Germanic term referred to Polabian and Obodrite Slavs living around the Oder and all the way to Pomerania. United within the Obodrite Confederacy, they drew down the wrath of the Danes and Saxons by launching massive raids against their coasts from the start of the twelfth century. Both rich and well-organised, they withstood the first crusade launched against them, overcoming the armies of the Duchy of Saxony and the kingdoms of Sweden and Denmark in 1147. Nevertheless, their power

was sapped bit by bit and their ruin was finally wrought by Valdemar I in 1169, when he destroyed Arkona, their main spiritual centre, on the Isle of Rügen.

A second crusade was preached by Pope Alexander III in 1171. This time it was aimed at the natives of the south-eastern Baltic. Prussians, Latvians, Latgalians, Curonians, Selonians and Semigalians stood firm against the attacks of Germans, Poles and Danes. They eventually submitted at the end of the thirteenth century. But it was the foundation of the Archbishopric of Riga in 1200, and the entrance into the conflict of the Brothers of the Sword in 1202 and the Teutonic Knights in 1231 that allowed the crusaders to defeat the northern Balts and found towns and fortresses, thereby fuelling their war-effort.

As for the Finno-Ugric tribes living in modern Finland, Karelia and the south of the Gulf of Finland, they were in turn subjected to attacks by both the Scandinavians and the Russians of Novgorod, both of whom sought to increase their areas of influence around the Baltic. Despite the failure of their crusade against Novgorod in 1240, the Swedish became masters of Finland from then on, mimicking Danish successes in Estonia two decades earlier.

The colonisation and Christianisation of the conquered territories were nonetheless slow and laborious. Revolts and apostasies scarred the next few decades of the process, while conflicts between Christian factions broke out very quickly. On top of this, the power of the Lithuanians continued to grow, and they proved to be adversaries capable of bringing the war to Christian lands.

PAGAN PEOPLES TROOPS

The Pagan Peoples' military organisation is based on their societies' tribal organisation. A tribal chief takes on the role of war chief when necessary, while every man can be called up. The pagans were armed similarly to their enemies when the first crusades began, but over time the disparity grew—and favoured the Christians. The style of equipment varies depending on where the tribe lives. Arms and armour are bought from their Russian and German neighbours, or taken from the enemy. Renowned for their ferocity in melee, the pagan armies often outnumber those of the crusaders. The devastating effects of their enemies' modern ranged weapons and heavily armed knights quickly lead the Baltic peoples to make the most of their homelands' inhospitable terrain, and to rely on ambushes and guerrilla war to triumph. Their most effective offensive tactic is to launch lightning raids in summer when the wet ground impedes the movement of cavalry.

Your **Warlord** is a tribal chief who has assembled his men for war. Although his political authority is limited, success on campaign can hugely increase his influence.

He is surrounded by his people's aristocratic and military elite—they form your **Hearthguards**. These fierce warriors either fight mounted, harassing the enemy before the charge in the ancient way, or on foot armed with devastating weapons.

The majority of the men in your warband are **Warriors**, drawn from all classes of society. Equipped as they can best afford, they either carry bows or a variety of melee weapons.

Finally, your **Levies** are made up of the youngest or lightest-armed fighters. Their numbers and the hail of missiles they launch at their enemies make up for their lack of weapons or useful armour.

FACTION RULES

The **Warlord** can be deployed without any special equipment options, or be mounted on a horse and equipped with javelins.

Hearthguards can be equipped with heavy weapons, or be mounted on horses and equipped with javelins.

Warriors can be deployed without any special equipment or be equipped with bows.

Levies are equipped with javelins.

PAGAN PEOPLES UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	-	5 (5)	8	-
	Horse, Javelins	4 (4)	8 (4)	Mount: Horse
Hearthguards	Horse, Javelins	4 (4)	2 (1)	Mount: Horse
	Heavy weapon	4 (5)	2	-
Warrior	-	4 (4)	1	-
	Bow	3 (3)	1 (1/2)	-
Levies	Javelins	3 (4)	1/3 (1/2)	-

LEGENDARY UNITS

VANEM LEMBITU

Little is known of Lembitu, but we do know that he was the "vanem", or "elder" of the Estonian province of Sakala. As warchief, he tried to whip up large-scale resistance to the threat posed by the Brothers of the Sword. Defeated in 1215, he was baptised in captivity and freed in 1217. He then managed to unite the Estonian clans and formed an alliance with the Russians of Novgorod. That same year, his Russian allies arrived too late to save him at the Battle of Saint Matthew's Day, and he died on the field.

☉ Legendary Unit

Vanem Lembitu is a Legendary Warlord who replaces your Warlord for 1 point. He can be deployed on foot or mounted, as you prefer. In the latter case, he gets the Mount: Horse special rule, but is not equipped with javelins. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (5)	8	-
	5 (4)		Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Guerilla

While Vanem Lembitu is on the table, your units gain 3 bonus attack dice instead of 2 when you trigger the *Taara Avita* ability.

☉ The Main Attack

Once per game, you may use this ability during one of your Activation phases. All your units activate immediately without discarding any Saga dice. This activation does not generate fatigue. Also, if it hasn't been triggered so far this turn, you may immediately trigger the *Taara Avita* ability without discarding any dice.

☉ Aid Came Too Late

If Lembitu is removed as a casualty at the end of a melee or shooting attack, immediately deploy a unit of 4 mounted Hearthguards with javelins within **VS** of your table's edge, and at least **VS** from any enemy figures. They may be activated from your next Activation phase onwards.

NIKLOT, LAST KNES OF THE OBODRITES

Born in 1090, Niklot became knes (prince) of the Obodrites in 1131 and ruled the eastern half of their territory. Fiercely opposed to his people's Christianisation, he allied himself with Pribislav, knes of the western territory, to fight the Dane Canute Lavard who had been offered the Obodrite lands by Duke Lothar II of Saxony. Once victorious, he did not hesitate to form alliances with Christian princes to weaken Pribislav's power. Having vanquished the crusader forces sent against him in 1147, he was finally overthrown by an alliance between Valdemar I and Henry the Lion. He died in battle in 1160, the last independent Obodrite prince. However, having converted to Christianity, his son Pribislav secured enough power from his new masters to keep his inheritance.

☉ Legendary Unit

Niklot is a Legendary Warlord who replaces your Warlord for 1 point. He can be deployed on foot or mounted, as you prefer. In the latter case, he gets the Mount: Horse special rule, but is not equipped with javelins. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (5)	8	-
	5 (4)		Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Stubborn Resistance

As long as they are more than **L** away from any other friendly figures, units in Niklot's warband do not suffer fatigue at the end of a melee.

☉ Game of Alliances

At the start of each of your Activation phases, you may choose an enemy unit and a friendly unit containing at least as many figures. Neither of these units may be activated to charge or shoot before your next Activation phase.

The Pagan Peoples

as seen by Galon



What should I know, Brother Galon, to be best prepared to enter the dark forests of the Baltic?

Know that the Baltic shores are merciless to our brother knights! Innumerable forests and marshes slow the brave souls who venture into them to a crawl. The hordes of ferocious pagans who inhabit these regions know how to exploit the terrain to their advantage. They treacherously hide in these quagmires before springing out from all sides to harry our warriors. Even the bravest can lose control in these dishonourable battles, and you will have to redouble your zeal to triumph over the wicked!

You'll see that the Pagan Peoples Battle Board reflects their sly cunning. Terrain gives them life-saving cover and can discourage your men. One ability should be kept in mind above all: *Ümber Pürama*. It takes the place of the *Activation Pool* on other boards, and grants pagan generals the chance to activate two units of up to six figures. It's a basic ability, so small groups of resolute warriors become very mobile. Several other abilities on the board also work on units of this size. Watch out for them, since they can be fearsome despite their puny size. A pagan warchief will naturally take care building their warband and find the right balance between small and large units. Thanks to this unusual feature, the Pagan Peoples can easily generate large numbers of Saga dice, even at the height of battle. They are also masters of terrain, and their ability to disappear before your eyes and reappear behind you means you will always have to watch your back.

Luckily for our armies, the Pagan Peoples do not have our modern weapons and armour, and are all quite fragile. Their tactics mainly revolve around harrying and exhausting your forces with their multitude of missile weapons, then launching a decisive assault. So don't underestimate them—once they allow themselves to be drawn into melee, they prove themselves fearsome warriors.

Can I trigger *Meza Mate* and activate my unit even if it doesn't have any fatigue?

The ability requires your unit make a rest activation, but it isn't to remove any fatigue! So yes, even if your unit has no fatigue, it can be activated with *Meza Mate* and placed entirely within another piece of uneven terrain of your choice. I must draw your attention to the fact that this activation is considered a rest activation, and must therefore be the chosen unit's first activation of the turn. On the other hand, it isn't taken into account when determining the cost in fatigue of future activations.

When the *Dievs* ability is being resolved, can my opponent choose to move his unit if it is exhausted?

Dievs forces your opponent to choose between their unit suffering a fatigue or being activated to move. I remind you that an exhausted unit can only be activated to rest, and cannot take any more fatigue. In this situation, my young friend, you might want to make a different choice... In short, you prize fool, choose a non-exhausted enemy unit if you want to make the most of this ability!

What happens if a unit targeted with *Dievs* has to cross terrain?

Haven't you read the Saga rules yet? A unit that crosses terrain must use a movement stick of **S** instead of its usual ruler or rulers. It's as simple as that. Your opponent cannot knowingly try to get around this fact—even if it forces a mounted unit to enter uneven terrain and thus take an additional fatigue. Maybe they'll choose to suffer a fatigue immediately... Who knows?

Can an enemy unit located in the area of terrain specified by *Vaenulik* still suffer a fatigue?


Yes—a unit within the chosen piece of terrain counts as being within **S** of it.

Is the number of additional hits inflicted by *Laima* calculated at the moment the ability is triggered?

Absolutely. The number of fatigues the enemy unit has at the moment the ability is triggered is what determines the number of additional hits it suffers over and above those scored by the attack dice. Fatigues that are added or removed after that do not affect the ability.



If I use the *Kiire* ability to activate a mounted unit, does that mean they can charge or move **L, even across uneven terrain?**

I see that you're starting to understand. Yes, a mounted unit can make a move or charge across uneven terrain using a measuring stick of **L** instead of **S**. Also, by discarding a , your unit can avoid taking fatigue for any further activations that turn. But be careful, because your mounted unit will still take a fatigue if it ends its activation in uneven terrain.

If I trigger *Taara Avita* during my opponent's turn and they shoot at me, do I get attack dice?

No, the defender in a shooting attack cannot gain attack dice. This ability isn't for when you're the one being shot at, young sneak!



The POLISH

This faction covers the armies of the Polish lords fighting in the Baltic crusade against the pagans, or in their struggles against neighbouring kingdoms.



The Kingdom of Poland had a turbulent history from the moment it entered the political landscape of medieval Europe. Its geographical position, its cultural influence, its spiritual allegiance and its desire for independence constantly pushed it to enter alliances and conflicts with its neighbour states.

In 966, Mieszko I of the Piast dynasty became the first ruler of Poland. His territory, peopled by the western Slavic Polan tribe, was already organised and administered efficiently. One of the major events of his reign was his baptism into the Latin rite, which placed his nation under the aegis of Rome. Mieszko nonetheless had to recognise the suzerainty of the German Holy Roman Empire, his powerful western neighbour. During the reign of his son Boleslav I, the country's first crowned king, Poland became a kingdom and the first archbishopric was founded at Gniezno, providing the foundation for the future Polish Church. From its earliest years, the kingdom was regularly engaged in campaigns against its neighbours in Bohemia, Pomerania, Kiev and Hungary. They were in turn attempting to defend or expand their territories, or to free themselves from the patronage of the Holy Roman Empire. The kingdom was also wracked by wars of succession, and the magnates kept attempting to revolt in reaction to the progressive increase in royal power. To avoid the ruination of his realm by a civil war between his sons, Boleslav III Wrymouth divided Poland into four duchies – one for each son – in his testament of 1138. Mazovia, Greater Poland, Silesia and Sandomierz Provinces were joined by a fifth duchy called the Seniorate Province, centred on Krakow. This was given to his oldest son, who would rule over the other three

as Princeps. But this territorial dismemberment proved sadly ineffective at ending internal squabbles between the dukes. This situation persisted until the provinces were reunited by Ladislaus I in 1320.

The Kingdom of Poland developed according to the western feudal system. Its huge unwooded plains encouraged agriculture and serfdom, to the benefit of the fiefdoms. The process of feudalisation intensified at the turn of the eleventh century, and the former Slavic social structures disappeared, giving way to a system of rights and obligations stemming from ties of vassalage. Military necessity and the large-scale arrival of German merchants – particularly along the Vistula – stimulated the flowering of prosperous towns. Writing and the Polish language developed at this time, although Latin was still used for most official deeds.

Professing the Catholic faith, Poland had pagan peoples living on its northern borders. Its lords joined the German princes' crusades as soon as they were launched. Templars and Hospitallers founded commandries in Poland at the start of the thirteenth century, and the Polish military order of Dobrin was founded in 1216 to battle the Prussian pagans. Ten years later, the pagans' incursions into Mazovia led Duke Konrad to offer land to the Teutonic Knights in exchange for their aid. This momentous deed boosted the Order's rise to power and made some Polish lords vassals of the Ordensstaat. Today's allies had not yet become tomorrow's enemies, but Poland, now the dominant power in Central Europe, was about to face a terrible threat from the distant Asian steppes.

POLISH TROOPS

At the dawn of the crusades, the Polish armies are similar in many ways to those of the western Christians. Feudal knights have replaced the former corps of the Druzhina, and mass levies of infantry have taken the place of the smaller lordly retinues. Equipment is generally western in style, although the Russian style is more fashionable in the more easterly regions like Mazovia. The decorations on their shields follow the same rule, but the tamgas of the ancient Sarmatians from whom the Polish nobility claim descent from are also frequent. Having been raised in wide open country, Polish armies have a larger proportion of cavalry than in the West, and their knights are known for their lightning charges and their skill.

Your **Warlord** is a feudal noble. As well as their various feudal titles, some military leaders also carry the rank of Voivode.

Your **Hearthguards** are knights of all ranks. They fight mounted, relying on heavy armour and brutal charges for victory in the same way as their western cousins. Riders without equal, they only dismount on very rare occasions.

Each knight brought as many serjeants as he could afford. These are your **Warriors**. The strelscy, mounted and well-protected, can serve as light cavalry, but often assist the heavy cavalry and carry lances themselves. The most determined infantry carry fearsome polearms.

Most of the infantry has a supporting role, and fight as archers or in serried ranks of spearmen. These are your **Levies**. Of mediocre quality, the infantry is often used for garrison or defensive duties.

FACTION RULES

The **Warlord** and their **Hearthguards** are mounted on horses.

Warriors must either be equipped with heavy weapons or mounted on horses.

Levies can be deployed without any special equipment options, or equipped with bows.



POLISH UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Hearthguards	Horse	5 (4)	2	Mount: Horse
	Horse, Javelins	4 (4)	2 (1)	Mount: Horse, Konrad's warband only.
Warriors		4 (3)	1	Mount: Horse
	Horse	3 (4)		-
Levies	Heavy weapon	3 (3)	1/3 (1/2)	-
	Bow	4 (4)	1/2	-

LEGENDARY UNITS

KONRAD, DUKE OF MAZOVIA

Konrad of the Piast dynasty, grandson of Boleslav III, became Duke of Masovia and Kujavia in 1202. Raids by the Prussians living on the northern frontier of his territory were a constant menace to the duchy. Konrad's efforts to stop them did not succeed, so in 1216 he and the Christian bishop of Prussia founded the Order of Dobrin to guard the roads and help Christian missionaries. The brothers were too few in number to stop the Prussians, and in 1226 Konrad decided to invite the Teutonic Knights to help him in his struggle in exchange for land. Although this effectively led to the destruction of the Prussian menace, the creation of the Ordensstaat on Poland's doorstep had terrible consequences in the decades to come. Konrad also tried to become Princeps of Poland by seizing the throne of Krakow, which he managed between 1229 and 1232, and from 1241 to 1243, when he was driven from power by a coalition of Polish nobles.

☉ Legendary Unit

Konrad of Masovia is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Knights of Mazovia

The equipment and tactics of the Polish Hearthguards in Konrad's warband show an eastern influence. They carry javelins and their Armour is thus 4 in melee.

☉ Call for Aid

Konrad's warband can spend 1 point to recruit a unit of 4 Teutonic Knights, or 2 points for a unit of 8 Knights. These are Hearthguards.

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	2	Horse
Special Rules			
This unit uses the Ordensstaat Battle Board.			

If this unit is included in your warband, ensure you have the Ordensstaat Battle Board and 8 Teutonic dice. This unit generates 2 Saga dice with the Ordensstaat symbols. At the start of each of your turns resolve a separate Orders phase with

these dice and the Ordensstaat Battle Board. Only the abilities on this board can be used by the Teutonic Knights, and Polish units cannot benefit from the effects of the Ordensstaat's abilities. Finally, Konrad cannot use his *We Obey* or *Bodyguards* special rules on this unit.

BOLESлав III WRYMOUTH

When Boleslav III was born in 1085, Poland had been a duchy rather than a kingdom since 1031. Belonging to the Piast dynasty, he became Duke of Poland in 1102. His reign would be marked by a long struggle for control of Poland. He fought against his half-brother Zbigniew, his father Ladislaus I's illegitimate son, and against the pagan Pomeranians living in the north of his territories who stubbornly refused to Christianise. Boleslav managed to conquer Pomerania in 1121 after two decades of struggle and revolts fomented by Zbigniew, who did not hesitate to ally with pagans, Czechs and the Holy Roman Empire to defeat his rival. Boleslav also made external alliances with Hungary, the Kievan Rus and the principality of Volhynia. Ruling uncontested after a life of war, Boleslav died in 1138 after writing his famous testament, in which he divided his duchy between his four sons and thus caused Poland's territorial dismemberment.

☉ Legendary Unit

Boleslav III is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
Special	5 (4)	5	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (2), We Obey			

☉ Supreme Overlord

While Boleslav is present on the table, replace the text of the Voivode ability with "Remove a fatigue from each of your units within **M** of your Warlord, then activate these units".

☉ Conquest

When you deploy your Warlord, place 4 Conquest markers (the size of an infantry base) on the table, each one within **S** and **L** of a different corner of the table. When generating Saga dice, Boleslav generates 1 Saga die, +1 for each Conquest marker on the table.

☉ Territorial Dismemberment

Each time a figure in the enemy warband ends a move (movement, charge, disengagement or any other) on a Conquest marker, remove the marker from the table.

The Polish

as seen by Galon



Noble Galon, can you tell me about the fierce warriors known as the Polish?

What courageous warriors the Polish are! Their turbulent history has forged a proud and fierce people. They have adopted our faith and many of our customs, and their knights are justly celebrated. They constantly struggle for the independence of their lands, but never forget their duty to bring war to the enemies of Christ. Their cavalry is accompanied by many infantry, who support them and can delay the enemy advance long enough for the knights to regroup for the charge. You'll see that although their Battle Board concentrates on mounted units, it does have abilities to make Levies formidable both in defence and in attack. A wise Polish general doesn't look down on them!

These impetuous knights' main characteristic is their ability to react quickly to enemy movements and surprise them with thunderous charges. This is best illustrated by the *Terror of the East* ability. That said, the Polish cavalry isn't suited to drawn-out combat, or to being charged itself. It is therefore vital for them to make the most of their abilities and ensure their own charges are decisive. The Polish can easily choose their targets on the battlefield, but will be in danger if their opponent dictates the direction of the game.

Warriors can do great things if used cleverly. They are good at supporting knights, and it's important to think carefully about how to position them in support of friendly units. The same is true of Levies, who lack backbone and need to be near the Warlord – unless he just wants to see them fight to the last, which they are very good at.

After triggering *The Clash*, my opponent can trigger one last ability before the step ends. So, if I understand correctly, once *The Clash* is triggered, I can't trigger any more Polish abilities.

Quite right. But you will have put a knife to your opponent's throat!

When the *Linebreaker* ability is being resolved, which *Armour* value is used to cancel hits? The engaged unit's, or that of the unit that will suffer the casualties?

Why tie yourself up in knots to complicate things that are just common sense? Only the *Armour* value of the enemy unit you engaged is taken into account. When you get to step 6 of the melee, your opponent removes their first two casualties from the unit previously chosen. Any excess is removed from the unit you are fighting. Charging Levies to inflict casualties on nearby Hearthguard can be a powerful tactic!

And, if the unit that has to remove the first two casualties has the *Resilience* or *Bodyguards* special rules, can they use them?

Of course. These rules apply as soon as a unit that has them suffers casualties.

When I read the text of the *Hold the Line!* ability, it seems that my infantry cannot fight. Have I read it right?

Your eyes do not deceive you, despite your doubting heart. Basically, with an *Aggression* of 0 your infantry will not be particularly good at bringing down the enemy. But is that the only role you have for them? Imagine a melee where one of your Levy units is charged and given the order to close ranks. Then you give them *Resilience* (2) by triggering *Hold the Line!* Can't you see that your opponent will have a hard time inflicting any losses on them, and will suffer a vital fatigue in return? Fatigue you'll be able to

use when your turn comes – maybe with *Ryccerze*, for example. And that's without considering the obstacles you can put in your opponent's way by correctly positioning infantry units to take advantage of the powerful ability that is *Hold the Line!*

Does an *Aggression* of 0 stop you from gaining dice with other *Saga* abilities?

No, you can gain dice by triggering other abilities.

When using *Squires*, can I exceed the original number of figures in my unit?

A squire's role is to bring his master a fresh horse, not to take his place in the heart of the melee! No, you can't use this ability to exceed the original number of figures in your unit.

And if I use a *††*, can I remove 2 figures to add 2 *Hearthguards*?

Technically, you remove one, add a *Hearthguard* figure, then remove a second and add a second *Hearthguard*.

Where are these new figures placed?

Each one must be within 8 of the Warrior figure that was removed. They must also follow the rules on unit cohesion, and cannot be in contact with the enemy. But those are the only restrictions. And yes, you could be utterly vile when you trigger this ability...

Can a unit that chooses to close ranks use the *Shieldbearers* ability?

Of course they can, since they count as being in solid cover.

How do I determine the distance of *M* for *No Quarter!*?

Check the distance between the two closest figures from the two units involved. You should be on top of this by now!

The *Terror of the East* ability seems complicated to use... Please, Galon – guide me.

Terror of the East is an ability you will have to learn to use well. After an enemy unit is activated – but before the activation is resolved – you can activate one of your mounted units to charge. You can freely choose the target of this charge. But be careful, because the enemy unit you engage will get 4 extra defence dice. Don't be too worried by that – imagine instead an over-extended enemy unit. You activate your unit to move closer and wait for the opponent's turn to react and charge – without fatigue, because it isn't your turn. Isn't it better to let them have four defence dice than to suffer a fatigue? And that's only one example of the terror you'll be able to wreak on the battlefield!



The EASTERN PRINCES

This faction covers both the armies of the Russian princedoms and those of the Grand Duchy of Lithuania, neighbours who fought and equipped their troops very similarly.



Not all the pagan peoples suffered the same fate when the West's crusaders attacked. Although most were subjugated in a few decades, the Baltic Lietuva – or Lithuanians – held out against Christ's knights and became a major power in Eastern Europe.

Even before the Christian princes began their campaigns against them, the Lithuanians were known by their future adversaries as ferocious and elusive adversaries. Their lands were surrounded by forests and marshes which were impassable to heavily equipped troops. From them they launched reysa (summer raids) to seize loot and captives before retreating to hide behind their borders. Initially not too prosperous and without any central political authority, Lithuania became a duchy in 1180. At the same time the proliferation of foreign threats led to the construction of lots of defensive forts and castles, and a constant increase in the size of the tribal raiding armies.

Slowly becoming the last pagan state in Europe, Lithuania finally became the target of a crusade proclaimed by Pope Gregory IX in 1236. Led by the Livonian Order, the crusader army gained bitter experience of Lithuanian tactics and was destroyed during the Battle of Saule, foreshadowing decades of fierce resistance that slowly blunted the crusade's momentum and inspired a strong feeling of national unity among the tribes. The appearance of a charismatic chief and the chaos caused by the Mongols in the East soon made the Grand Duchy of Lithuania a power of the first order, and the nemesis of the knights of Christ.

At the dawn of the Baltic Crusades, the immense Russian dominions had been the scene of incessant power struggles for many years. The Kievan Rus, founded by the legendary Variag chief Rurik, had been parcelled out into numerous, often short-lived principalities. Although

Russia's geographical position gave her economic and cultural links with Asia as well as with western Europe and the Byzantine world, it also left her exposed to a multitude of threats from abroad. The princes therefore had to contend with Cumans from the steppes and battle with Catholic kings in the north and west to maintain their territorial integrity and commercial influence. Their faithfulness to the Byzantine rite complicated their political relations with the Roman Christian world more and more.

In the north of Russia, the city of Novgorod became a republic in 1136, making itself a rival to the Scandinavian princes in their own attempts to establish a hegemony on the shores of Karelia and the Baltic. Despite frequent political and economic difficulties, the city held firm versus the Crusade launched against it in 1240, and inflicted a painful defeat on the Teutonic Knights in the Battle on the Ice. Although the crusading spirit did not take root in the Orthodox world, religious fervour filled its armies as much as those in the West, and pagan warriors were seen as the instruments of divine anger.

Further south, Roman the Great of the Rurik dynasty, prince of Galicia, managed to found a powerful state in 1199 through a game of alliances and wars with his Hungarian and Polish neighbours. His son Daniel I was eventually crowned King of Galicia-Volhynia, the most powerful eastern European state of the time, linked by trade and diplomacy to both Byzantium and the Holy Roman Empire.

However, these years of internal struggles and tribulations were only a prelude to the Russian princes' longer battle for survival against an implacable enemy that would arrive from the distant steppes at the turn of the thirteenth century...

EASTERN PRINCES TROOPS

Despite an increasing similarity in the style of their equipment and tactics, the Russian and Lithuanian armies differed in their organisation.

The Lithuanian armies, called "karias", reflect their society's tribal nature. They are led by tribal chiefs accompanied by the aristocrats who form a warrior elite. When necessary, every man in the tribe can be mobilised. Most fight from horseback, and being more lightly equipped than their neighbours they rely on harassment and feigned retreats for victory. That said, Lithuania's increasing militarisation has been accompanied by the development of a large and effective infantry.

Within the Russian princedoms, the armed forces are centred on two components. The first is the Druzhina. Maintained by the prince, it is a permanent army that bonds both common and noble professional warriors under the name of "Drug" (comrades). Being mounted, the Druzhina form elite and very mobile armies that are immediately available. Among them are the Malaia Druzhina, the prince's closest companions who receive the most sensitive missions, and the Otroki, their sovereign's bodyguards.

The second part of the Russian armies is made up of militias organised into tysiacha. Much less professional than the Druzhina, they fill the garrisons and the ranks of the infantry.

Foreign mercenaries, particularly light steppe cavalry, often reinforce Russian forces.

Your Russian **Warlord** is a boyar, a powerful man chosen by the prince and who has his total confidence.

Your Lithuanian **Warlord** is a tribal chief, certainly an "elder", ruling a clan or a whole tribe.

Your **Hearthguards** are drawn from the warrior elite. Within the Russian princedoms, the Druzhina are mounted and used as shock cavalry. Despite this, their equipment is lighter than that of their western equivalents and they ride in low saddles in the "ancient style". They are usually kept in reserve to intervene when and where the general judges best, or to make an enveloping move to take the enemy in the flank.

Among Lithuanians, the **Hearthguards** are mounted and equipped with javelins. Influenced by the tactics of the Caucasian tribes, they harry the enemy and drown them in a torrent of missiles before retreating to avoid contact.

Your **Warriors** are militia or free men called up for the battle and motivated by the promise of loot.

Your **Levies** are serfs, men without any rights or property forcibly sent into battle.

FACTION RULES

Before assembling your warband, you must choose whether it represents the troops of a Russian principedom, or those of the Grand Duchy of Lithuania.

⊙ Russian Principedoms

The **Warlord** and the **Hearthguards** are mounted on horses.

Warriors have no special equipment options.

Levies must either be equipped with bows or crossbows.

You may also recruit a single wagon.

⊙ Grand Duchy of Lithuania

The **Warlord** is mounted on a horse.

Hearthguards are mounted on horses and equipped with javelins.

Warriors may either be deployed without any special equipment, or given heavy weapons.

Levies are equipped with bows.

You may also recruit a single wagon.

EASTERN PRINCES UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Hearthguards	Horse	5 (4)	2	Mount: Horse, Russian Principedoms
	Horse, Javelins	4 (4)	2 (1)	Mount: Horse, Grand Duchy of Lithuania
Samogitian Nobles	Heavy Weapon	5 (5)	2	Grand Duchy of Lithuania
Warriors	-	4 (4)	1	-
	Heavy weapon	3 (4)		Grand Duchy of Lithuania
Levies	Bow	3 (3)	1/3 (1/2)	-
	Crossbow	3 (3)		Russian Principedoms
Wagon	Improvised projectiles	5 (4)	4 (4)	Resilience (2), Unarmed, Mount: Horse, Baggage, Lure of Avarice

LEGENDARY UNITS

MINDAUGAS, GRAND DUKE OF LITHUANIA

Mindaugas became Duke of Lithuania in 1238 and is one of its most famous sovereigns. He is behind its existence as a state, and began its territorial expansion. Vanquisher of the German crusaders and the Livonian Order at the Battle of Saule in 1236, he became Grand Duke of Lithuania in 1248. Despite numerous successes against the Teutonic Knights, in 1250 he chose to convert himself—and by extension his whole country—to Christianity to invalidate any crusades launched against his people. Crowned the first king of Lithuania by Pope Innocent IV in 1253, he nonetheless renounced his faith and revolted against the Teutonic Order. He died in 1263, assassinated by a cabal of Lithuanian nobles.

⊙ Legendary Unit

Mindaugas is a Legendary Warlord who replaces your Lithuanian Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

⊙ High Chief of the Pagans

After having chosen how to deploy, but before the first player has begun to deploy their warband, you may move a small piece of low and uneven terrain while following the scenario's rules on terrain placement.

⊙ Future King

Mindaugas already has the stature of a great king. He can use the *Determination* and *We Obey* special rules twice in each Activation phase instead of once.

SAMOGITIAN NOBLES

The Lietuva are divided between the Aukštaitians who live in the highlands, and the Samogitians who live in the lowlands. Samogitia is located in the west of the Grand Duchy of Lithuania, and shares a border with Prussia, itself annexed by the Ordensstaat. The Samogitians remained fiercely opposed to the advance of the Christian armies, and led a permanent war against the Brothers of the Sword and then the Teutonic Order. It was they who were behind the Livonian Order's bloody defeat at the Battle of Saule.

⊙ Legendary Unit

You may pay 1 point to turn a unit of up to 8 Lithuanian Hearthguards into Samogitian Nobles. They fight on foot and are equipped with heavy weapons.

⊙ Married To Their Axes

Samogitian Nobles are particularly well-versed in the delicate art of using heavy weapons, and suffer no reduction in Armour. They therefore have an Armour of 5 both against shooting attacks and in melee.

⊙ Killers of Knights

When Samogitian Nobles are engaged in melee against mounted Hearthguards, the latter's Armour can never be increased above its starting value by the use of either Saga abilities or your unit's fatigue. Also, during a charge activation, Samogitian Nobles may add **M** to their movement if this allows them to engage a unit of mounted Hearthguards.

ROMAN THE GREAT, PRINCE OF GALICIA-VOLHYNIA

Born into the Rurik dynasty, Roman was the son of the Grand Prince Mstislav II of the Kievan Rus, and Agnes of Poland. Sent to Novgorod by his father, he was prince there between 1168 and 1170 before being driven out and becoming prince of the principality of Volhynia. Over the next thirty years, he fought a stubborn struggle against his parents to maintain and expand his power, during which he wove ties of alliance and enmity with powerful figures in many European nations. Victorious in these wars of succession, he finally seized power in Galicia and united the two princedoms into a single powerful state. Refusing to recognise the authority of Rome, he quarreled with his former friend Duke Leszek the White of Poland, and died trying to invade Poland in 1205.

☉ Legendary Unit

Roman is a Legendary Warlord who replaces your Russian Princedoms Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Great Diplomat

At the start of each of your Orders phases, you can choose an advanced ability on your opponent's Battle Board, and they do the same with your own board. These abilities cannot be triggered until the start of your next turn.

☉ Legendary Wisdom

During your opponent's Orders phase, after they have rolled their Saga dice but before the dice are placed on their board, Roman can choose to take 1 to 3 fatigues. For each fatigue thus received, you may choose one of your opponent's Saga dice and make them re-roll it.

ALEXANDER NEVSKY

Prince of Novgorod several times from 1236, but primarily a general, Alexander Nevsky regularly fought the young republic's neighbours. He confronted the Norwegians more than once to control access to the Black Sea and repulsed Lithuanian and Mongol incursions. But it was by crushing Catholic armies that he distinguished himself as an Orthodox hero, first against the Swedes in 1240 at the Battle of Neva, then against the Teutonic Order at the Battle on the Ice in 1242.

☉ Legendary Unit

Alexander Nevsky is a Legendary Warlord who replaces your Russian Princedoms Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Champion of the Republic

Alexander Nevsky made his name by winning the Battle of Neva. His reputation is such that men regain their courage

when he turns his gaze on them. While Alexander is on the gaming board, your Warrior units continue to generate 1 Saga die, even if they have less than 4 figures. Similarly, your Levies will continue to generate 1 Saga die even if they have less than 6 figures.

☉ Respect of the Tartars

By fighting the Mongols and managing to preserve the Novgorod republic's autonomy, Alexander won the respect of these intimidating men of the steppes. Several of them fought under his banner as mercenaries, notably during the Battle on the Ice. While Alexander Nevsky is your Warlord, you may recruit up to two units of Eastern Horsemen. Also, these units gain the Loyal special rule (see Loyal, p. 71).

☉ An Iron Fist

When Alexander Nevsky is removed as a casualty, all your Auxiliary units immediately suffer an additional fatigue.

Faction special rule:

Wagon

The heavy baggage wagons that accompany armies on campaign sometimes serve as impromptu fortifications in desperate situations. Their mass and construction offer protection against missiles and enemy assaults. Nevertheless, the opportunity for plunder that they represent still makes them a target for enemy warriors.

☉ Civilians

You may one—and only one—wagon for 1 point. It is a mounted Levy unit which counts as a unit of Mercenaries. It has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
1	5 (4)*	4 (4)	Improvised Projectiles
Saga Dice			
Resilience (2), Unarmed, Mount: Horse			

*The reduction in Armour for the Mount: Horse special rule is already taken into account.

A wagon's base must be a minimum of 4cm wide and 8cm long, and cannot be more than 5cm wide and 12cm long.

☉ Baggage

The wagon uses a ruler of 8 for its movements. Also, the wagon can never be activated to charge.

☉ Lure of Avarice

No enemy unit can choose to charge a unit other than the Wagon if it could charge the Wagon instead. In this case, its charge must target the Wagon. Heroes are not affected by this rule. If it is removed as a casualty, it gives your opponent 4 massacre points. This doesn't include the bonus point awarded by certain scenarios for destroying an enemy unit.



The Eastern Princes

as seen by Galon



Brother Galon, who are these princes who reign over the lands of the East and thwart the advance of our crusade?

The eastern nations are formidable in many ways. The biting cold, the impenetrable forests and the impassable marshes are terrible adversaries for Christ's armies—but the lords who live there are far more merciless. First, you should know to differentiate the pagan Lithuanians from the Russians, who call themselves disciples of Our Lord but reject the authority of Rome. Their armies have a lot in common, but several differences in their military traditions mean you need to learn their respective tactics.

Carefully reading their Battle Board will display a set of abilities that allow them to handle lots of different situations. Both melee and shooting attacks, stubborn defence, removing their fatigue tokens, and disrupting the enemy battleline can be used by their generals without any one aspect overshadowing the others. An Eastern Princes Warlord will therefore often prefer to fight a battle of attrition against their opponent by controlling their advance and attacking isolated warriors. For example, *Timorous Advance* is powerful against overly rash warriors. Their Hearthguards are also very versatile, and will menace the enemy at range as well as with their devastating charges. Although those of the Russian princes prefer to charge while the Lithuanians' harry the enemy with missiles, the *Death Blow* and *Drug* abilities make them both terrifying fighters.

You must also beware their commoners. Although the Battle Board does less for them than the nobles, their Warriors and Levies can impede your movements with their numbers and the *Brothers-in-Arms* ability lets them withstand the most resolute assault. Their perfidiousness leads them to hide behind baggage wagons. Many Brothers have died attacking these seemingly fragile targets, exhausting themselves trying to topple them as the enemy surrounds them...

Doesn't the *Timorous Advance* ability seem too expensive?

It's certainly costly, but it can devastate an opponent if used well. A mercenary unit can't use the Battle Board's advanced abilities, so this ability basically prohibits a unit from using their Battle Board advanced abilities. I'm sure you can see how devastating this would be for—as an example—a large unit of Hearthguards.

If I use *Feint* on a mounted unit equipped with javelins, can I activate them to fire after their move?

Absolutely! I'm pleased to see my lessons are sometimes listened to! The Javelins is a weapon that lets the unit carrying it make a free shooting activation at the end of a move, and without suffering fatigue. Don't miss the chance to riddle your enemies with deadly missiles! But watch out; this Activation/Reaction ability can only be triggered in response to an enemy move, not a charge.

Thanks to the *Ad Nauseam* ability, each 6 I roll on my attack dice lets me re-roll a die that didn't score a hit. But, if that die gets a 6, can I re-roll another die? And so on?

As the name suggests, you will indeed get extra re-rolls for each new 6 you get... While you have dice to re-roll. I mean, you haven't forgotten that each die can only be re-rolled once, right?

If I charge with *Death Blow*, can I change direction between the L and S measuring sticks?

No, a charge is a straight line move, so the S ruler must be placed

to extend the L ruler.

What happens if an enemy uses my fatigue during this charge?

Then you would replace both rulers with a single S ruler. It's up to you to make sure it doesn't happen!

If I fire with *Death Blow* but my unit's entry on the unit summary table has no shooting dice, how do I generate the attack dice?

The table doesn't indicate the shooting dice for troops without ranged weapons. That doesn't stop them from generating attack dice according to Saga's shooting rules. For example, if your Druzhina use *Death Blow* then you'll generate 1 die per figure.

Can I apply *Hesitation* to an active Saga ability?

Of course, and your opponent will have to choose between triggering their ability and letting you start your turn with 2 Saga dice on your board, or not triggering that ability.

How does *Drug* work? I'm finding it hard to understand...

It's simple enough... You choose a unit Hero or Hearthguard within M of the unit engaged in combat. You gain as many dice as it generates in a melee, e.g. usually 2 per figure for Hearthguards, and 8 for a Warlord.

On the other hand, until the end of the melee, each time your unit takes a fatigue (including the fatigue at the end of the melee), the chosen unit also takes one. And above all, the same thing happens with casualties.

Do the chosen unit's bonus attack dice also get added in?

No, only the dice generated by their Aggression.

If, when I trigger the *Drug* ability, I choose a Hero who has the *Bodyguards* and *Resilience* rules, could he use them?

A hero will always find brave warriors to die in his place. So yes, you can use the *Bodyguards* and *Resilience* special rules when you use *Drug*, if you choose a Hero who has them.

And, can a Hero or Hearthguard unit choose itself?

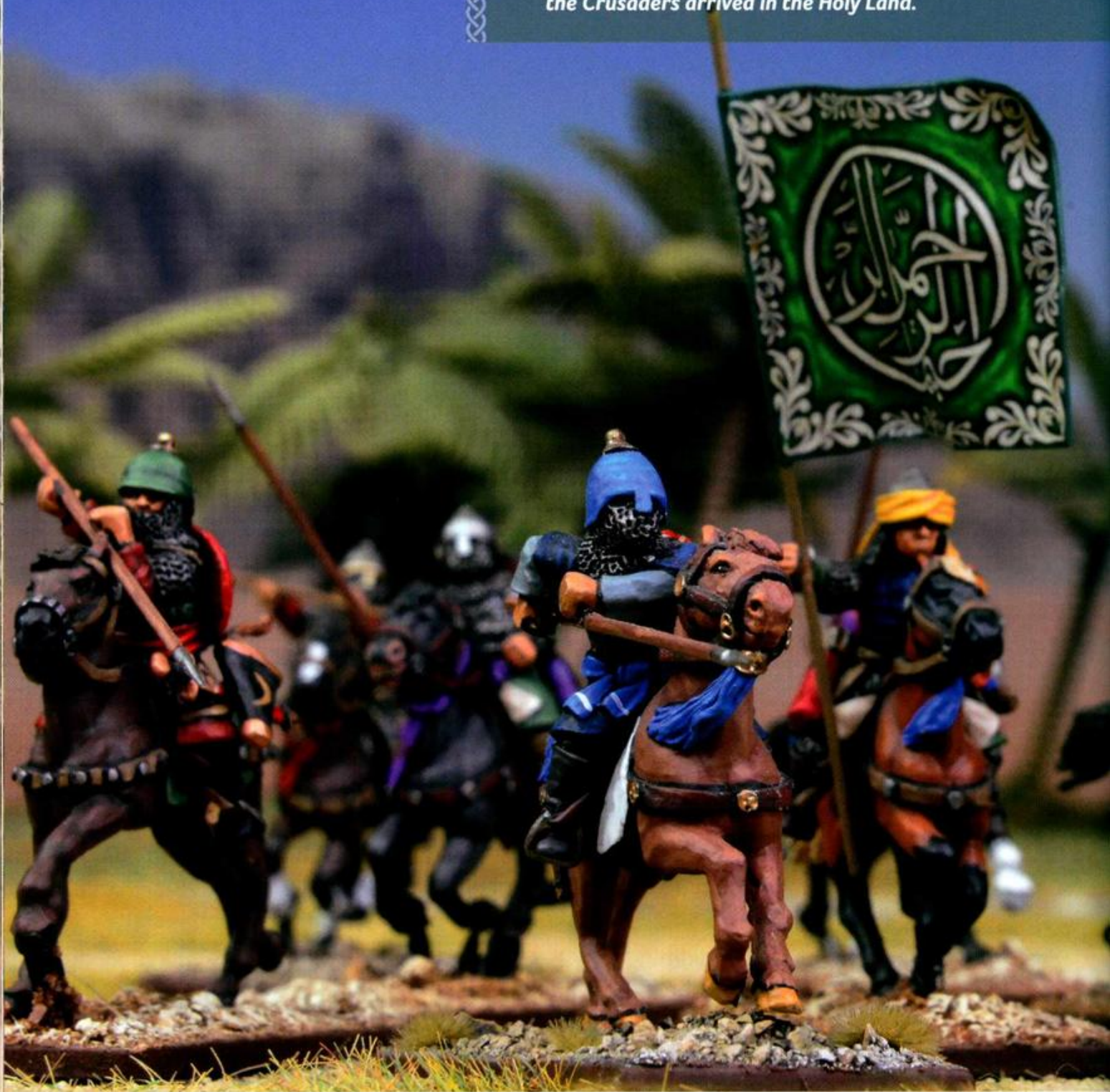
No, that's why it specifies "another unit".





The SARACENS

This faction represents the Turkish and Arab forces that controlled Asia Minor and the Middle East when the Crusaders arrived in the Holy Land.



To most of the knights who went on crusade, the Middle East was an unknown and mysterious land. For medieval Christians, the word *saracen* meant Muslim, no matter their ethnic origin or political affiliations. When they arrived, they discovered a turbulent and divided East—a far cry from being resolutely opposed by a united empire. The Muslim world, which stretched from Andalusia to the fringes of Persia, was beset by huge upheavals both political and religious at the end of the eleventh century. Numerous nations and schools of thoughts fought each other, all beneath the banner of Islam.

At this time Anatolia, Syria, Iraq and Iran were ruled by the Seljuks, who were Sunni Oghuz Turks. The great Seljuk Empire reached its height during the reign of the sultan Malik Shah, several-time conqueror of the Byzantines—from whom he had wrested Anatolia two decades before—and collapsed in 1092. Although the Sultanate of Rûm kept hold of Asia Minor, the rest of the former empire was led from then on by short-lived dynasties or local lords called emirs or atabegs. Further east, revolts and civil wars balkanised the empire. A warrior people, the Seljuks adopted Persian culture and used Persian as their official language. Their monarchs' legitimacy was founded on their recognition by the Sunni Abbasid caliph, who they supported against the Shi'ite Buyid dynasty in the middle of the eleventh century.

The theological split within Islam fed the conflict with the Egyptian Fatimid caliphate, which was Ismaili Shi'ite. They had ruled Egypt since 969, ever since the Fatimid dynasty left North Africa. Expanding from their capital at Cairo since the start of the tenth century, they reached all the way to Sicily and Syria. Due to internal struggles and successive secessionist movements, their territory was limited to Egypt and a few possessions in Palestine when the crusades began. The most famous of these was the Holy City of Jerusalem, which it took in 1098, and whose fall to the Turks in 1073 had been one of the causes of the Crusade.

This political chaos did not, however, stifle a vibrant intellectual sphere. The sciences—particularly medicine—were more advanced than in the nations of Europe, while theological and philosophical discussions were a popular pastime. Benefiting from its pivotal position between Europe and Asia, trade boomed in the Saracen world. Its inhabitants, who were mostly farmers and artisans, included free men who were paid for their work by their lord, but also slaves, who were often forced into bondage by war.

Although Saracen discord helped the Crusaders and allowed them to hold their kingdoms for decades against the Muslim peoples' armies, the spirit of jihad and the desire to defend the lands of Islam would soon raise up a champion to unite the warriors of the Prophet in a common struggle.

SARACEN TROOPS

The organisation of Saracen armies is based on the *iqta* system introduced by the Turks. Mostly professional soldiers, Saracen warriors are paid by the emir they fight for. The best among them receive an *iqta*, the equivalent of a feudal fief, from which they draw a revenue. Maintenance of equipment, jewellery, and decorating tunics to show the owner's wealth are the responsibility of each fighter. Elite units and the guardians of the powerful are comprised of slaves trained for war from a very young age, and fiercely faithful to their masters. Although most troops are horsemen, many use the bow and seek to outflank and harass the enemy rather than charge them head on. The infantry are mainly used to protect the cavalry, and many come from urban militias.

Your **Warlord** is a local magnate, an emir or an atabeg, ruling his region or his city on behalf of the sultan. His views on war are formed from long experience and an abundance of Persian military literature.

He is surrounded by his **Hearthguards**, ghulams or *mameluks*, slave soldiers who have trained since infancy. These are exceptional fighters, heavily armed and as capable with the bow as the sword. They go to war on horseback, and do not fear hand-to-hand combat.

The majority of soldiers form the *Askar*. Mostly horsemen, they are your **Warriors**. They can either be lightly equipped Turcomans who fire a flurry of arrows and withdraw over and over again, or Arabs who either use the same tactics or charge into melee. Men on foot march to battle carrying spears and shields to protect them from enemy charges.

The poorest fighters form your **Levies**. Often urban militias or garrison troops, they use bows to support the rest of the army at a distance.

FACTION RULES

The **Warlord** is mounted on a horse.

Hearthguards are mounted on horses, and may be equipped with composite bows.

Warriors may either:

- Have no special equipment
- Be mounted on horses
- Be mounted on horses and equipped with composite bows.

Levies are equipped with bows.



SARACEN UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Hearthguards	Horse	5 (4)	2	Mount: Horse
	Horse, Composite bow	4 (4)	2 (1)	Mount: Horse
Warriors	Horse	4 (3)	1	Mount: Horse
	Horse, Composite bow	3 (3)	1 (1/2)	Mount: Horse
	-	4 (4)	1	-
Levies	Bow	3 (3)	1/3 (1/2)	-

LEGENDARY UNITS

SALADIN, THE KNIGHT OF ISLAM

Salah ad-Din Yusuf, called Saladin by westerners, was the principal architect of the Muslim counter-attack against the Crusaders. Although a Kurd and a Sunni, he was made vizier to the Shi'ite Fatimid caliphate which he subsequently abolished. Having become ruler of Egypt, he founded the Ayyubid dynasty. The first Muslim leader to win international status since the Franks arrived in the Levant, he managed to unite the forces of Islam against the Crusaders and proclaimed a jihad in 1187. In the same year, his troops crushed the Crusaders at Hattin and retook Jerusalem. Despite being an enemy, his moral virtues earned him profound respect from his opponents, who named him the Knight of Islam.

☉ Legendary Unit

Saladin is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Respected By His Enemies

Once per turn, after your opponent triggers a basic activation ability, you may cancel that activation.

☉ Negotiations

At the start of each of your Orders phases, you may choose to roll an additional Saga die. If you do so, your opponent can immediately roll a Saga die and place it on their Battle Board.

☉ Truce

Once per game, at the start of one of your Orders phases, Saladin can declare a truce. If this happens, no unit from any warband on the table can be activated to shoot or charge until the start of your next Orders phase.

KILIJ ARSLAN

Kilij Arslan was very young when he took his father's place as ruler of the Sultanate of Rûm. Created during the dissolution of the Seljuk Empire, the sultanate occupied nearly all of the Anatolian territories

taken from the Byzantine Empire. With its capital at Nicaea, Rûm was the first Muslim country the Crusaders encountered on their arrival in the East. In 1096, the People's Crusade was crushed by its troops as it tried to cross Anatolia. However, they were powerless to prevent the capture of Nicaea a year later by the First Crusade, and suffered a terrible defeat at Dorylaeum. Nevertheless, having made an alliance with his Danishmend Turk neighbours, Kilij managed to defeat three crusader armies in 1101. His involvement in internal Turkish disputes was fatal, and Kilij died in 1107 after having been defeated in an attempt to capture Mosul by the Seljuk Muhammad I.

☉ Legendary Unit

Kilij Arslan is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Sultan of Rûm

All Hearthguard units in Kilij's warband must be equipped with composite bows. Kilij's warband cannot recruit any ordinary units of warriors, but can recruit as many Eastern Horsemen as you wish, without restrictions (see Eastern Horsemen, p. 71). These units also gain the *Loyal* special rule (see Loyal, p. 71).

☉ Continuous Harassment

All units in Kilij's warband with the *Mount: Horse* special rule can make a manoeuvre in any of their activations, even if it isn't their first activation.



The SARACENS

as seen by Galon



Brother Galon, what should I know about the Saracens?

The Saracens constantly vie with us for control of the Levantine lands that we freed from their yoke. Their armies look very exotic, and their behaviour is as convoluted in war as in their politics. Their knights don't fight like ours. They like to play with their enemy until they're exhausted, then deliver the coup de grace. They are accompanied by hosts of cavalry who wield the bow just as well as they do the lance. The number of infantry they can deploy is formidable, and most of them attack the enemy from a distance. Don't underestimate their martial valour, or you might be surprised!

The Saracens have a great variety of equipment, and many combinations are possible within a single warband. Mobility and sustained fire are their main strengths. A Saracen general will seek to combine harassment and attack in order to weaken the enemy before the charge. Several abilities also let them make their troops more durable or elusive. The Saracens lack brute offensive potential, and units fighting alone will have nothing to offer but a heroic end. Also, their lack of abilities to defend against shooting attacks leave them vulnerable to an opponent who plays them at their own game.

If I trigger Coordination and my opponent has already used a Saga ability, do I still get an extra die for it?

Your naivety baffles me... No, you only gain additional dice for Saga abilities used by your opponent after you trigger Coordination.

If there are no Saracens within 8, does Armour-Piercing Shafts have any effect?

No! This precious +1 bonus has a cost! But keep in mind that a figure counts as being within 8 if even part of their base is within 8. You don't need the whole base to be within range.

Multiple Shots is resolved without a shooting attack!

Even though these skilled archers are going to rain down a torrent of arrows on their targets, the ability is not technically a shooting attack. It allows you to roll a die for each unit within 8 of your unit, and the unfortunates who get a result that's higher than their Armour will take a casualty, just like that. However, no shooting Saga abilities or special rules apply in this case.

Who rolls the dice in this case? The target or the shooter?

Observe the Saracens' elegance. They let the affected unit's owner roll the dice. But when a soldier falls, they can't help but let slip that little sneer that makes me want to charge them on my warhorse...

In a multi-player game, does Brotherhood's attack bonus apply to every unit that charges its unfortunate target?

Essentially, every unit – without no regard to culture or creed – gets this bonus. Let's say that the Saracens have marked the victims as a target for assassination.

Exactly how many dice does the Scourge of the Infidels ability gain me?

I see you slept through your arithmetic lessons. Firstly, don't forget that to gain attack dice you have to trigger Scourge of the Infidels by discarding a 1. Secondly, you gain dice depending on what your opponent does. If they feared your fury and closed ranks, you can add 2 attack dice to your pool. However, if they resolutely decided to trade blows, you'll gain 4 attack dice instead of 2.

Can I use Ruse with a 1 if my opponent has only one Saga dice on their Battle Board?

Yes, of course. In that case, they would only discard a single die.

Are units of Mercenaries taken into account when I use Ruse?

I concede that calling these brigands "friendly" units might seem like a stretch... But they do count as such when resolving Saga abilities.





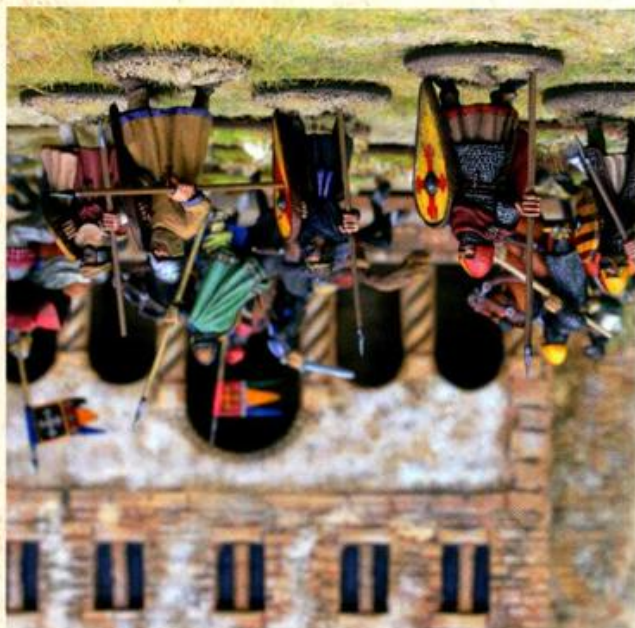
The SPANISH

This faction represents the armies of the Christian kingdoms of Spain fighting in the Reconquista.



The Warlord and the Heartguards are mounted on horses. Warriors either have no equipment options, or are mounted on horses and equipped with javelins (jinetes). Levies must either be armed with bows or javelins. Either way, a maximum of one unit can exchange its bows for crossbows.

FACTION RULES



SPANISH TROOPS

When the lords of the West took the Cross to liberate the Levant from the Saracens' grip, their Christian brothers in the Iberian peninsula had already been locked in struggle with the disciples of Islam for several centuries. An invading army of Muslims crossed the Strait of Gibraltar in 711 and conquered the peninsula in just five years, ending the reign of the Visigoth kings. The unstoppable momentum of Allah's armies and the decline of a Visigothic aristocracy that never quite integrated with the people of the peninsula were behind this rapid conquest, which was stopped in the mountainous region of northern Spain known as Asturias. Here, free from the presence of the conquerors, a hotbed of resistance began to foment.

Although minor, the Christians' first military success at the Battle of Covadonga in 722 galvanised the resistance. Under Carolingian influence, a second centre was then developed in the Pyrenean kingdom of Pamplona in order to keep the North African warriors from reaching Frankish territory. Although most of the country remained in the hands of the Cordoban Caliphate, these early successes strengthened the spirit of reconquest and allowed progressively larger Christian armies to form, while offering safe haven to the following centuries saw the Christian lands slowly grow in power, and the kingdoms of Castile, Leon and Aragon formed. Military successes nonetheless remained small, and

Although organised along western lines, the Spanish armies of the Reconquista also reflect Moorish influence. Although few in number, the knights still make up the main striking force. Less heavily equipped than their brothers on the other side of the Pyrenees, their charges are supported by swarms of light cavalry inspired by the Moors, who harry the enemy with their javelins. Like their opponents, the infantry are mostly armed with ranged weapons or carry spears. These armies' ranks are swelled with many mercenaries from throughout Christendom, but also Muslim regions, giving them a colourful and multicultural appearance.

Your Warlord is a feudal noble ruling over their own fief, perhaps as high in rank as an infante or a rey. Your Heartguards are knights of noble rank – the caballeros hidalgos – or wealthy commoners called caballeros villanos. Fighting in the western way from the eleventh century onwards, they almost never dismount from their horses in battle.

Your Warriors are recruited from among the common people, sometimes from Muslim societies. They form ranks of infantry carrying spears and shields. With them ride the jinetes, light cavalry similar to the Moors' who prefer to torment enemy troops with their javelins and mobility rather than charge.

Your Levies, poor men and peasants drawn from the towns and countryside alike, use bows and crossbows to drown the enemy in a torrent of missiles.

SPANISH UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Hearthguards	Horse	5 (4)	2	Mount: Horse
	Horse, Javelins	4 (4)	2 (1)	Mount: Horse, García Ordóñez's warband only
Warriors	Horse, Javelins	3 (3)	1 (1/2)	Mount: Horse
	-	4 (4)	1	-
Levies	Bow	3 (3)	1/3 (1/2)	-
	Crossbow	3 (3)		-
	Javelins	3 (4)		-

LEGENDARY UNITS

RODRIGO DÍAZ DE VIVAR, EL CID, EL CAMPEADOR

Rodrigo Díaz's life perfectly illustrates the situation on the Iberian peninsula at the end of the eleventh century. Born into a noble and knightly family, the young Rodrigo entered the service of his childhood friend King Sancho II of Castile in 1065. Exiled from court by Sancho's brother and successor Alfonso VI in 1081, he fought with the Muslim armies of the taifa of Zaragoza for several years. This was when the Moors gave him the name El Cid, or "The Lord". When he returned to the service of the king of Castile, he captured Valencia twice and eventually named himself its king. He died in 1099 with a reputation as an invincible general and a talented warrior who had earned the name El Campeador ("The Champion") among the Christians.

☉ Legendary Unit

Rodrigo Díaz is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ El Cid

Rodrigo Díaz de Vivar served Moorish lords as a mercenary and therefore knew their way of war. At the start of each of your Orders phases, you may decide that the 2 Saga dice generated by El Cid are Muslim dice. If you do so, resolve an Orders phase with these two dice where you place them on the Moorish Battle Board. In this case, remove two Christian dice from the game for the duration of the turn. You will therefore have 8 Saga dice available - 6 Christian and 2 Muslim dice.

El Campeador

Rodrigo won a reputation as a formidable warrior by defeating Jimeno Garcés in single combat - a man believed to be invincible. Whenever he takes part in a melee, the enemy unit takes a fatigue before the melee is resolved.

GARCÍA ORDÓÑEZ, EL CRESPO DE GRANÓN

A contemporary of El Cid, García Ordóñez was also one of his most famous rivals. Also in the service of King Sancho II of Castile, his influence grew little by little until his exile from court in 1074. He then fought for the taifa of Granada and was defeated by the Cid at the Battle of Cabra. However, Rodrigo Díaz's disgrace allowed him to win back the king of

Castile's favour. He was made Count of Najera and tutor to the king's only son. García died in 1108 trying to save the prince's life at the Battle of Ucles.

☉ Legendary Unit

García is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

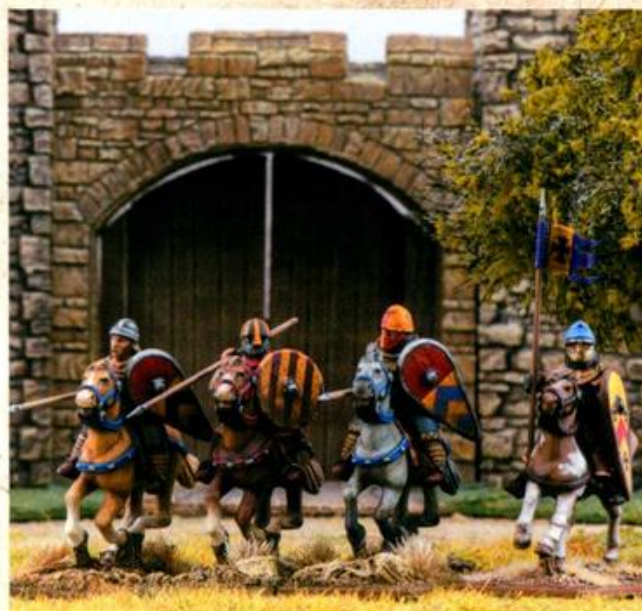
Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Grenadine Mercenary

García Ordóñez commanded Granada's Muslim troops for several years. Any Hearthguard units in his warband can be equipped with javelins.

☉ Return to Favour

At the end of your Activation phase, if the enemy Warlord has at least one fatigue, you may exchange their fatigues for García's.



The Spanish

as seen by Galon



Brother Galon, what have you learnt about the Spanish during your travels?

The Christian knights of Iberia have been defending their lands against the armies of Islam since before even Charlemagne! To hold out for so many years, they have had to adapt to their enemy's military traditions and therefore fight very differently to us. Their knights charge valiantly, but they bring to battle a large number of light cavalry who dart around all over the place and riddle their enemies with deadly missiles. Their infantry bring long-ranged support and allow the horsemen to retire behind the rampart of their shields.

The Spanish Battle Board reflects this strategy of attrition and harassment. The first thing to note is the ease of activating their mounted units and their ability to react to enemy activations. A clever Spanish general will therefore seek to take full advantage of this to dictate the flow of the game to their opponent and maximise their units' shooting ability by carefully selecting their targets. The Spanish's other characteristic is their habit of exhausting the enemy by covering them in fatigue and then using it to reduce their offensive potential.

That said, keep in mind that this tactic is dangerous. An enemy in full control of their resources will easily defeat the Spanish if they don't take care to wear them down sufficiently. Also, their mounted Warriors are fragile due to their weak armour and the whole warband lacks protection against shooting. If you're skilled enough and you anticipate your opponent's moves, you'll lead a warband that is agile, elusive and eventually – deadly.

The basic abilities on this Battle Board are somewhat different to the ones I'm used to seeing. Could you run me through them?

Adaptability is the key to victory. As you use them, you'll learn that these abilities are as simple as the ones you know already. Both activation abilities let you put the spotlight on the Spanish cavalry's mobility. Basically, it's not the type of soldier, but rather their equipment that dictates how hard it is to activate them. Mounted units, whether Hearthguards or Warriors, are all activated just as easily. On the other hand, your Warriors on foot will be slower to obey your orders and will activate in the same way as your Levies.

I draw your attention to the *Iberia* ability, which lets your Jinetes units (your mounted Warriors with javelins) to react to enemy activations with movement or shooting – but not a charge. Since this is a basic ability, you can trigger it several times during the enemy turn.

Many tactical possibilities are open to Spanish generals – it's up to you to prove your wisdom.

Is it possible to choose to roll fewer than 8 attack dice to avoid the additional fatigue inflicted by Battle Wary?

I see the frustration hidden in your cunning words! No, you must roll your whole combat pool, even if this annoys you and forces your unit to suffer a fatigue and miss activating again this turn.

The Blazing Sun ability forces me to discard all my attack dice... Does that mean that my shooting attack is cancelled and my unit therefore doesn't take any fatigue if it's not its first activation of the turn?

You are sneaky! You've already announced your unit's activation. Choosing to use *Blazing Sun* doesn't let you cancel, so you'll have to suffer an extra fatigue.

But maybe you haven't noticed that you can use this ability and still shoot at your target? Follow my train of thought... During step 2, the Spanish player triggers *Blazing Sun* as their first ability, and therefore discards their combat pool. That doesn't stop them triggering other abilities later on to gain new attack dice – for example, *Combat Bonus*.

One of my units can activate for free for a whole turn if I trigger Jinetes!... Is that indefinitely?

Beware the fatigue that you'll generate for your men! Although their activations are free and therefore do not need a Saga die to be discarded, the fatigue they'll accumulate from multiple activations will be very real.

At the end of each of these moves, can I trigger a shooting attack with my javelins?

Of course! Shooting activations with javelins are free and do not cause fatigue if they directly follow a movement activation. So yes, of course you can activate freely to shoot after each of these movement activations.

Can I freely activate other units between any two activations with this unit?

Of course, but keep track of the units your riders have already shot at, since they can only target a given enemy unit once during the turn.

Does Reconquista even prevent the free activation to shoot with javelins after a move?

Yes. It's an ability that lets Spanish horsemen deliver the final blow to their enemies with 2 bonus attack dice during melee. It's extremely good when combined with the +1 combat bonus that their javelins give their attack dice!

How does Chaos work?

Simply enough. At the moment when you trigger this ability, you choose a warband and take ALL of its fatigues. You then redistribute them between the units in the warband as you prefer, giving each unit a maximum of two fatigues. The fatigues you can't put back – for example, if a warband had three units and seven fatigues – are discarded. In our example, you would discard one fatigue.

When using this on your own warband, you can transfer your best unit's fatigues onto your worst. Conversely, you can hobble an enemy warband's elite – or even their Warlord. Very powerful!

Can my opponent gain attack dice after I've triggered the Treachery ability?

Deception is an art you need to learn. Yes, your opponent can gain attack dice after the *Treachery* ability has been used, e.g. by triggering the *Combat Bonus* ability. To make the most of the ability, you need to make sure your enemy will be left unarmed before your onslaught.



The MONGOLS

This faction represents the armies of Genghis Khan's descendants, who expanded his empire to the fringes of Europe and the Middle East.



In twenty years, the man called Temujin managed to both politically and militarily unite a myriad of fiercely independent nomad tribes who were regularly at war with one another. Filled with the conviction that he was chosen by Tengri the Sky-God, he gave them a common goal and led numerous military campaigns to expand what became a vast empire. All Mongols were united by a universal truth: as there is only one God in heaven, there can only be one king on earth – and that king is Genghis Khan!

Soon the empire's frontiers stretched to Korea in the east, Siberia in the north, the Indus in the south and Iran in the west. As attached to their homeland as they were to their way of life, the Mongols did not settle in their conquered territories, preferring to end their days on their native steppes. Even so, the lands they vanquished brought them glory and riches.

In 1221, twenty thousand men led by Jebe and Subutai – two of Genghis Khan's favourite generals – made an amazing raid of around twenty thousand kilometres which led them from the Caspian Sea to the Black Sea before reaching the steppes of the Kievan Rus. Over four years, these men crossed enemy lands without knowing anything about the lands or armies surrounding them. They did not suffer a single defeat, but bloodily defeated the Georgians, the Bulgars, and the Alans, attacked the Cumans and finally routed a Russian coalition of eighty thousand men before returning to the Emperor. Scarred by their defeat, the Russians counted it as one of the worst in their history.

Sixteen years later, despite Genghis Khan's death, his son and successor Ogedei decided to bring war to the West. Mongol troops overran Central Europe. All the Caucasus fell beneath their yoke, and in 1237 they attacked the Russian principalities. The Mongols were ferocious and did their best to terrify the local population. Massacres were frequent, but artisans and men of God were generally spared and sent to other parts of the Empire. In less than three years, almost all the Russian cities were vanquished and annexed. Only the principality of Novgorod held out. What the princes thought would be a passing woe, a chevauchée of the type they had suffered so many times before, had revealed itself to be an occupation.

The impact of the Mongol Invasion was massive, and rumours of their abuses spread throughout Europe to terrify the people and their lords alike. The threat was all the more frightening because Christendom itself was now under attack from forays into Poland and Hungary. The Mongols won shattering victories there too, notably at the Battle of Legnica in 1241 which saw the death of Henry II the Pious and the annexation of Polish Silesia.

Despite all this, a lack of supplies put a brake on the Mongol expansion, forcing the army to retire to the land of the Cumans. They created the Khanate of the Golden Horde which would reign over Central Europe for another two centuries. Meanwhile, the Middle East would soon receive their full attention...

MONGOL TROOPS

The Mongols are nomads, used to the empty reaches and difficult climate of the eastern steppes. Hunters and horse breeders, they are also fearsome archers. The Great Khan regularly organises large hunts in which men hone their discipline and encirclement tactics. This is the strength of a people who are small in numbers; every man is fit for combat.

Your **Warlord** is a Khan, a clan chief commanding several dozen or several hundred men.

His **Hearthguards**, who are probably his brothers by blood or treaty, fight by his side. They wear metal armour and carry shields, and prefer to fight with sabres or clubs.

His **Warriors** are free men fighting on horseback and armed with bows. In order to facilitate their manoeuvres and improve their speed, they do not wear armour.

Your **Levies** are fighters recruited from conquered peoples. They are used en masse to form the centre of a battle line and are usually equipped with a bow or a spear and shield.

FACTION RULES

• The **Warlord** is mounted on a horse.

Hearthguards are mounted on horses.

Warriors are mounted on horses and equipped with composite bows.

Levies either have no special equipment options or are equipped with bows.

Faction special rule:

WAR DRUMMER

No matter their religion, the steppe peoples practised a shamanism of which the drum was the ultimate expression. This powerful instrument was therefore naturally used as a symbol of authority by generals, and employed to galvanise the troops and announce the beginnings of battles.

You may recruit a single War Drummer for 1 point.

He is a Hero with the following characteristics:

Saga Dice	Armour	Aggression	Equipment
1	4 (4)	1	Camel

Special Rules

Bodyguards, The Horde, Mount: Camel, Resilience (1)

The Horde

The War Drummer can use The Horde once during each of his Activation phases. When this rule is triggered, all friendly units mounted on horses within 1 of the Drummer are activated. Mercenaries are not affected by this rule unless they have the *Loyal* special rule.

MONGOL UNITS

Unit	Equipment Options	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
War drummer	Camel	4 (4)	1	Mount: Camel, The Horde
Hearthguards	Horse	5 (4)	2	Mount: Horse
Warriors	Horse, Composite bow	3 (3)	1 (1/2)	Mount: Horse
Levies	-	4 (4)	1/2	-
	Bow	3 (3)	1/3 (1/2)	-
Khwarezmian Camel Riders	Camel, Composite bow	3 (3)	1/3 (1/2)	Mount: Camel

LEGENDARY UNITS

KHWAREZMIAN CAMEL RIDERS

Led by the Khwarezmian dynasty, during the Age of Crusades the Khwarezmid slowly became a major power in central Asia. United with their Cuman and Oghuz allies, their armies put an end to the reign of the region's last Seljuk sultan, and earned themselves the title of protector to the Abbasid Caliphate. The murder of Mongol ambassadors earned them total destruction at the hands of Genghis Khan's warriors in 1220. The Khwarezmian cavalry, famed for their martial talents, then fought for their new masters. Among them were a corps of archers who went to war on camels, riding or dismounting as the situation demanded.

☉ Legendary Unit

The Khwarezmian Camel Riders are a Legendary Unit comprised of 12 Levies armed with composite bows and mounted on camels. They cost 1 point and have the following characteristics:

Saga Dice	Armour	Aggression	Equipment
1	3 (3)	1/3 (1/2)	Camel, Composite bow
Special Rules			
Mount: Camel			

☉ Dismount

At the start of one of your Activation phases, you may declare that your Camel Riders are dismounting. If this happens then until the start of your next Orders phase, your unit may not be



activated to move and counts as being armed with bows rather than composite bows. Since they are no longer mounted, their Armour against shooting is therefore 4 and they can benefit from cover.

SUBUTAI, THE EMPEROR'S EXECUTIONER

Subutai assisted Genghis Khan in his conquest of Asia. He was one of his best generals, and revealed his military genius during the western campaigns. After leading a first ambitious raid in 1221, he supported Genghis Khan's grandson Batu Khan in his conquest of Hungary and the Russian princedoms. In reality, it was Subutai who planned his campaigns, and who gave the Khan the benefit of the experience he had gained in four years of raiding in the Caucasus. His military career ended in 1241 after a stunning victory against the Hungarian armies, and he died in his homeland in 1246.

☉ Legendary Unit

Subutai is a Legendary Warlord who replaces your Warlord for 1 point. He has the following characteristics:

Saga Dice	Armour	Aggression	Equipment
2	5 (4)	8	Horse
Special Rules			
Bodyguards, Determination, Presence, Pride, Resilience (1), We Obey			

☉ Mongol Tactics

After both warbands have been deployed, but before the first Orders phase, you may redeploy up to half the units in your warband. You must still obey all the rules for deploying units specified by the scenario.

☉ Victory is Mine!

Subutai always plans his battles, and never gives in to despair. His cold-blooded composure and his experience as a military leader inspire courage and discipline in his men. At the start of each of your Activation phases, all friendly units entirely within **M** of Subutai remove a fatigue.

☉ Terror of the Steppes

The Mongols skilfully cultivated a reputation for savagery. And who exemplified that bloodthirstiness better than a chief like Subutai? Therefore, no enemy unit entirely within **M** of Subutai can be activated to rest.

The Mongols

as seen by Galon



Brother Galon, who are these terrifying warriors from the distant Eastern steppes?

The Mongols are a barbarian people who have only recently discovered writing... By stealing it from their neighbours! These ferocious steppe warriors have no honour, and will stop at nothing to crush their enemies. These bandits prefer to loose arrows than test themselves manfully against their opponent's courage. Despite that, they are veteran warriors and cavalry without equal. It's said that they can ride for days without setting foot on the ground or even holding their horse's reins. Although some of them claim to be disciples of Our Lord who follow the heretical precepts of Nestorius, their ferocity spares no nation on Earth.

The Mongols are very mobile thanks to their many cavalry and several Saga abilities which allow them to move without generating fatigue. The War Drummer reinforces this advantage by letting units within range move without spending Saga dice. Cunning Mongol generals will avoid melee in favour of shooting. Indeed, the Battle Board doesn't have many melee abilities, and a Mongol warband will be more comfortable using their composite bows. Don't underestimate the power of their heavy cavalry either – they mercilessly slaughter fighters who've been worn out by their hail of missiles.

Balancing their great mobility, their Warriors have very little armour, and all the Mongol troops are vulnerable to enemy shooting. Their generals must strike in the right place before withdrawing their troops out of range or behind scenery that blocks line of sight.

If you like surgical strikes and wearing down your enemies while making them chase you, this faction is made for you!

If one of my Warrior units is in an area of terrain offering light cover, can I trigger Scorched Earth?

What were you thinking? What is one of your mounted units doing in unfavourable terrain? Still, I'll answer your question... Yes, you can trigger *Scorched Earth* on a piece of terrain containing one of your Warrior units. But remember that your unit will also suffer a fatigue once its effects are resolved.

If the terrain piece affected by Scorched Earth no longer provides cover, we may as well remove it from the table... Right?

Certainly not! You forget that terrain is not only defined by the cover it provides, but also the penalty it inflicts on mounted units' movement! Yes, the affected terrain piece no longer protects against shooting, but it will continue to slow all units that cross it, and still inflicts a fatigue on mounted units that finish their activation inside it.

If I activate a unit of Warriors to shoot and trigger Short Range Volley, can I give it the fatigue caused by the ability?

Yes, but that's less helpful since your opponent will be able to use that fatigue to increase their Armour. But it is possible nonetheless.

Can I trigger the Hell For Leather ability with a 🏹 to remove a fatigue, even if my unit can't make the whole move of L?

I see you're already well-acquainted with the steppe folk's tricks! Your unit must be able to move the whole distance to trigger this ability. It therefore isn't possible to trigger this ability if it can't be entirely resolved. In short, if your unit cannot make the compulsory withdrawal move of L, it cannot remove a fatigue.

If I win this melee, do I still have to withdraw?

Yes. In this case your opponent withdraws first, and then your unit withdraws L. If you lose, you withdraw L instead of 8.

What is the Armour value of my Warrior units when I use Scourge of the Steppes?

Your warriors put their bows in their quivers and draw their javelins when you trigger this ability. Therefore their Armour is reduced by 1 to a total of 3 in melee, but not against shooting attacks. Make sure you don't forget that mounted units already reduce their Armour by 1 against shooting. In short, when you trigger the *Scourge of the Steppes* ability, your Warrior units have an Armour of 3 in melee and 3 against shooting attacks.

When Human Shields is active, can I use Hearthguards to cancel hits on my Warlord using the Bodyguards special rule and then choose a unit of Levies within 8 to take the casualties suffered by said Hearthguards?

Your perfidy is limitless! No, the hits transferred by the *Bodyguards* rule can only be moved the once. In this example, it would be *Hearthguards* who would have to be removed as casualties to cancel the hits on your Warlord.

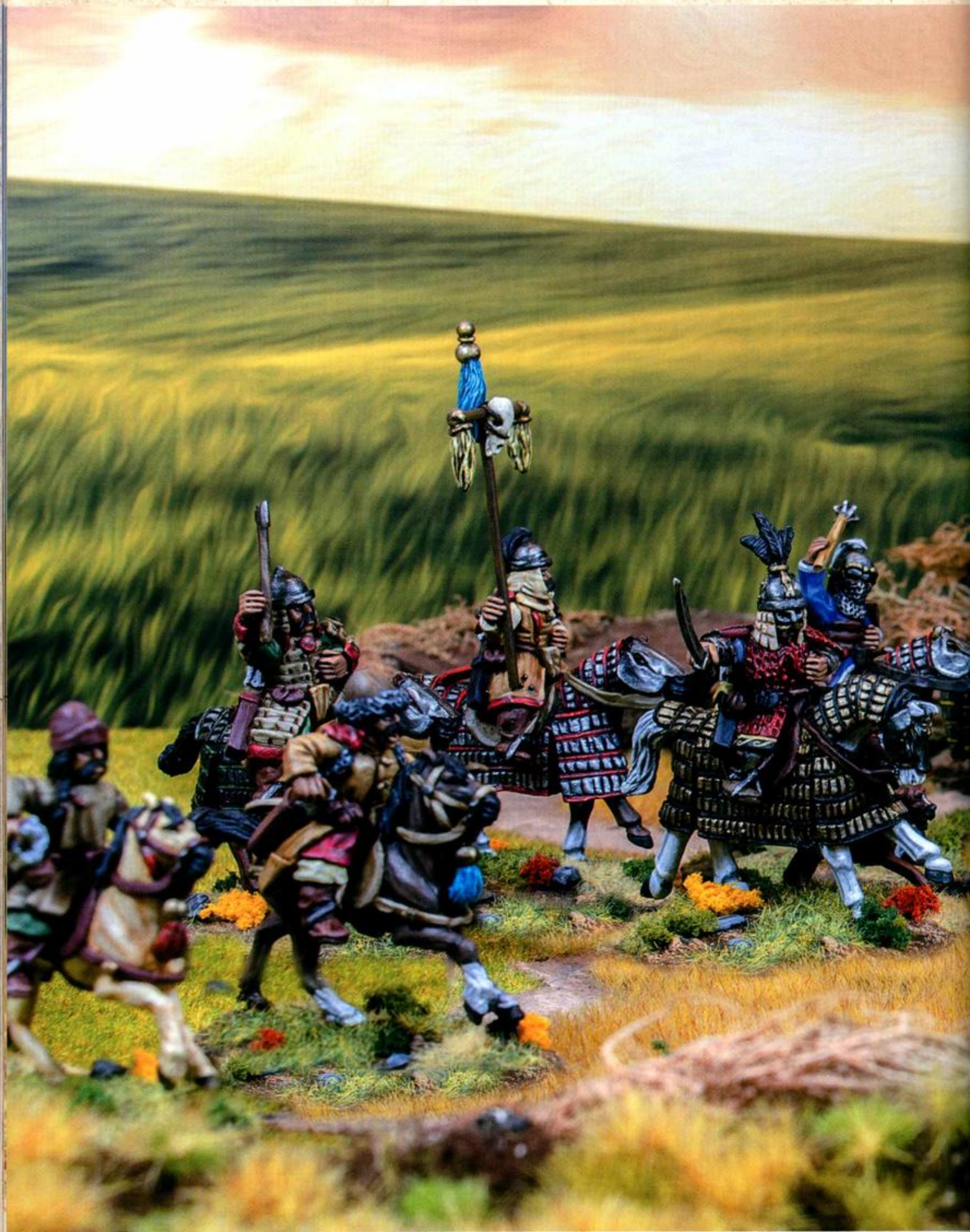
If I used a 🏹 on Armed Hordes but I can't reduce my Armour, can I still re-roll the attack dice?

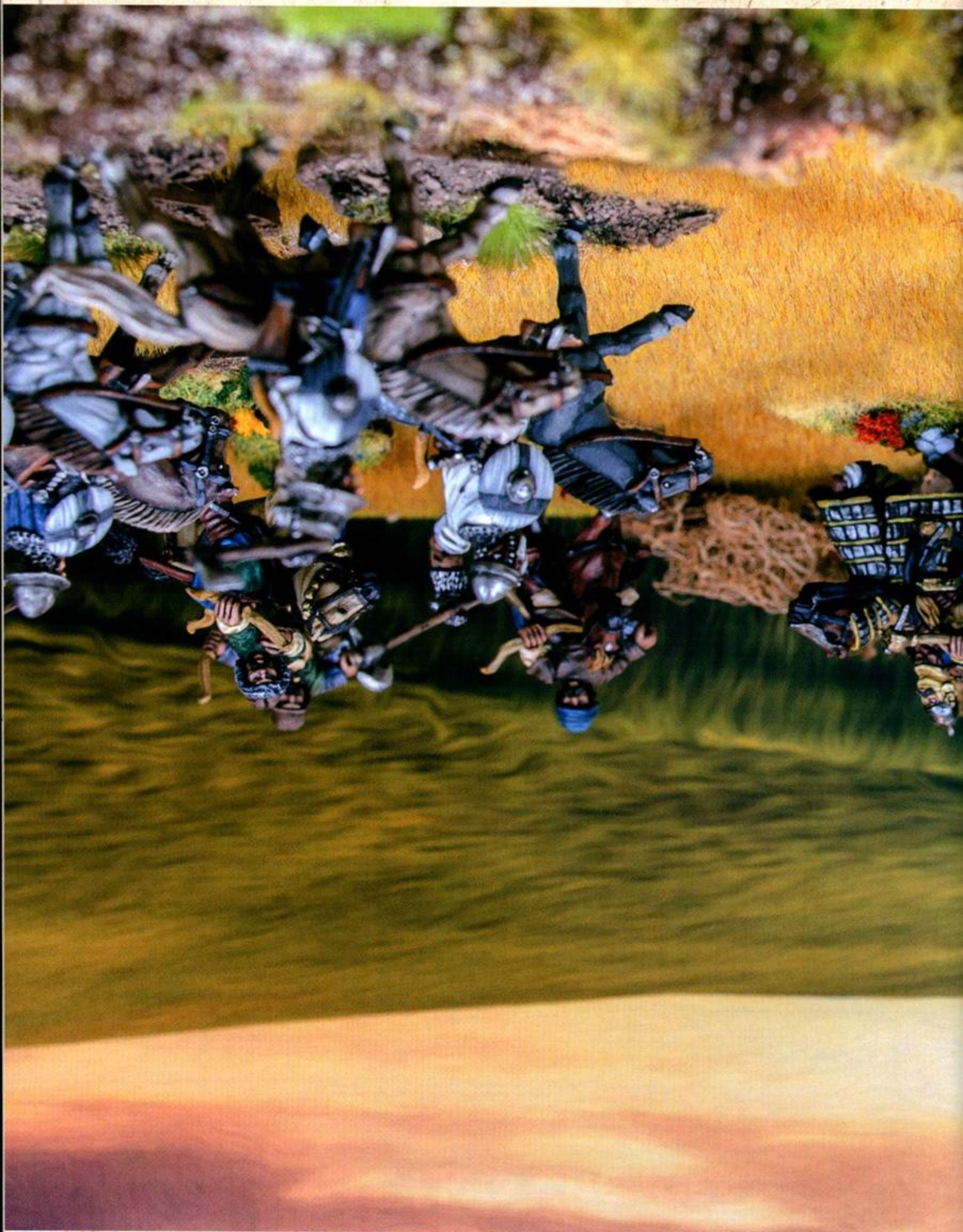
The ability's two effects are separate, so yes – you can re-roll the attack dice.

I didn't quite understand how the War Drummer works...

You'll have to pay attention, since this new unit is a major asset for any Mongol warband. Once during each of your Activation phases, the War Drummer can trigger his special rule. All friendly units mounted on horses within L of the Drummer are activated (whether you want them to be or not, in fact). They can resolve the activation of their choice. Using the Drummer requires a great sense of timing, but can be very powerful!







Old Friends, New Enemies...

The crusades saw the rise and fall of many cultures and kingdoms during the period covered by this book. We have only been able to cover the main actors in these conflicts, leaving many other players to fall by the wayside.

Nevertheless, factions contained in other Saga Universes can be incorporated into the Age of Crusades and can offer several additional types of warbands. Below you will find the rules to integrate four alternative factions into your games within this Universe. They are drawn from *Aetius & Arthur: Age of Invasions* and *Age of Vikings*.

Next, we introduce two variants for lists in this supplement, bringing to life a crusade that, although an integral part of the period covered in this book, wasn't covered in our historical summaries: the Albigenian Crusade. This crusade was launched against the Cathar heresy – born in the south of France – and

quickly turned into a war of conquest like so many others. It offers the unusual chance to set western armies against each other.

The following rules apply to warbands drawn from other books when they are used within *Age of Crusades*.

- ⊙ They cannot recruit Legendary Units from their own Saga Universe.
- ⊙ They cannot recruit Mercenaries from their own Saga Universe.
- ⊙ They can recruit those Auxiliaries from *Age of Crusades* noted in their description, and no others.
- ⊙ Their equipment options are those described here. These replace the options in their own Universe.

CUMANS

The Cumans, also known as the Kipchak Turks, were a semi-nomadic people born in the steppes north of the Black and Caspian seas from which they had driven the Pechenegs. From these lands, they ceaselessly harassed the Byzantine Empire, the Russian princedoms and the Kingdom of Hungary. In the thirteenth century they were defeated and forced to submit by the Mongol Horde.

CUMAN UNITS

Unit	Equipment	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Hearthguards	Horse	5 (4)	2	Mount: Horse
Warriors	Horse, Composite bow	3 (3)	1 (1/2)	Mount: Horse
Levies	Javelins	3 (4)	1/3 (1/2)	-
	Bow	3 (3)		-

Note: All Cuman units count as Huns for the Battle Board's abilities.

⊙ Auxiliaries

The Cumans can recruit the following Auxiliaries: Tribal Hunters and Borderers

FACTION RULES

Use the Hun Battle Board from the *Aetius & Arthur: Age of Invasions* Saga Universe.

Your **Warlord** is mounted on a horse.

Your **Hearthguards** are mounted on horses.

Your **Warriors** are mounted on horses and equipped with composite bows.

Your **Levies** are either equipped with javelins or bows.

PAGAN RAIDERS

The unending and merciless raids launched by the Pagan Peoples of the Baltic against the shores of their Christian neighbours eventually provoked a crusade to end their devastation. During the twelfth century, the Scandinavian kingdoms and the cities of northern Germany suffered plundering that recalled the Age of Vikings. These lightning attacks, mainly launched by the Wends, caused terror as well as the ruin of many areas. During the same period, the Curonian Balts earned a reputation as ferocious and terrible pirates.

PAGAN RAIDERS UNITS

Unit	Equipment	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Heavy weapon	4 (5)	8	-
Hearthguards	Heavy weapon	4 (5)	2	-
Warriors	Javelins	3 (4)	1 (1/2)	-

⊙ Auxiliaries

Pagan Raiders can recruit any number of units of Sailors (see Sailors, p. 73), all of whom get the *Loyal* special rule (see Loyal, p. 71).

FACTION RULES

Use the Saxon Battle Board from the *Aetius & Arthur: Age of Invasions* Saga Universe.

Your **Warlord** and your **Hearthguards** carry heavy weapons.

Your **Warriors** are armed with javelins.

Pagan Raiders do not have any **Levies**.

CILICIAN ARMENIANS

With the fall of the Bagratid dynasty in 1045, Armenia – the oldest of the Christian nations – was annexed by the Byzantine Empire and then the Seljuks. Many of the Armenians who had fled their ancestral lands reunited beneath Ruben's banner, and they founded a kingdom in Cilicia which declared itself independent of Byzantium in 1080. The arrival of the Crusader armies in the Levant was a godsend for this kingdom surrounded by enemies. The aid they gave the western barons won them allies they saw as their equals at fighting in Saracen territory. The alliance between the kingdom of Cilicia

ARMENIAN UNITS

Unit	Equipment	Armour	Aggression	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Heartguards	Horse	5 (4)	2	Mount: Horse
Warriors	Horse, Composite bow	3 (3)	1 (1/2)	Mount: Horse, maximum one unit
	Horse	4 (3)	1	Mount: Horse
	-	4 (4)	-1	-
Levies	Bow	3 (3)	1/3 (1/2)	-

Ⓢ Auxiliaries

The Armenians can recruit the following auxiliaries: Eastern Horsemen, Western Knights, Priest, Troubadour and Scouts.

ARPAÐIAN HUNGARIANS

The Arpaðian dynasty is responsible for the birth of Hungary as a nation, and reigned over this powerful feudal kingdom until the start of the fourteenth century. The nation's power grew under their rule, and they opposed Byzantium's schemes on several occasions. In 1241 Hungary faced the Mongols, who ravaged the country and killed a third of its inhabitants before retreating to their steppes to elect a new Khan. This variant can also be used to represent the kingdom of Bulgaria, whose military traditions were very close to those of the Hungarians.

FACTION RULES

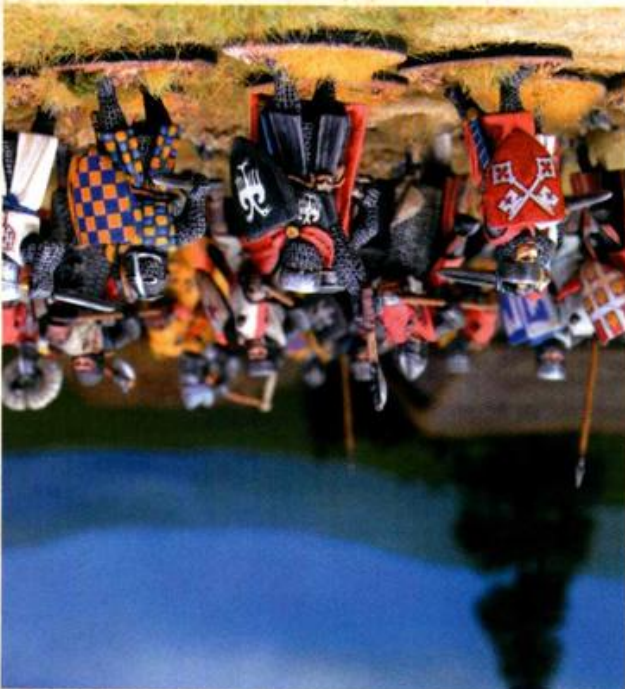
Use the Norman Battle Board from the Age of Vikings Saga Universe.
Your Warlord is mounted on a horse.
Your Heartguards are mounted on horses.
Your Warriors are mounted on horses and up to half of them may be armed with composite bows.
Your Levies can be equipped with bows.

HUNGARIAN UNITS

Unit	Equipment	Armour	Aggression	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
Heartguards	Horse	5 (4)	2	Mount: Horse
Warriors	Horse, Composite bow	3 (3)	1 (1/2)	Mount: Horse
	Horse	4 (3)	1	Mount: Horse
	Bow	3 (3)	1/3 (1/2)	-
Levies	-	4 (4)	1/2	-

Ⓢ Auxiliaries

The Hungarians can recruit the following Auxiliaries: Priest, Western Knights, Scouts and Lifeguard.



FACTION RULES

and the Frankish principalities in the Holy Land was unstable, but nevertheless lasted until the loss of the last Latin states.

Use the last Romans Battle Board from the Age of Vikings Saga Universe.
Your Warlord and your Heartguards are mounted on horses.
Your Warriors can either have no special equipment options, or be mounted on horses. If they are mounted on horses, a maximum of one unit can be armed with composite bows.
Your Levies are armed with bows.

A MATTER OF PEACE AND FAITH

The two lists which follow are variants on lists included in this book and allow players to recreate the battles of the Albigensian Crusade. They provide alternative faction rules and a few special rules. They have been designed for friendly games, not for tournaments, and give the best experience when used in games against each other.



THE CATHARS

The Cathars got their name from Catharism, a religious movement popular in the south of France in the twelfth and thirteenth centuries that was an offshoot of Christianity. By refusing the Catholic rites and the notion of private property while spreading conflicting doctrines, Catharism attracted the ire of the papacy. Pope Innocent III declared a crusade against the Cathars in 1208. The war which followed lasted two decades and saw the movement's eradication.

FACTION RULES

Use the Crusader Battle Board from the *Age of Crusades* Saga Universe.

Your **Warlord** can be mounted on horseback. If you want, your Warlord can be a Perfect (a Cathar preacher) at no additional cost. A Perfect is a priest (see Priest, p. 71) who also has the *We Obey* special rule.

Your **Hearthguards** can be mounted on horses. You cannot have more Hearthguards in your warband than you have Warriors.

Your **Warriors** can be equipped with bows. If they do not have bows they can either fight on foot or be mounted on horses.

The Cathars have no Levies.

CATHAR UNITS

Unit	Equipment	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	-	5 (5)	8	-
	Horse	5 (4)		Mount: Horse
Hearthguards	-	5 (5)	2	-
	Horse	5 (4)		Mount: Horse
Warriors	-	4 (4)	1	-
	Bow	3 (3)	1 (1/2)	-
	Horse	4 (3)	1	Mount: Horse

Faction special rule:

The Faydits

The faydits were knights of the Languedoc who lost their lands to lords from the north during the Albigensian Crusade. Many of them joined the resistance, making their homes in the hinterlands from whence they led attacks on the crusaders.

Any number of Hearthguard units in your warband can be promoted to faydits. Stripped of their possessions, the faydits have an Armour of just 4 instead of 5, but get the *Determination* special rule. Also, when they fight in melee against Hearthguards or a Warlord belonging to de Montfort's Crusaders, they can re-roll each of their attack dice which does not score a hit.

© Auxiliaries

The Cathars can recruit as many Fanatical Pilgrims as you wish, up to a maximum of half the warband's points. Fanatical Pilgrim units count as Pilgrims for the purposes of the Battle Board's Saga abilities.



DE MONTFORT'S CRUSADERS

When the crusade was proclaimed, two houses opposed each other. On one side, the House of Toulouse of Count Raymond IV supported the movement. On the other, the House of Trencavel opposed the crusade militarily. After early successes and the capture of the Count of Trencavel, the crusaders elected a man whose name lives in legend to lead them: Simon de Montfort. This veteran of the crusades in the Levant directed the conquest of the Languedoc. When he died in the siege of Toulouse, his son Amaury took up the torch.

FACTION RULES

Use the Milites Christi Battle Board from the *Age of Crusades* Saga Universe.

Your **Warlord** can be mounted on a horse.

Your **Hearthguards** can be mounted on horses.

Your **Warriors** can either be:

- ⊙ equipped with crossbows (maximum one unit)
- ⊙ equipped with bows
- ⊙ mounted on horseback
- ⊙ given no special equipment

De Montfort's Crusaders have no **Levies**.

CRUSADER UNITS

Unit	Equipment	Armour Melee (Shooting)	Aggression Melee (Shooting)	Special Rules
Warlord	Horse	5 (4)	8	Mount: Horse
	-	5 (5)		-
Hearthguards	Horse	5 (4)	2	Mount: Horse
	-	5 (5)		-
Warriors	Horse	4 (3)	1	Mount: Horse
	Bow	3 (3)		-
	Crossbow	3 (3)	1 (1/2)	-
	-	4 (4)	1	-

Faction special rule:

Inquisitor

The Inquisition was born in France at the start of the thirteenth century to combat the spread of heresy – particularly Catharism. Inquisitors were eventually papal legates, who created special courts to judge the orthodoxy of religious practices and directed the tribunals considering these questions.

If your warband recruits a Priest, he can be promoted to an Inquisitor at no additional cost. An Inquisitor is identical to a Priest with the following exceptions:

- He replaces the *Inspiration* special rule with the *Questioning* special rule.
- He replaces the *Meditation* special rule with the *Condemnation* special rule.

⊙ Questioning

Once per turn during your Orders phase, you can discard an active die from your activation pool to make an enemy unit within **M** of your Inquisitor suffer a fatigue.

⊙ Condemnation

When the Inquisitor resolves a rest activation, he can activate a friendly unit within **S** to charge instead of removing his fatigues. If this unit enters melee due to this charge, they get 3 bonus attack dice.

The Inquisitor may not be activated again during a turn in which he uses *Condemnation*.

⊙ Auxiliaries

De Montfort's Crusaders can recruit a Priest, who can be promoted to an Inquisitor (see textbox).

New Equipment



WAR BANNERS

One (and only one) unit of Hearthguards or Warriors in your warband may be equipped with a War Banner. To do this, one of the figures must carry a flag, banner or something else distinctive that clearly marks them out as a banner-bearer.

The banner-bearer has an Aggression of 0 both in melee and when shooting. That means that no matter what type of model they are, they do not contribute to the combat pool either in shooting or hand-to-hand.

At the start of each of the owning player's Activation phases, the unit with a War Banner can remove one of its fatigues. This does not count as a rest activation, so the unit can activate to rest during the activation phase. This occurs at the start of the phase before any activations are started. Once the first activation is resolved, or the first Activation ability is triggered, it is no longer possible to remove fatigue from the unit by using the banner.

Additionally, when a unit with a banner is activated to rest, they can choose to "rally around the banner". When this is done, they discard all their fatigue tokens instead of just one, but cannot be activated again during the Activation phase by any means.

You can give the War Banner to your Warlord, in which case his Aggression is reduced to 5 in melee and 1 when shooting. He may then benefit from the special rules above (recovering a fatigue at the start of the activation phase, and being able to "rally around the banner").

Note: The banner can be held by including a second, purely decorative banner-bearing model on the Warlord's base.

Neither Legendary Units nor Auxiliaries can have a War Banner.

MOUNT: CAMEL

Some units can be mounted on camels. Where this is possible, it will be noted in the faction rules of the faction in question.

A unit mounted on camels is subject to the following rules:

- ⊙ It has the *Mount: X* special rule. It therefore counts as mounted.
- ⊙ The Armour of a unit mounted on camels is reduced by 1 against shooting.
- ⊙ If a unit mounted on camels' first activation of the turn is a movement or charge activation, it resolves this activation with a distance of **L**. This rule applies to the first activation in their own turn and in their opponent's.
- ⊙ Any movement or charge activations which are not the first activation of the turn are resolved with a distance of **M**.
- ⊙ During a movement activation with a distance of **L**, the unit can replace the ruler of **L** with two rulers of **M** in the same way as a unit mounted on horses.
- ⊙ Units with the *Mount: Horse* special rule suffer a -1 penalty to their attack dice in all melees where the enemy unit has the *Mount: Camel* special rule.
- ⊙ Units mounted on camels can never benefit from cover, whether against shooting attacks or in melee. This applies to cover provided by terrain pieces and also that provided by Saga abilities or any special rules.

Note: units mounted on camels are not subject to the Mount: Horse special rule's effects, for example regarding terrain.

Auxiliaries



The Age of Crusades covers several centuries of unceasing war between countless nations. It was a lucrative time to be a mercenary, since lords were always short of men to fill their armies. Numerous cultural exchanges, conversions, displaced populations and the need to adapt to enemy tactics all encouraged the recruitment of local troops. As heirs to their own culture's military traditions they offered their employers greater tactical flexibility. The armies of the time often contained an assortment of troops of different origins fighting for faith, for money or under duress.

In this chapter we introduce the Auxiliaries available to the factions of the *Age of Crusades*. They follow all the specific rules on Mercenaries (see the *Saga* rulebook, Mercenaries, p. 47).

Below you will find a table listing all the Auxiliary units and the factions that can recruit them. Unless otherwise indicated, you cannot add the same unit of Auxiliaries to your warband more than once.

You will find each unit's cost in points, its composition and its special rules.

Galon teaches...

Many armies fighting in the war for the faith have access to Auxiliaries. They swell your ranks with veteran warriors and let you copy the enemy's tactics. They bring swords to hordes of light cavalry, swift horses to heavy troops or simply a unique martial talent. That said, only a madman would leave his destiny in their hands! Most of the abilities on your Battle Board are off-limits to them, and their uses will rarely mesh well with your other units. A careful study of their strengths and weaknesses is vital if you choose to share your glory and plunder with them. Even the sly Greeks are wary of them, I'm telling you!

Auxiliaries												
Faction	Tribal Hunters	Fire-throwers	Fanatical Pilgrims	Priest	Borderers	Eastern Horsemen	Western Knights	Scouts	Lifeguard	Turcopoles	Sailors	Troubadour
Byzantines	⊙	⊙		⊙		⊙	⊙	⊙	⊙	⊙	⊙	⊙
Crusaders	⊙		⊙	⊙		⊙	⊙	⊙	⊙	⊙	⊙	⊙
Ordensstaat	⊙			⊙			⊙	⊙	⊙	⊙		⊙
Moors	⊙	⊙		⊙		⊙		⊙	⊙		⊙	⊙
Milites Christi	⊙		⊙	⊙		⊙	⊙	⊙	⊙	⊙	⊙	⊙
Mutatawwi'a	⊙	⊙		⊙	⊙	⊙		⊙	⊙			⊙
Pagan Peoples	⊙			⊙	⊙			⊙	⊙		⊙	⊙
Polish	⊙		⊙	⊙		⊙	⊙	⊙	⊙			⊙
Eastern Princes	⊙			⊙	⊙	⊙		⊙	⊙			⊙
Saracens	⊙	⊙		⊙	⊙	⊙		⊙	⊙		⊙	⊙
Spanish	⊙		⊙	⊙			⊙	⊙	⊙		⊙	⊙
Mongols	⊙			⊙	⊙			⊙	⊙			⊙

TRIBAL HUNTERS

At the time of the Crusades, many areas of Europe and Asia were still predominantly rural, and often very far away from the centres of commerce. Hunting was vital for communities in these remote regions, both for food and to earn money selling furs or animal skins. During campaigns in these isolated areas, hunters could provide precious help to armies thanks to their skill at moving unnoticed through the untamed countryside and the lethal precision with which they used their weapons.

Cost: 1 point

Size: 8 figures

☉ Trackers

This unit contains 8 Warriors on foot armed with bows.

☉ Camouflage

Used to living in the wilds of nature, Tribal Hunters know how to make good use of their environment to hide from predators—and their enemies. Therefore, their Armour against shooting is 5 (reduced to 4 due to their bows).

☉ Coup de Grâce

Instead of triggering a Saga ability during a shooting attack, Tribal Hunters may discard one of their target's fatigues to add +1 to all their attack dice. They can only do this once per shooting attack.

☉ Traps

Tribal Hunters are used to preparing their ground and setting up traps where the enemy least expects them. When they are targeted with a charge, resolve a shooting attack against the activated enemy unit before resolving their charge. During this shooting attack, you get one bonus attack die for every two models in the targeted unit (and you get only these dice for this shooting attack). No Saga abilities can be triggered during this shooting attack.

FIRE-THROWERS

The use of flaming missiles in the East goes back to ancient times. Various recipes based on naphtha, bitumen, lime or saltpetre were launched with bows or in hand grenades by men trained to handle them. The Byzantines kept secret the formula for their terrifying Greek Fire, which was sprayed from pressurised pumps. The damage caused by these projectiles was spectacular and caused terror in the enemy ranks.

Cost: 1 point

Size: 4 figures

☉ Independent

Fire-throwers must be divided up between your Warrior units (or Levy units, but only in a Byzantine warband), with a maximum of two Fire-throwers per unit. Hearthguards are too sensible to let them come close, and Levies (except Byzantines) flee when they see them coming! Units that include Fire-throwers are still limited to a maximum of 12 figures.

Fire-thrower figures have the same Armour as the other figures in the unit and an Aggression of 0. If the Fire-throwers are the last models in their unit, they immediately cut and run and are removed as casualties.

☉ Fire-throwers

When a unit containing Fire-throwers is activated to move it can let the Fire-throwers throw their missiles instead of moving.

Choose an enemy unit within **M** of one or more of the Fire-throwers in your unit, and roll 3 dice per Fire-thrower in range of said unit.

For each result that is higher than the target's Armour against shooting attacks, you can choose to either inflict a casualty on the unit or make them take a fatigue. It is possible to mix the two effects.

For each 1 you roll, remove a Fire-thrower figure and place a fatigue on their unit. If the number of 1s rolled exceeds the number of Fire-throwers present, remove a figure from the unit for each excess 1 rolled.

☉ Doomed

In terms of massacre points, Fire-throwers count as Hearthguard figures. If all four Fire-thrower figures are eliminated, they count as an eliminated unit when calculating massacre points.

FANATICAL PILGRIMS

A cudgel's ability to persuade is sometimes invaluable for a preacher who lacks eloquence. Raids, rejection by recalcitrant flocks or the boredom of an austere life can plunge renegade monks into the most vile banditry.

Cost: 1 point

Size: 12 figures

☉ Children of God

This unit contains 12 unarmed Levies (see the Saga rulebook, Unarmed p. 39). Their lack of weapons reduces their Armour by 1. They therefore have an Armour of 3 against both melee and shooting attacks. When in a Crusader warband, they count as Pilgrims for the purposes of Saga abilities on the Battle Board.



☉ *Martyrs*

Each time a figure from this unit is removed as a casualty, you can take one of your available Saga dice, roll it and place it on your Battle Board. You may also remove a fatigue from one of your units within **S** of the unit of monks. If several figures are removed simultaneously, you can roll and place all the Saga dice at the same time.

☉ *Hallelujah*

When the final figure in this unit is slain, discard all the fatigue tokens of every unit in your warband.

PRIEST

In this age of war for the faith, armies almost universally go on campaign accompanied by the priests of their religion. Christian, Muslim or pagan, their presence and their sermons soothe the fearful with promises of the afterlife, and incite hatred of the infidel.

Cost: 1 point

Size: 1 figure

☉ *Priest*

This unit contains one Hero figure with the following characteristics:

Saga Dice	Armour	Aggression	Equipment
1	4 (4)	1	Unarmed
	4 (3)		Unarmed, Horse
Special Rules			
Bodyguards, Determination, Resilience (1)			

If the warband's Warlord is mounted on a horse, the Priest can be too.

☉ *Visitation*

During your Orders phase, a priest who is not exhausted may take one fatigue marker to alter the face of one of your inactive Saga dice. If they do, you cannot roll any more Saga dice until the end of the phase.

☉ *Inspiration*

If the priest has no fatigue markers when they are activated, they can take a fatigue from a friendly unit within **S** and transfer it to themselves instead of resolving their own activation.

☉ *Meditation*

When the priest uses a rest activation, they can discard all their fatigue markers. In this case they may not be reactivated for the rest of the turn.

☉ *Loyal*

The Priest may use the advanced Saga abilities on their warband's Battle Board. They are considered a standard member of the warband in all respects.

BORDERERS

In both Europe and Asia, some difficult-to-reach regions produced men of fierce and independent character. Whether they come from the mountains of Daylam or the Fennoscandian hinterlands, their familiarity with sheer terrain and their ferocity make them opponents who are difficult to subdue and fearsome adversaries for conventional armies.

Cost: 1 point

Size: 8 figures

☉ *Rustic*

This unit contains 8 Warriors armed with either javelins or heavy weapons.

☉ *Formidable*

When the whole of a unit of Borderers are within a piece of uneven terrain providing solid cover, their Armour against both melee and shooting attacks is increased by 1.

☉ *Wild*

During a melee following one of their charges, Borderers have an Aggression of 2 rather than 1.

EASTERN HORSEMEN

The horsemen of the central Asian peoples have been famous since ancient times for their mastery of harassing tactics. They rain down a storm of arrows on their enemies before using the agility of their mounts and the skill of their riders to rapidly retreat out of range of enemy charges. Called Turcomans in the Levant, they fought in the ranks of Muslim and Christian armies. In Eastern Europe, the riders of the Black Hood Confederation were prized for their martial skill.

Cost: 1 point

Size: 8 figures

☉ *Nomads*

This unit contains 8 Warriors mounted on horses and armed with composite bows. These Warriors have an Aggression of 1/2 in both melee and shooting attacks.

☉ *Experienced Riders*

During a movement activation, Eastern Horsemen can make their move with 3 **M** rulers instead of 2. This advantage is lost if their movement distance is reduced for any reason whatsoever – use of fatigue, moving in uneven terrain etc.

☉ *Evasion*

During a melee, after the combat pools have been calculated, Eastern Horsemen can discard all their attack dice and replace them with defence dice.

☉ *Eagle-Eyed*

When shooting, Eastern Horsemen can re-roll each attack die that scores a 1 once.

CHORNI KLOBUKY

An Eastern Princes, Polish, or Byzantine warband can choose to turn their Eastern Horsemen into Black Hoods. The Black Hoods cannot use the *Experienced Riders* or *Eagle-Eyed* special rules. Instead, they have the rules below.

☉ *Well-Equipped*

The unit has an Armour of 4 against both melee and shooting attacks after their equipment modifiers have been applied.

⊙ *Ferocious*

At the start of any of your Activation phases, you can decide that your unit will be equipped with javelins instead of composite bows until the start of your next turn. In this case, your unit loses the *Evasion* special rule and cannot be activated to shoot, but each figure has an Aggression of 1 in melee.

WESTERN KNIGHTS

Although they were all nobles, not all western knights were rich. Younger sons often inherited nothing more than a sword and a horse, while others were ruined by the destruction of their fief or by paying a steep ransom for their freedom. In the Levant, Armenian nobles—accepted as military equals by the Frankish knights—also sold their services. Their combat expertise and their impetuosity made them the mercenaries of choice for many lords.

Cost: 1 point

Size: 8 figures

⊙ *Infantry and Horsemen*

This unit contains 8 Hearthguards either on foot or mounted on horses. If they are deployed on foot, the unit has an Armour of 5 against melee and shooting attacks. If they are mounted, their Armour is 5 in melee and 4 against shooting attacks.

⊙ *Clothed in Iron*

Western Knights on foot move **S** in both open and uneven terrain. The unit counts as being in solid cover when it is shot at, or in a melee begun by the enemy (in which it was charged). If it chooses to close ranks during a melee, it can re-roll any defence dice which do not cancel a hit.

⊙ *Unstoppable Charge*

If they are mounted, Western Knights have a movement of **M** in open terrain. Their charge distance is still **L**. During a melee in which they charged, the unit gains 4 attack dice.

SCOUTS

Scouts are vital for armies on campaign. Often native to the region under attack, their knowledge of the terrain and their careful movements allow the main body of troops to advance down safe routes, the collection of precious information about the enemy, and the thwarting of ambushes—or the setting of their own...

Cost: 1 point

Size: 8 figures

⊙ *Scouts*

This unit contains 8 Levies armed with either bows or javelins.

⊙ *Bedouins*

If the Scouts are part of a Moorish, Mutatawwi'a or Saracen warband and are equipped with javelins, they can be mounted on camels.

⊙ *Mobile*

The Scouts' first movement activation in each Activation phase is free. Scouts count all uneven terrain as open terrain during their movement activations, and all dangerous terrain as uneven terrain.

⊙ *Guides*

If the Scouts are entirely within a piece of uneven or dangerous terrain, all other units in their warband count that terrain piece as open terrain (if it is uneven) or uneven terrain (if it is dangerous) during their movement activations.

⊙ *Survival*

Each time an enemy unit ends a movement activation within **M** of Scouts, they can be activated to move for free. This activation is resolved after the enemy movement, and after the resolution of any Saga Activation/Reaction abilities that are triggered.

LIFEGUARD

In a time when most military leaders are drawn from their country's nobility, the brutal disappearance of one or another of them can sometimes cause a dynasty's ruin or an army's defeat. Many magnates surrounded themselves with elite warriors ready to defend them to their dying breath.

Cost: 1 point

Size: 2 figures with the same equipment as your Warlord.

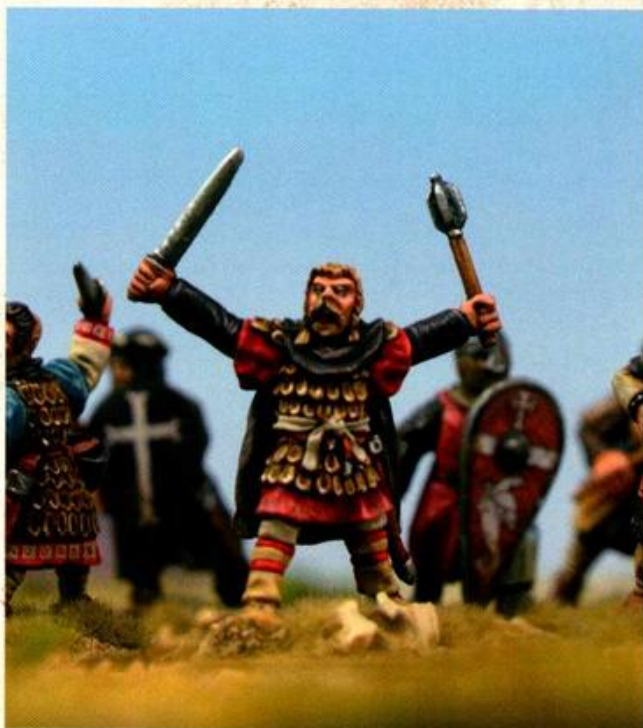
⊙ *Solemn Vows*

The Lifeguard contains 2 Hearthguard figures who form a Heroic Unit with your Warlord (see the Saga rulebook, Heroic Unit, p. 36). The Warlord cannot have a War Banner if he has a Lifeguard.

⊙ *Protection*

When your Warlord and his Lifeguard take part in a melee, you can choose not to generate dice with your Lifeguard when calculating your combat pool in step 2. In exchange, your Warlord increases his *Resilience* (X) rule by 1 for each Lifeguard still in play (so *Resilience* (2) with one Lifeguard and *Resilience* (3) with two).

Each slain Lifeguard provides 2 massacre points. If both Lifeguard are slain, they count as an eliminated unit when calculating massacre points.



TURCOPLES

The word Turcopole literally means *son of Turk*. It referred to eastern Christians or converted Saracens who fought for the Byzantine and Crusader armies in the Arab manner. By extension, other troops equipped in the same fashion were sometimes referred to with the same term.

Cost: 1 point

Size: 8 figures

☉ Native Auxiliaries

This unit contains 8 Warriors mounted on horses.

☉ Mounted Archers

Once during their Activation phase, the unit can be activated to make a shooting attack with a range of **L** for free.

☉ Tormentors

After having been activated to shoot, Turcoples may be activated for a free movement which does not generate fatigue.

☉ Support

Each friendly mounted unit within **S** of a unit of Turcoples - including the Turcoples themselves - gets 2 bonus defence dice in melee.

SAILORS

Whether for commerce or transportation, both the Mediterranean and the Baltic already had significant maritime traffic. Naval troops sometimes helped land armies by putting them ashore in enemy territory or besieged ports. Piracy was also a risk run by travellers.

Cost: 1 point

Size: 8 figures

☉ Crew

Sailors form a unit of 8 Warriors.

☉ No Quarter!

During step 3 of each melee, instead of triggering a Saga ability, the Sailors can choose to reduce their Armour by 1 to gain 4 attack dice.

☉ Disembarkation

In scenarios using massacre points as a victory condition, you can choose not to deploy the Sailors at the start of the game. If you don't deploy them at the start of the game, you must place the Sailors on the board at the end of your first turn's Activation phase. They must be within **VS** of a board edge of your choice (excluding your opponent's table edge), and more than **M** from any enemy units.



TROUBADOUR

The dawn of the crusades saw storytellers and musicians travelling between palaces and towns in every nation. Their rhymes and music depicted the great events of their time. For the powerful, becoming the hero of their poems was a crowning glory that would inspire their peers and subjects.

Cost: 0 points

Size: 1 figure

☉ Poet

This unit contains 1 Hero figure with the following characteristics:

Saga Dice	Armour	Aggression	Equipment
0	3 (4)	1	Unarmed
	3 (3)		Unarmed, Horse
Special Rules			
Determination, Resilience (1)			

If the warband's Warlord is mounted on a horse, the Troubadour can be too.

☉ Exploits

While the Troubadour is within **VS** of the Warlord, the Warlord's *Resilience* (1) becomes *Resilience* (2).

☉ Vows

If you start the game with a Troubadour in your warband, the following rules apply for the rest of the game:

- None of your Hearthguard, Levy or Warrior units may charge an enemy unit if the target of the charge could instead be charged by your Warlord. In other words, your units cannot charge enemy units if your Warlord could charge them himself.
- If your Warlord is not exhausted, and an eligible target is within range, they must be activated to charge if activated at all.
- Your Warlord loses his *We Obey* special rule, and may only use his *Determination* special rule to activate for a charge.
- Your Warband may not include any other Auxiliaries or Legendary Units (they might take too much of the glory!).



Acts of Faith



The Age of Crusades was a time of faith. Even if some were motivated more by personal glory and purely material rewards, many drew their courage from more spiritual ambitions, hoping to win eternal salvation for their souls and found a heavenly kingdom on earth. Prayers and penitence were part of these men's lives, just like the certainty that God would bring his most faithful servants victory.

At the start of the game, if your warband doesn't include Legendary units, you may choose to try and perform one or more Acts of Faith. To do so, indicate clearly to your opponent which act(s) you wish to perform. You obviously won't be able to change your mind once the game begins—the flames of hell await cowards and apostates!

If both players want to perform Acts of Faith, each player should secretly write down which act(s) they want to perform before simultaneously revealing their choices to their opponent.

At the end of the game, you and your opponent should check if the conditions of each Act have been fulfilled. If that is the case, you add or lose a number of massacre points depending on the Act of Faith in question. It can be useful to get a pencil and paper to keep track of them during the game.

Each faction has access to four different Acts of Faith from among the twelve described. What follows is a description of each Act's conditions of fulfilment and what bonuses they bring.

CHRISTIAN ACTS OF FAITH

Crusaders, Polish, Byzantines, Spanish, Ordensstaat and Milites Christi

PATH OF THE CROSS

An ancient Christian ritual, the Path of the Cross is a devotional act that symbolically commemorates the Passion of the Christ.

To fulfil the Path of the Cross, place three markers on the table after the terrain has been laid out but before the first unit is deployed. They must all be placed at least **L** from your table edge, and more than **M** from each other. If you deployed using method B from the Clash of Warlords scenario (see the Saga rulebook, Clash of Warlords, p. 48), the markers must be deployed more than **M** from each other in your opponent's deployment zone.

These markers do not count as terrain, do not block line of sight, and do not slow movement.

If during one of their movement or charge activations your Warlord passes over one of these markers (while following the rules on moving and charging of course), remove it from the table.

At the end of the game, add one extra massacre point per marker removed from the table. Add a total of four points if you removed all three markers. Lose a massacre point for each marker still on the table at the end of the game.

Galon teaches...

These rules can only be used with your opponent's approval. They are designed to give character to your games by providing alternative objectives. They were conceived for friendly games using the Clash of Warlords scenario in the rulebook. You can of course use them with other scenarios, but you will need to make sure they don't conflict with the scenario's victory conditions and special rules before starting. As for the abominable heretics who want to use the Acts of Faith belonging to factions from other religions rather than their own, well... I can't warn them enough about the damnation awaiting those who are guilty of such choices!

CURSE OF SAINT SEBASTIAN

Saint Sebastian was a martyr of the third century. A Roman centurion, his Christian proselytising saw him condemned to torture by the Emperor Diocletian. Condemned to be pierced by arrows, legend says he was miraculously healed of his wounds.

The Curse of Saint Sebastian targets the enemy warband's Warlord. His Armour is reduced by 1 against shooting for the rest of the game.

At the end of the game, deduct four massacre points from your total whether the enemy Warlord was removed as a casualty or not.

ARCHITECT OF PEACE

Christian teachings advocate peace, promising paradise to the meek and consigning murderers to hell. In this time of violence and fury, it isn't uncommon for some to take a solemn vow to never spill blood again.

If your Warlord has chosen to become an Architect of Peace, he cannot gain or get any bonus or additional attack dice for the duration of the game. You cannot trigger any Saga abilities which would gain him attack dice. If a Saga ability affecting several units and granting bonus attack dice includes him in its effects, it is simply not resolved for him. Also, your Warlord cannot be activated to charge at any point during the game, and loses his *Pride* special rule.

At the end of the game, add four additional massacre points.

LITANY

Litanies are prayers of intercession which end in identical mantras. Often sung, they can be very long and invoke a large number of saints.

If you decide to intone a Litany, you may choose a single unit each turn to spend a rest activation singing. To do this, trigger the basic activation ability for the chosen unit's troop type. Activations resulting from advanced abilities or the *We Obey* rule cannot be used. Also, this rest activation does not allow you to remove fatigue since the unit is devoted to singing for the glory of the Almighty.

You can choose the same unit each turn.

At the end of the game, add a massacre point for each turn in which one of your units sang. Lose a massacre point for each turn in which they did not sing.



MUSLIM ACTS OF FAITH

Saracens, Moors et Mutatawwi'a

FASTING

Fasting is an integral part of the practice of many religion. It is a form of self-sacrifice in which the penitent renounces the comfort of the flesh as an offering to the Lord. Fasting is the main endeavour of Muslims during the sacred month of Ramadan.

If your Warlord decides to fast, their Armour in melee is reduced by 1 for the whole game.

At the end of the game, add four additional massacre points whether the Warlord was removed as a casualty or not.

CALL TO JIHAD

Defined within Islam by the expression "striving on the path of God", the word jihad literally means "struggle". Although its meaning changes over time and according to its interpreters, some consider it an armed battle against the infidel.

If your Warlord decides to call a jihad, he can use *We Obey* several times per turn for the duration of the game. However, he cannot target the same unit more than once in a turn.

At the end of the game, deduct a massacre point from your total for each use of your Warlord's *We Obey* rule which was used for a movement or rest activation.

PILGRIMAGE TO MECCA

The pilgrimage to Mecca, first and most important of the Muslim holy places, is one of the pillars of Islam, and must be performed by every Muslim who is able to do it.

If your Warlord decides to go on pilgrimage to Mecca, they must leave the table via the enemy's board edge before the end of the sixth turn. This condition is fulfilled if, during one of your Warlord's movement activations, their base touches the opponent's board edge and you decide to make him leave the game. If you deployed using method B from the Clash of Warlords scenario (see the Saga rulebook, Clash of Warlords, p. 48), consider the corner between the enemy deployment zone's two board edges to be the table edge. If this is the case, remove the figure from the table. Your Warlord does not count as a casualty if they are removed this way.

At the end of the game, add a number of additional massacre points depending on when your Warlord left the battlefield for Mecca: 6 points for the first turn; 5 points for the second; 4 points for the third; 3 points for the fourth; 2 points for the fifth; and finally 1 points for the sixth turn. If your Warlord has not voluntarily left the table by the end of the game, deduct two massacre points from your total.

FIVE PRAYERS

Prayer is one of the pillars of Islam. Each day, the faithful must recite the five prayers: Fajr, Zuhr, Asr, Maghrib and Isha.

If you choose to make your warband recite the five prayers, you must choose a unit to perform them each turn. This unit must be at least **VS** away from all enemy units, and must spend a rest activation to pray. To pray, trigger the basic activation ability for their troop type. Activations resulting from advanced abilities or the *We Obey* special rule cannot be used. Also, this rest activation does not allow the unit to

remove a fatigue, since they are bowing to Allah with humility and devotion.

You can choose the same unit each turn.

At the end of the game, if you have made all five prayers (i.e. spent at least five rest activations praying), you may add seven additional massacre points. Otherwise, you lose two massacre points.

EASTERN ACTS OF FAITH

Pagan Peoples, Eastern Princes and Mongols

PAGAN IDOL

Idols, material representations of gods or higher powers, are common in so-called pagan religions. Although they are highly sacred to the followers of these religions, they are seen as abominations by the disciples of the Abrahamic religions who see them as representations of false gods.

If you decide that your warband must protect a Pagan Idol, choose a terrain piece measuring a maximum of **M** x **M** after the scenery has been laid out.

At the end of the game, you mark an additional massacre point for each melee lost by an enemy unit within **S** of the chosen terrain piece. On the other hand, you lose 2 massacre points if an enemy unit is within the chosen terrain piece at the end of the game.

SACRIFICE

Sacrifice is a religious act where an offering, in particular food, objects or even animal or human lives, is dedicated to one or more gods.

If you want your warband to make a Sacrifice, choose a unit in the enemy warband after deployment, but before the first Orders phase.

At the end of the battle, you win four additional massacre points if the chosen unit has been eliminated. On the other hand, you lose two massacre points if it survives.

SACRED GROUND

The religious doctrines of the Baltic pagans are shrouded in mystery. However, we do know that the sacredness of natural places was an important element.

If you decide that your warband is defending Sacred Ground, ask your opponent to choose a piece of terrain more than **L** from your deployment zone after all the scenery has been placed, but before the first unit is deployed.

At the end of the game, you add five additional massacre points if your Warlord has entered this terrain piece and resolved a rest activation (without removing fatigue). On the other hand, you lose two massacre points if this is not done.

OATH OF VENGEANCE

The most inviolable of oaths are those made before the gods themselves. Your men have sworn before the divine powers to chastise those who profane their sanctuaries.

After deployment, but before the first Orders phase, choose a unit in your warband which must fulfil the Oath of Vengeance. It gains the *Pride* special rule, which applies to all units in the enemy warband until the end of the game.

At the end of the game, you win an additional massacre point for each charge made by the chosen unit.



SAGA

Age of Crusades

Deus Vult! At the dawn of the thirteenth century, these words set Europe aflame. The hearts of nobles and serfs alike are filled with an ardent desire to absolve their sins by taking up arms against the enemies of the faith.

In 1095, the princes of the West answer the Pope's call, take the Cross, and travel to Jerusalem to liberate the holy city from the hands of the infidels.

In 1147, the same call goes out again, and turns the might of Christendom against the Baltic shores where Europe's last pagans thrive.

In the Iberian peninsula, Spanish lords resume their attempts to reconquer the lands the Moors have ruled since 711.

For more than two centuries, these unprecedented military expeditions will see kingdoms and cultures rise and fall. Great champions will lead their nations through heroic battles whose consequences will be felt for decades.

Age of Crusades is a Saga supplement which covers the wars of faith fought in the West and the East from the First Crusade to the Mongol invasion of Europe.

This Universe offers 12 factions from the period covering each arena of battle, each one accompanied by its Battle Board, its legendary units and its special rules.

The book also provides you with auxiliaries to recruit, and a variant on the standard game which transforms your game into a battle for the faith.

Follow in the wake of Godfrey of Bouillon, join the ranks of the Teutonic Order, fight alongside Saladin or resist with the Baltic peoples. Do not weaken, for only the valiant will triumph and win eternity in heaven!

A copy of the Saga rulebook is necessary to use this supplement. This book is accompanied by twelve Battle Boards, which may not be sold separately.

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HEAVY CAVALRY

Activation

Activate a unit of Hearthguards or a Hero.



LIGHT HORSE

Activation

Activate a unit of Warriors.



SLAVES

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

MONGOLS



SCORCHED EARTH

Activation

Choose an area of terrain offering light cover within **VS** of one of your units of mounted Warriors.

All units within that terrain piece suffer a fatigue.

Also, that piece of terrain offers no cover for the rest of the game and counts as low terrain.



HELL FOR LEATHER

Melee

Mounted unit

After this melee, your unit must make a withdrawal move of **L**.

If you used a , remove a fatigue from your unit after your withdrawal move of **L**.



MASTER OF MEN

Melee

If your unit is within **M** of your Warlord or your War Drummer, gain 4 attack or defence dice, or a mix of both.



SHORT RANGE VOLLEY

Melee or Shooting

Place a fatigue on a friendly unit of Warriors within **S** of your unit or the enemy unit.

The enemy unit must re-roll every one of its defence dice which cancels a hit.



THE BOW AND THE LANCE

Activation • Warriors

Activate a unit for a move which generates no fatigue.

Your opponent may not use this unit's fatigue during this activation.

If this unit ends its move more than **VS** from one of your Hearthguard units, it takes 3 fatigues.



HUMAN SHIELDS

Orders or Orders/Reaction

Until the end of the turn, your Hearthguards get the *Bodyguards* special rule and you may remove figures from your Warriors or Levies when using the *Bodyguards* special rule.



ARMED HORDES

Melee • Hearthguards or Heroes

Reduce your Armour by 1 to gain a +1 bonus to your attack dice.

If you used a , you may re-roll each of your attack dice which did not score a hit.



SCOURGE OF THE STEPPES

Orders

Until the end of the turn, your Warriors count as being equipped with javelins rather than composite bows, but may not be activated to rest or shoot.



PREDATORS

Orders

Choose one of your units of Hearthguards.

They count as being equipped with composite bows until the start of your next turn.



EVASIVE MANOEUVRES

Melee or Shooting/Reaction Warriors

You may re-roll each of your defence dice which did not cancel a hit.



NOBLES

Activation

Activate a unit of Hearthguards or a Hero.



PAGAN WARRIORS

Activation

Activate a unit of Warriors.



PAGAN LEVIES

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ÜMBER PIIRAMA

Activation

Activate up to three units containing a maximum of six figures each.

PAGAN PEOPLES



PÜHAJÄRV

Orders

Take as many available Saga dice as you have units of 6 figures or less - not including Heroes or Mercenaries. Roll the dice and add them to your inactive Saga dice.



MEZA MATE

Activation

Foot units of six figures or less, entirely located within an area of uneven terrain.

Activate your unit to rest.

Instead of removing a fatigue, put all the figures in the unit in a different area of uneven terrain. None of the figures may be placed within **VS** of an enemy.



DIEVS

Orders/Reaction

Choose an enemy unit.

Your opponent decides whether the unit immediately suffers a fatigue **OR** must be activated to move.

This move must take it as close as possible to the nearest board edge.



VAENULIK

Orders/Reaction

Place a fatigue on an enemy unit within **S** of an area of uneven terrain containing at least one of your figures.



LAIMA

Melee or Shooting

Gain 2 attack dice.

The enemy unit takes an additional automatic hit for each fatigue it has.



PERKONS

Activation

Activate a unit to charge.

In the ensuing melee, your unit gets 4 bonus attack dice.



ARKONA

Shooting/Reaction

If your unit is within **S** of an area of uneven terrain, its Armour is increased by 2.



SAAVUTTAMATTON

Melee

You may re-roll half of your attack dice which did not score hits (or all of them if you used a).



TAARA AVITA

Orders or Orders/Reaction

Until the end of your turn, all your units get 2 bonus attack dice during each melee or shooting attack they take part in.



KIIRE

Activation

Activate a unit of 6 figures or less for a move or a charge.

Uneven terrain does not reduce this activation's move or charge distance.

If you used a , this activation does not generate fatigue.



BRÜDER

Activation

Activate a unit of Hearthguards or a Hero.



DIENER

Activation

Activate a unit of Warriors.



VASSALS

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

ORDENSSTAAT



TYRANTS

Melee

You may re-roll 3 attack dice which failed to score a hit.

You may remove a friendly figure within **M** of your unit as a casualty to re-roll 6 attack dice instead of 3.



DIN OF BATTLE

Melee

Place a fatigue on the enemy unit. If you used a , place another fatigue on a second enemy unit within **M** of your unit.

You must re-roll all your defence dice which cancel a hit.



SERFS

Activation/Reaction

Trigger this ability after a charge is declared against one of your Levy units, but before the activation is resolved.

Remove a figure from your unit as a casualty and activate the unit to either move or make a shooting attack against the charging unit.



MARTIAL PRIDE

Melee

Your attack dice get a +1 bonus.



SLAY THE PAGANS!

Activation

Activate two of your units within **S** of each other to charge.



NACH OSTEN

Activation

Activate all your units for a move which does not generate fatigue.

During this activation, their movement distance is **S**, no matter their usual movement distance.

This activation is ignored when calculating fatigue for later activations.



ZEALOUS WORKS

Shooting/Reaction

Put a fatigue marker on your unit to increase its Armour by 2.



SWORD BROTHERS

Melee or Shooting/Reaction Hearthguards or Heroes

Gain 2 defence dice, or 4 if you used a .

You may remove a friendly figure within **M** of your unit as a casualty in order to gain 3 additional defence dice.



DARK CROSSES, PURE HEARTS

Melee

Hearthguards or Heroes

You may remove up to 6 friendly figures within **M** of your unit as casualties.

For each figure thus removed, gain 2 additional attack dice or 2 additional defence dice.



SERVANTS OF GOD

Orders

Remove 1 to 3 friendly figures as casualties to take that many available Saga dice, roll them and place them on your Battle Board (place one showing the face of your choice instead of rolling it, if you used .



RYCKERZE

Activation

Activate a unit of Hearthguards or a Hero.



STRELZCY

Activation

Activate a unit of Warriors.



CLIPEATI

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

POLISH



THE CLASH

Melee

After this ability is resolved, your opponent may trigger a Saga ability or use a fatigue. Then this melee's Saga abilities phase comes to an end.



LINEBREAKER

Melee

M Mounted Unit

Choose an enemy unit within **S** of the enemy unit in the melee (not a Hero).

The first two casualties you inflict must be removed from the chosen unit rather than the unit you are fighting.



HOLD THE LINE!

Orders/Reaction

Until the end of the turn, your foot unit have an Aggression of 0, but get the *Resilience* (2) special rule during melee (*Resilience* (3) if you used a).



SQUIRES

Activation

Remove a figure from a Warrior unit as a casualty in order to add a figure to a Hearthguard unit within **S** of the figure removed.

The Hearthguard unit must have suffered at least one casualty.

If you used a , you may resolve this ability a second time.



NO QUARTER!

Activation

Activate a unit to charge.

This unit gets 2 bonus attack dice during the ensuing melee (4 if the enemy unit was more than **M** away from your unit).



SZLACHTA

Melee

If your Armour is higher than the enemy unit's, the enemy's attack dice suffer a -1 penalty.



SHIELDBEARERS

Melee

Foot Unit

If your unit benefits from solid cover, the enemy unit takes a fatigue.



SPECIALISTS

Melee or Shooting

Gain 2 attack dice (4 dice if your unit is equipped with bows or heavy weapons).



TERROR OF THE EAST

Activation/Reaction

M Mounted Unit

Trigger this ability after an enemy activation, but before it is resolved. Activate one of your units for a charge. The unit targeted by the charge gets 4 bonus defence dice in the ensuing melee.



VOIVODE

Activation

Each foot unit within **M** of your Warlord removes a fatigue or is activated (each unit can choose a different option).



KNIGHTS

Activation

Activate a unit of Hearthguards or a Hero.



SERJEANTS

Activation

Activate a unit of Warriors.



FOOT SOLDIERS

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

CRUSADERS



WITHOUT FEAR OF BEING WOUNDED

Melee

You may re-roll any defence dice you wish.



FIND CHINKS IN THEIR ARMOUR

Melee or Shooting

Gain 4 attack dice (6 if you used a). You must re-roll each attack die which scores a 6.



SET AN EXAMPLE!

Melee

Choose one or two other units within **M** of your unit.

If you win this melee, each of these units gets 3 bonus attack dice and 3 bonus defence dice during the next melee they participate in this turn.



GOD'S JUDGEMENT

Melee

Gain attack dice equal to your unit or the enemy unit's Armour (whichever is higher).



BLESSING OF THE RIGHTEOUS

Melee or Shooting/Reaction

If you have a unit of Pilgrims in your warband, your unit cannot suffer more casualties than its Armour value. Any excess losses are cancelled.

Otherwise, you may re-roll a number of defence dice equal to your unit's Armour.



HAPPY ARE THE HUMBLE

Orders

Until the end of the turn, your Pilgrims have the same melee Aggression as Warriors and are no longer considered Unarmed.

If you have no Pilgrims, all your Hearthguards increase their Armour by +1 and gain *Resilience* (1) until the start of your next turn, against shooting attacks only.



JERICO

Melee or Shooting

Gain 2 attack dice.

Gain 2 additional attack dice if the enemy unit's Armour is higher than 4.



THE VALIANT

Melee

Hearthguards, Heroes or Pilgrims

If your unit wins this melee, it removes one of its fatigues at the end of the combat.

If you used a , the enemy unit suffers an additional fatigue once the melee is resolved.



THE PEASANTS' CRUSADE

Orders

If you have a unit of Pilgrims in your warband, activate all your Warrior and Levy units. These activations do not generate fatigue.

Otherwise, remove 2 fatigues from your Warlord, and 1 from each of your Hearthguard units.



GOD'S HOST

Activation/Reaction

Trigger this ability after an enemy unit finishes resolving their activation.

If you have Pilgrims in your warband, choose a unit of Pilgrims. Until the end of the turn, it gets 4 bonus defence dice against both melee and shooting attacks.

Otherwise, choose a unit of Hearthguards and activate it to rest or move..





CABALLEROS & JINETES

Activation

Activate a mounted unit.



PEONES

Activation

Activate a foot unit.



IBERIA

Activation/Reaction

Trigger this ability after an enemy movement or shooting activation has been resolved. Activate one of your jinetes units to move or shoot.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

SPANISH



HIDALGOS

Shooting

Your attack dice get a +1 bonus for each fatigue the target of your shooting attack currently has.



STUNNED

Activation/Reaction

If the targeted unit is activated for a charge or shooting attack while it has at least one fatigue, remove a fatigue and cancel its activation. The unit may not be activated again this turn.



JINETES!

Orders

Choose one of your mounted units armed with javelins. Until the end of the turn, this unit's movement activations are free. This unit's targets reduce their Armour by 1 during their shooting attacks. This unit may only fire once at each enemy unit during this turn.



BATTLE WEARY

Melee or Shooting/Reaction

All units which roll more than 8 attack dice suffer a fatigue after the entire shooting attack or melee has been resolved, and cannot be activated again this turn.



DESPERATE MANOEUVRES

Melee or Shooting/Reaction

The enemy unit suffers a fatigue and your opponent gains 2 attack dice.



BLAZING SUN

Shooting

Discard all your attack dice. The enemy unit targeted suffers a fatigue.



RECONQUISTA

Orders

Until the end of the turn, your units equipped with javelins may not activate to shoot but get 2 bonus attack dice during every melee.



CHAOS

Orders/Reaction

Choose a warband and take all its fatigues. Redistribute these fatigues throughout the warband, giving each unit a maximum of two fatigues. Any fatigues which cannot be placed according to the above rules are discarded.



TREACHERY

Melee Defender

If the enemy unit has at least one fatigue and your unit has none, your adversary must discard all their attack dice.



LANCES AND JAVELINS

Melee Mounted unit

Gain 2 defence dice for each friendly unit with javelins within **M** of the enemy unit.





BROTHERS

Activation

Activate a unit of Hearthguards or a Hero.



SERGEANTS

Activation

Activate a unit of Warriors.



ORISON

Melee or Shooting/Reaction

After the enemy has rolled their attack dice, automatically cancel an enemy hit (2 if you used a).



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

MILITES CHRISTI



RESOLVE

Melee or Shooting/Reaction

If your warband has fewer units than your enemy's, take two of your available Saga dice and place them on Orison, face up.



LIONS AT WAR

Activation/Reaction

Trigger this ability after an enemy activates to charge, but before the charge is resolved.

The unit charged during this activation gets 4 bonus attack dice (6 if you used a).



DEUS VULT!

Melee

Hearthguards or Heroes

If the enemy unit is a Levy unit, you inflict one additional automatic hit for each figure in your unit.



SPILT BLOOD

Melee

The enemy's unit's Armour may not be increased until the end of the melee.



THE LORD'S HARVEST

Melee

Hearthguards or Heroes

Gain an attack die for each unit in the enemy warband (maximum of 6).



LAMBS OF PEACE

Melee

All units in the melee increase their Armour by 1 (or 2 if the enemy unit contains more figures than yours).



BEAUCEANT

Melee

Your unit gains 3 attack dice (5 if the enemy unit contains more figures than yours).



MARTYRS

Melee or Shooting/Reaction

At the end of this shooting attack or melee, take one of your available Saga dice for each figure removed from your unit as a casualty.

Place them on your Orison ability, face up.



ON BENDED KNEE

Orders

Take up to 3 of your available Saga dice and place them on the Orison ability, face up.

If you used a put this discarded die on the Orison ability, face up, instead of adding it to your available Saga dice.

You may not activate any units to charge this turn.



DIVINE AID

Melee

Discard all the dice on Orison. The enemy unit suffers an additional automatic hit for each die thus discarded (2 hits for each thus discarded).



KAVALLAROΙ

Activation

Activate a unit of Hearthguards or a Hero.



TAXATOΙ

Activation

Activate a unit of Warriors.



KONTARATOΙ & PSILOΙ

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a ✕).

DOMESTIKOS

Special

Immediately after rolling your Saga dice, put up to three inactive Saga dice here

OR

Take all the Saga dice placed here and add them to your inactive Saga dice showing the face of your choice.

BYZANTINES



LAST DEFENCE

Melee or Shooting/Reaction

The enemy unit discards 2 attack dice (4 if you used a ✕).



STRATEGIKON

Activation/Reaction

Trigger this ability after an enemy movement or shooting activation has been resolved.

Immediately remove a fatigue from one of your units (or up to 2 of your units if you used a ✕).



MIXED FORMATION

Activation

Activate a unit of Levies without ranged weapons to make a shooting attack.

They count as being armed with bows.

If you used a ✕, they get 2 bonus attack dice for each other friendly unit within S.



THOUSAND YEAR EMPIRE

Orders/Reaction

During every melee and shooting attack until the end of the turn, your units gain a defence die for each attack die gained by an enemy unit.



ATHANATOΙ

Activation

Activate a unit of Hearthguards for a charge.

Your unit's Armour is increased by 1 during this melee.



FACE THE BARBARIANS

Melee

Your unit gains 2 defence dice for each other friendly unit within S.

If you used a ✕, you may also re-roll all defence dice which score a 1 or a 2.



OUR COMRADES' SHIELDS

Melee or Shooting/Reaction Defenders on foot

If your unit is within S of a friendly unit without ranged weapons, it cancels hits as though it were in solid cover (if you used a ✕, each of your defence dice gets a +1 bonus).



BASILEUS

Orders

If there are less than 2 dice on Domestikos, take two available Saga dice and place them on Domestikos.



CONSTANTINOPLE

Orders or Orders/Reaction

Until the end of the turn, your units get 2 bonus attack dice and 2 bonus defence dice during each melee.



ACOLYTHUS

Activation

Activate up to 2 units of Levies within S of each other.





JUND

Activation

Activate a unit of Hearthguards or a Hero.



HASHID

Activation

Activate a unit of Warriors.



MUJAHID

Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

MOORS



STORM OF BLADES

Melee

Your opponent must reroll all their attack dice which score a hit

OR

You may re-roll all your attack dice which do not score a hit.

After resolving the entire melee, both units suffer an additional fatigue.



PERSEVERANCE

Activation

Activate 2 foot units or 2 mounted units (3 units if you used a .



DOUBTS

Activation/Réaction

Trigger this ability after the resolution of an enemy rest activation.

Place a fatigue on another unit within **M** of the unit which rested (up to two other units, if you use a .



WHOLEHEARTED

Melee, Shooting or Shooting/Reaction

Gain 2 attack dice for each of the enemy unit's fatigues.

Gain 2 defence dice for each of your unit's fatigues.



FOREST OF SPEARS

Melee or Shooting/Reaction

Gain 3 defence dice.



DISCORD

Orders

Choose 1 to 3 of your non-exhausted units. Each one takes a fatigue. Then choose an equal number of enemy units and give each one a fatigue.



HORSES OF THE MAGHREB

Orders

Until the end of the turn, your units mounted on horses have a movement distance of **L+S**.



INSPIRATION

Melee

If your unit is within **S** of a friendly unit which has taken no casualties since the start of the game, it can re-roll 1s and 2s scored on its attack and defence dice (any attack and defence dice if you used a .



HASTY SHOT

Shooting/Reaction

Gain 2 defence dice.

At the end of the shooting attack, the attacking unit takes as many fatigue as your unit has.



TORRENT OF IRON

Activation

Mounted Hearthguards

Activate one of your units for a shooting attack or a rest. During the shooting attack, it gets a +1 bonus to all its attack dice. If it is a rest, it will remove 2 fatigues.

Next, activate the same unit to make a charge which does not generate fatigue.

The charged unit suffers a fatigue at the start of the melee's resolution.



FANATICS

Activation

Activate a unit of Hearthguards or a Hero.



ELECT

Activation

Activate a unit of Warriors.

ALLAHU AKBAR

Activation

Remove one of your models (not a mercenary), and choose an enemy unit within **M** of their unit. Roll 3 dice. The chosen unit suffers a casualty for each die that rolls above their melee Armour. If a Hearthguard was removed, you get a +1 bonus to each die.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a).



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

MUTATAWWI'A



LIKE DJINNS

Activation

Activate a foot unit to charge. Its charge distance is **L**.



ALLAH'S BLESSING

Melee or Shooting/Reaction

If you reduce your Armour by 1, your opponent must discard 4 of their hits after they have rolled their attack dice.



MORTAL BLOW

Melee

Reduce your Armour by 1 to gain 4 attack dice and 2 defence dice (6 attack dice and 4 defence dice if you used a).



BLOODBATH

Melee

Reduce your Armour by 1 and discard 3 attack dice. Each of your opponent's attack dice which does not score a hit adds an automatic hit to the hits you inflict on them.



FIGHT TO THE DEATH

Melee

During this melee, all attack dice get a +2 bonus.



FANATICISM

Orders/Reaction

Until the end of the turn, you may re-roll all your 1s during each shooting attack and each melee, while your opponent must re-roll all their 6s.



HIJRAH

Activation

Remove one of your Fanatic models as a casualty. Activate up to three of your units within **L** of the unit which lost a figure. These activations do not generate fatigue.



THE NAME OF ALLAH

Melee

Reduce your Armour by 1 and you may reroll all your attack dice which do not score a hit.



PROMISE OF PARADISE

Melee or Shooting/Reaction

Defender

If your unit is eliminated during this melee or shooting attack, each enemy unit within **S** of the last figure to be removed suffers a fatigue at the moment it is removed as a casualty.

If you used a , all enemy units within **L** are affected instead.



JAHANNAM

Orders

Until the start of your next turn, all defence dice which cancel a hit must be re-rolled.



GHULAMS

Activation

Activate a unit of Hearthguards or a Hero.



GHAZIS

Activation

Activate a unit of Warriors.



AHDATH


Activation

Activate a unit of Levies.



COMBAT BONUS

Melee, Shooting or Shooting/Reaction

Gain 1 attack or defence die (2 if you used a .



ACTIVATION POOL

Orders

Take 2 of your available Saga dice, roll them and add them to your inactive Saga dice.

SARACENS



COORDINATION

Melee


Gain 4 dice (attack dice, defence dice or a mix of both).

Each time your opponent triggers a Saga ability during this melee, you gain 1 extra attack die and 1 extra defence die.



BROTHERHOOD

Activation


Activate one of your units to shoot. If you used a , you get 2 attack bonus dice for this shooting attack.

If the target suffers at least one casualty, all the units which charge it this turn get 3 bonus attack dice.



RUSE

Activation

Choose an enemy unit. If that unit has no friendly units within **S** and is within **S** of at least 2 of your units, your opponent must discard 1 Saga die of their choice from their Battle Board (up to 2 if you used a .



ARMOUR-PIERCING SHAFTS


Shooting

If the target of the shooting attack is within **S** of all the figures in your unit, your attack dice get a +1 bonus.



INDOMITABLE

Melee

Gain 4 defence dice (6 if you used a .


Your attack dice suffer a -1 penalty.



DAMASCUS STEEL

Melee - Mounted units

Your attack dice get a +1 bonus.

Your opponent's attack dice also get a +1 bonus unless you used a .



MULTIPLE SHOTS

Activation

Choose one of your units equipped with composite bows and containing at least 6 figures.

Each enemy unit within **S** of this unit must roll a die.


If the result is higher than their Armour against shooting, they suffer a casualty.



SCOURGE OF THE INFIDELS

Melee

If the enemy unit has closed ranks, it loses two attack dice. Otherwise, it loses 4 attack dice.

If you used a , gain as many attack dice as your opponent lost.



THOROUGHBRED

Activation

Activate a unit to move.

If it ends this movement more than **L** from all enemy units, it removes a fatigue.



APPEAL TO THE PROPHET

Orders/Reaction

Until the end of the turn, all your units gain the Resilience (2) special rule.