

SONG OF SAGA



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<http://www.boardgamegeek.com/boardgame/101865/saga>.

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Abbreviation Legend

COU	Shadowsea: Conquest of the Underground World
FKF	Fistful of Kung Fu
SAM	Song of Arthur and Merlin
SBH	Song of Blades and Heroes
SGD	Song of Gold and Darkness
SSD	Song of Shadows and Dust
SW	Swatters!
SWW	Song of Wind and Water

INTRODUCTION

This ever happen to you? You introduce a game to your gaming group and they like it and always want to play. But after a few plays you become sick of it and wish you'd never heard of it!

I really WANTED to like SAGA (<http://www.boardgamegeek.com/boardgame/101865/saga>). I'm constantly looking out for new miniature game rules because most of them SUCK. They're way too expensive, way too complicated, take way too long to play, and hours go by without you having to make a single interesting decision.

I'm not looking for a 'perfect' game - just a PLAYABLE and FUN game! That's all I'm asking for! Heroscape would be just about perfect if it's point system wasn't 'fake' (see below). All-Purpose Miniature Rules came pretty close as well. But not quite there.

SAGA seemed like it had a really good answer to that. Simple, high levels of abstraction, an easy to deal with point system. Different 'cards' for each type of warrior to make all of them have their own set of 'special' rules. A nice dice rolling activation mechanism so that it wasn't just IGOUGO. Some really nice touches all around.

And don't get me wrong - it IS a good game.

BUT. It's not a game I want to play again. In fact I refuse to play it unless it's on a hex map (see below). It still takes too long. And because of the level of abstraction, there were way, way too many arguments about how it's "supposed" to work (just hit something!). It's also VERY limited in scope. Dark Age Britain?!? It still takes way too long to play. It's VERY expensive (\$25 for six-sided dice? \$40 per supplement?). The point system is really a "fake" point system - like Warhammer. It's only balanced if you use THEIR specific figures. You can't just put a sword on a guy and say it costs this much.

While the dice mechanism is very interesting and kinda fun, it's pretty easy for some players to get enough 'analysis paralysis' to drag the game down. It's not supposed to be chess, but some players play like it is.

Don't get me started on the movement system! Very simple, 3-ruler system. Except that the number of figures in your 'unit' that you can bring into the fight are determined by how close they are to the enemy figures. In practice this means that a nudge here or a scootch there can win you the game or cost you the game! And everyone nudges. Doesn't matter to me whether it's 'intentional' cheating or not. It still sucks to lose that way and it sucks to win that way as well.

My friends say that some of these problems are with the players rather than the rules, but I tend to think the rules are a pretty big influence on things like that.

So then I found 'Song of Blades and Heroes' (SBH). It hits all my hot buttons. Generic - Any figure, any time. Point System - Any weapon, power or combination I want to match the figures I've got. Fast Play. Only d6's. Can be played on hexes or not with no nudging likely or possible! (Sticks not Rulers! Brilliant!).

So while I'll reserve judgment on SBH until I play it several times, I did wonder - if it's the game I've always wanted to

play - then I actually ought to be able to BUILD SAGA with it! Both a 'conversion' of SAGA to SBH. Partly a way to play 'Dark Age Britain' with SBH.

So this is my attempt to do that. Then maybe we can finally play something FUN!

Page numbers are references to the SAGA-Dark Age Skirmishes rulebook. Page numbers for SBH will be prefaced by B# for the main rulebook.

Any comments, criticisms or corrections are appreciated.

UNITS (P. 8)

Units are treated as Groups (SBH, page 39). See INTRODUCTION (SBH, page 4) for basing.

There are four classes of Units in SAGA as follows:

- **Heathguard** (Quality 3+): These are all Heroes (SBH, page 32). They may have any Special Rules, EXCEPT Shooter (SBH, page 35) or Personality Special Rules (SBH, page 39) except Leader, which can be Sub-Commanders (SBH, page 41).
- **Warriors** (Quality 4+): These are treated 'normal' figures in SBH. They may have any Special Rules, EXCEPT Shooter (SBH, page 35) or Personality Special Rules (SBH, page 39) except Leader, which can be Sub-Commanders (SBH, page 41).
- **Levies or peasants** (Quality 5+): These are all Shooters (SBH, page 35). They may not be Personalities (SBH, page 39). They may have any Special Rules, EXCEPT Shooter (SBH, page 35) or Personality Special Rules (SBH, page 39) except Leader, which can be Sub-Commanders (SBH, page 41).
- **Warlord** (Quality 2+): These figures have the following Special Abilities: Heroes (SBH, page 32), Leader (SBH, page 32), Combat Master (SBH, page 30).

DISTANCES (P. 9)

Distances are very easily converted to SBH.

- Very Short Distance (VS) is treated as one Base's length.
- Short Distance (S) is treated as Short (3").
- Medium Distance (M) is treated as Medium (5").
- Long Distance (L) is treated as Long (7").

Range	SAGA	SBH
Very Short (VS)	2"	Base Width (1")
Short (S)	4"	Short (3")
Medium (M)	6"	Medium (5")
Long (L)	12"	Long (7")

SBH ranges can be used in every place where they are mentioned in SAGA.

THE TURN (P. 9)

See The Turn (SBH, page 6).

MUSTERING THE WARBAND (P. 9)

See Designing Your Warband (SBH, page 38).

SHOOTING (P. 20)

See RANGED COMBAT (SBH, page 19).

TARGET UNIT (P. 19)

See TARGETING RESTRICTIONS (SBH, page 20).

LINE OF SIGHT (P. 19)

See LINE OF SIGHT (SBH, page 20).

RANGE (P. 20)

See RANGE MODIFIERS (SBH, page 19).

Weapon ranges can be converted as follows:

Weapon Range

Bow, sling or crossbow	Shooter (Long), 7 points, SBH, page 35.
Javelin	Javelin (Range: Short, 3 points, SSD, page 23)

1) TARGET DETERMINATION AND ATTACK DICE (P. 20)

Attack dice are treated on an individual basis. See also Concentrated Shooting (SBH, page 41).

2) ATTACKER AND DEFENDER ABILITIES (P. 21)

These are treated as Special Rules (SBH, page 28).

3) ATTACK ROLL (P. 22)

See Melee (SBH, page 11).

4) DEFENSE ROLL (P. 22)

See Melee (SBH, page 11).

5) CASUALTY REMOVAL (P. 22)

See Models Disengaging from Melee (SBH, page 26).

COVER (P. 22)

See COVER (SBH, page 21). There is no distinction between Light and Heavy cover and figures are treated as being individually in Cover or out of cover (not in groups).

WEAPONS (P. 21)

Javelins are treated as Javelins (3 points, SSD, page 23) Special Rules.

Crossbows are treated as the Shooter (Long), 7 points, SBH, page 35 Special Rule.

MELEE (P. 24)

See MELEE (SBH, page 12).

ENGAGING IN MELEE (P. 24)

See MELEE (SBH, page 12).

More than One Unit Engaged in Melee (p. 25)

See OUTNUMBERED (SBH, page 13).

HOW TO FIGHT (P. 25)

1) Attacker and Defender determine their respective Attack Dice (p. 25)

Class	Combat
Levies Combat	2
Warriors Combat	3
Hearthguard Combat	4
Warlord Combat	5

2) Defender may reduce his Attack pool (p. 25)

See Shieldwall (SGD, page 19).

3) Attacker and Defender abilities (p. 26)

These are treated as Special Rules (SBH, page 28).

4) Attack roll (p. 26)

See MELEE (SBH, page 12).

5) Defense roll (p. 26)

See MELEE (SBH, page 12).

6) Casualty removal (p. 26)

See MELEE (SBH, page 13, paragraph 2).

7) Fatigue (p. 27)

See Heatwave: -1 Quality (SGD, page 4).

8) Disengagement (p. 27)

See Models Disengaging from Melee (SBH, page 26).

COVER (P. 27)

See Cover (SBH, page 21).

FATIGUE (P. 28)

Fatigue is ignored. Optionally, Fatigue can be treated as Chi Points (FKF, page 5) to power Special Rules.

TERRAIN (P. 30)

See WOODS (SBH, page 21).

BUILDINGS (P. 31)

A large building may be occupied by 12 models. A standard building can be occupied by up to 8 models.

MUSTERING THE WARBAND (P. 36)

See DESIGNING YOUR WARBAND (SBH, page 39).

YOUR WARLORD (P. 36)

Warlords are created as follows:

Warlord - Personality		
Points 183	Quality 2+	Combat 5
Special Rules	Hatred (enemy warlords), Hero, Leader, Tough	

RESILIENCE (P. 37)

This is treated as the Tough (Personality Only, 15 points, SBH, page 37) Special Rule.

DETERMINATION (P. 37)

This is treated as the Hero (Personality Only, 15 points, SBH, page 32) Special Rule.

WE OBEY (P. 37)

This is treated as the Leader (Personality Only, 15 points, SBH, page 32) Special Rule.

WARLORD'S PRIDE (P. 38)

This is treated as the Hatred (3 points, SAM, page 13) Special Rule.

YOUR RETAINERS (P. 39)

Hearthguards - Personality		
Points 100	Quality 3+	Combat 4
Special Rules	Hero, Leader	

Warriors		
Points 23	Quality 4+	Combat 3
Special Rules	None	

Levies (with bows)		
Points 17	Quality 5+	Combat 2
Special Rules	Shooter (Long)	

Sergeant (Warrior)		
Points 33	Quality 4+	Combat 3
Special Rules	Mounted	

THE FACTIONS: VIKINGS (P. 41)

Jarl/Hersir (Warlord) - Personality		
Points 183	Quality 2+	Combat 5
Special Rules	Hatred (enemy warlords), Hero, Leader, Tough	

Peasants (with bows unmounted)		
Points 17	Quality 5+	Combat 2
Special Rules	Shooter (Long)	

Hirdmen - Personality		
Points 100	Quality 3+	Combat 4
Special Rules	Hero, Leader	

Peasants (with bows and mounted)		
Points 24	Quality 5+	Combat 2
Special Rules	Mounted, Shooter (Long)	

Ulfheonar - Personality		
Points 110	Quality 3+	Combat 4
Special Rules	Berserk, Hero, Leader	

THE FACTIONS: ANGLO-DANISH (P. 43)

Earl (Warlord, with dane axe) - Personality		
Points 190	Quality 2+	Combat 5
Special Rules	Hatred (enemy warlords), Heavy Weapon, Hero, Leader, Tough	

Thralls (with bows or slings)		
Points 17	Quality 5+	Combat 2
Special Rules	Shooter (Long)	

Huscarl (Heathguards, with dane axes) - Personality		
Points 106	Quality 3+	Combat 4
Special Rules	Heavy Weapon, Hero, Leader	

THE FACTIONS: NORMANS (P. 42)

Duke (Warlord) - Personality		
Points 200	Quality 2+	Combat 5
Special Rules	Hatred (enemy warlords), Hero, Leader, Mounted, Tough	

Thegn (Warrior)		
Points 27	Quality 4+	Combat 3
Special Rules	Heavy Weapon	

Knight (Heathguard) - Personality		
Points 114	Quality 3+	Combat 4
Special Rules	Hero, Leader, Mounted	

Levies (with bows or slings)		
Points 17	Quality 5+	Combat 2
Special Rules	Shooter (Long)	

THE FACTIONS: WELSH (P. 44)

Welsh (Warlord, mounted) - Personality		
Points 200	Quality 2+	Combat 5
Special Rules	Hatred (enemy warlords), Hero, Leader, Mounted, Tough	

Welsh (Warlord, mounted with javelins) - Personality		
Points 208	Quality 2+	Combat 5
Special Rules	Hatred (enemy warlords), Hero, Javelins, Leader, Mounted, Tough	

Welsh (Warlord, unmounted with javelins) - Personality		
Points 190	Quality 2+	Combat 5
Special Rules	Hatred (enemy warlords), Hero, Javelins, Leader, Tough	

Uchelwyr (Hearthguards, mounted) - Personality		
Points 114	Quality 3+	Combat 4
Special Rules	Hero, Leader, Mounted	

Uchelwyr (Hearthguards, mounted with javelins) - Personality		
Points 110	Quality 3+	Combat 3
Special Rules	Hero, Javelins, Leader, Mounted	

Priodaur (Warrior, mounted)		
Points 33	Quality 4+	Combat 3
Special Rules	Mounted	

Priodaur (Warrior, mounted with javelins)		
Points 38	Quality 4+	Combat 3

Special Rules	Javelins, Mounted
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Bonnedig (with bows and slings)		
Points 17	Quality 5+	Combat 2
Special Rules	Shooter (Long)	

Bonnedig (with javelins)		
Points 13	Quality 5+	Combat 2
Special Rules	Javelins	

HEROES OF THE VIKING AGE (P. 45)

VIKINGS (P. 45)

Harald Hardrada, King of Norway - Personality		
Points 215	Quality 2+	Combat 6
Special Rules	Hatred (enemy warlords), Heavy Armor, Heavy Weapon, Hero, Leader, Tough, Unique	

Varangian (Hearthguards) - Personality		
Points 110	Quality 3+	Combat 4
Special Rules	Heavy Armor, Hero, Leader	

Ragnar Lothbrok, King of Sweden and Norway - Personality		
Points 258	Quality 2+	Combat 6
Special Rules	Bard, Hard to Kill, Hatred (enemy warlords), Hero, Leader, Tough, Unique	

ANGLO-DANISH (P. 46)

Harold Godwinson, Last Anglo-Saxon King of England - Personality		
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Points 208	Quality 2+	Combat 6
Special Rules	Hatred (enemy warlords), Hero, Leader, Steadfast, Tough, Unique	

Gyrth Godwinson - Personality		
Points 116	Quality 3+	Combat 4
Special Rules	Bodyguard, Heavy Armor, Hero, Leader, Unique	

Leofwine Godwinson - Personality		
Points 116	Quality 3+	Combat 4
Special Rules	Bodyguard, Heavy Armor, Hero, Leader, Unique	

Cnut the Great, first Anglo-Danish King of England (unmounted) - Personality		
Points 220	Quality 2+	Combat 6
Special Rules	Hatred (enemy warlords), Hero, Leader, Over- King (Viking/Anglo-Danish), Tough, Unique	

Cnut the Great, first Anglo-Danish King of England (mounted with dane axe) - Personality		
Points 250	Quality 2+	Combat 6
Special Rules	Hatred (enemy warlords), Heavy Armor, Hero, Leader, Mounted, Over- King (Viking/Anglo-Danish), Tough, Unique	

Cnut the Great, first Anglo-Danish King of England (unmounted with dane axe) - Personality		
Points 233	Quality 2+	Combat 6

Special Rules	Hatred (enemy warlords), Heavy Armor, Hero, Leader, Over-King (Viking/Anglo- Danish), Tough, Unique	
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NORMANS (P. 46)

William the Bastard, Duke of Normandy - Personality		
Points 220	Quality 2+	Combat 6
Special Rules	Bard, Hatred (enemy warlords), Hero, Leader, Tough, Unique	

Norman (Hearthguard with bows) - Personality		
Points 114	Quality 3+	Combat 4
Special Rules	Hero, Leader, Shooter (Long)	

Norman Warrior (with bows)		
Points 33	Quality 4+	Combat 3
Special Rules	Shooter (Long)	

Ivo Taillefer (mounted) - Personality		
Points 298	Quality 2+	Combat 6
Special Rules	Bard, Dashing, Fearless, Hard to Kill, Hatred (enemy warlords), Hero, Leader, Mounted, Reckless, Tough, Unique	

Ivo Taillefer (unmounted) - Personality		
Points 280	Quality 2+	Combat 6
Special Rules	Bard, Dashing, Fearless, Hard to Kill, Hatred (enemy warlords), Hero, Leader, Reckless, Tough, Unique	

WELSH (P. 47)

Maredudd ab Owain, King of the Britons - Personality		
Points 258	Quality 2+	Combat 6
Special Rules	Bard, Hatred (enemy warlords), Hero, Leader, Terror, Tough	

Gruffydd ap Llywelyn, the High King - Personality		
Points 195	Quality 2+	Combat 6
Special Rules	Hatred (enemy warlords), Hero, Leader, Tough	

Uchelwyr (mounted) - Personality		
Points 128	Quality 3+	Combat 4
Special Rules	Hero, Leader, Mounted, Shooter (Long)	

Uchelwyr (unmounted) - Personality		
Points 130	Quality 3+	Combat 4
Special Rules	Hero, Leader, Outrider, Shooter (Long)	

Priodaur (unmounted)		
Points 33	Quality 4+	Combat 3
Special Rules	Shooter (Long)	

Priodaur (mounted)		
Points 44	Quality 4+	Combat 3
Special Rules	Mounted, Shooter (Long)	

Bonnedig (with bows)		
Points 26	Quality 4+	Combat 2
Special Rules	Shooter (Long)	

SWORDS FOR HIRE (P. 48)

Jarl Sigvaldi - Personality		
Points 110	Quality 3+	Combat 4

Special Rules	Heavy Armor, Hero, Leader
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Jomsvikings		
Points 46	Quality 3+	Combat 3
Special Rules	Heavy Armor, Mutant	

SAGA ABILITIES (P. 49)

Sword of Saga uses THE DICE-POOL MECHANIC (SW22) from the Swatters (http://www.ganeshagames.net/product_info.php?products_id=168) Ganesh Game. They receive the same a number as Humans in that game (see HOW MANY DICE IN THE POOL?; SW, page 23).

The dice can be spent to use Faction-specific abilities. These abilities can only be used in specific situations as listed under the ability and except for certain exceptions (Over-King), can only be used by the appropriate Faction.

GENERIC ABILITIES (P. 50)

Any Faction can use these two abilities.

ACTIVATION POOL (P. 50)

Dice from the Dice Pool can be used to re-roll Activation rolls. Once used the dice are 'burned' and removed from the game.

COMBAT POOL (P. 50)

Dice from the Dice Pool can be used as additional Attack rolls. For each Dice Pool dice used this way, the defender gets an additional "Defense Roll" (see Melee; SBH, page 12 & RESOLVING RANGED ATTACKS; SBH, page 19). There is no limit to the number of additional combat rolls that can be used in any particular attack. Once used the dice are 'burned' and removed from the game.

VIKING ABILITIES (P. 51)

ÞJORD

Ignore. The Activation Pool takes care of this (above).

FRÍGG

Ignore. The Combat Pool takes cares of this (above).

heimDAL

Roll a Dice Pool dice. If the roll is a 6, add +4 to the Combat value of this figure's next attack. On any other roll, add +3. Discard the dice afterwards.



ODIN

You may discard a Dice Pool dice to change an opponent's Attack action to a Move action if they are attacking with a Ranged Weapon. You may do this instead of making a "Defense Roll" (see RESOLVING RANGED ATTACKS; SBH, page 19).

ASGARD

You may discard a Dice Pool dice to add Heavy Armor (SBH, page 32) to a single figure. You may decide to do this at any time.

THOR

Roll a Dice Pool dice. If you roll a 4 or 5 you may discard this dice to add Combat Master (Personality Only, SBH, page 30) to a single figure for a single round. If you fail, the dice is discarded.

ULLR

Roll two Dice Pool dice. If no "6"s are rolled, then in the next battle, you may reroll any attack rolls that miss. If any sixes are rolled, then they dice have no effect. Discard the two dice either way.

VALHALLA

You may sacrifice up to three Warriors or Hearthguard. Remove them from the game. You can one additional attack roll for each model sacrificed. For each figure sacrificed, you may roll one Dice Pool dice. If it is a 4+ then add an additional attack roll. Discard the dice.

RAGNAROK

Roll two Dice Pool dice. If you roll a 12, for the rest of the game, all enemies have at -1 Combat value. Discard both dice.

ANGLO-DANISH ABILITIES (P. 52)

NOBLE LINEAGE

Ignore. This is handled by the Activation Pool (on page 7).

INTIMIDATION

You may roll a Dice Pool dice. If you roll a 4+, you can cancel one action on a figure that has not been activated yet. If this figure is activated, it must subtract the number of successful dice in its actions. Discard the dice.

THE PUSH

If you have a Free Hack (see Melee, SBH, page 12) against an enemy, you may roll one Dice Pool dice instead. If the roll is 3 or less, the enemy dies. Discard the dice.

SHIELDWALL

You may discard two Dice Pool dice to add Heavy Armor (3 points, SBH, page 32) to a figure for one turn.

UNFORGIVING

Ignore. This is handled by Morale (SBH, page 25).

TRAPPED

Roll two Dice Pool dice. Each "6" allows you to Transfix (SBH, page 24) one figure. Discard both dice.

HARD AS IRON

Roll two Dice Pool dice. If both roll 3 or less, then you may reroll any die in one melee between two figures. Discard both dice.

STUBBORNNESS

Roll one Dice Pool dice. On any roll but 4 or 5 you can an additional Combat roll. This dice will cancel one Outnumbered Bonus (SBH, page 13) for one figure. Discard the dice.

EXHAUSTION

Roll one Dice Pool dice. On a roll of 4 or 5 you may immediately kill any Fallen (SBH, page 15) or Transfixed (SBH, page 24) figure. Discard the dice.

LORDS OF BATTLE

Roll two Dice Pool dice. If both are 4 or above, you may add +3 Combat to any Combat Rolls (see Melee; SBH, page 12 and Resolving Ranged Attacks; SBH, page 19) on this turn. You may divide the bonus up into three +1C or two bonuses of +2C and +1 if desired as well. Discard the dice.

NORMAN ABILITIES (P. 55)

CHARGE!

Discard a Dice Pool dice to add +3 Combat to a *Mounted* (SBH, page 34) attack.

Aimed volley

Roll two Dice Pool dice. If both have not rolled 4s or 5s you may reroll any Ranged Combat (SBH, page 18) dice on this turn.

TERRIFIED

Roll two Dice Pool dice. If there are no 6s rolled, you may give one figure the *Terror* (Personality Only, 15 points, SBH, page 36) Special Rule for one turn.

CRUSHED

Discard a Dice Pool dice to add *Combo Attack* (COU, page 68) to a single figure for one turn.

GALLOP

Discard a Dice Pool dice to add *Running Blow* (SWW, page 19) to a single figure for one turn.

MASSSED VOLLEY

Discard a Dice Pool dice to add *Unerring Aim* (SBH, page 38) to a single figure for one turn.

STORM OF ARROWS

Roll two Dice Pool dice. If both are 4 or above you may call a CONCENTRATED SHOOTING (SBH, page 41) with up to 5 archers regardless of their relation to a Leader. Discard the dice.

STAMPING

Roll two Dice Pool dice. If both are 3 or less you eliminate one enemy Warrior or two enemy Levies. Discard the dice.

PURSUIT

Ignore. This is accounted for by Free Hack (see Melee, SBH, page 12).

DEX AIE

Roll two Dice Pool dice. If both are "6", add five Combat Roll (see Melee; SBH, page 12 and Resolving Ranged Attacks; SBH, page 19) to your Warlord. Discard the dice.

WELSH ABILITIES (P. 57)

CHILDREN OF THE LAND

Discard one Dice Pool dice to give one figure the Forester (SBH, page 31) ability for one turn.

A HOLY GROUND

Discard one Dice Pool dice to give one enemy figure the Short Move (SBH, page 35) Special Rule for one turn.

HIT AND RUN

Roll a Dice Pool dice. If it is a "6" you may give either Running Blow (SWW, page 19) or the Move and Fire (FKF, page 31) Special Rule to one figure for one turn. Discard the dice.

STRENGTH LIES IN NUMBERS

Discard a Dice Pool dice to give one figure the Group Fighter (3 points, SWW, page 19) Special Rule for one turn.

THE DEADLY STRIKE

Roll two Dice Pool dice. If both are 3 or less you may give Legendary Shot (Personality, 15 points, SBH, page 33) to one figure. Discard the dice.

AMBUSH

Discard a Dice Pool dice to give one figure the Ambusher (8 points, FKF, page 24) for one turn. Discard the dice.

TAUNTING

Roll one Dice Pool dice. If it's a 6, you may give one enemy model the Dogged (-2 points, SSD, page 22) Special Rule for one turn.

THE RISING OUT

Roll two Dice Pool dice. If both are 4 or above, then give one figure the Bard (10 points, SAM, page 12) Special Rule for one turn. Then discard the dice.

WAR DANCE

Ignore. This is handled by Power Blow and/or Aimed Shot (SBH, page 8).

ANSWERING THE CALL

Ignore. This is handled by Leader (Personality, 15 points, SBH, page 32).

THE SCENARIOS (P. 59)

SETTING THE SCENERY (P. 60)

Scenery Item	Type and Cover ¹	Maximum Number	Size
Wood	Elevation, Broken Ground, Light Cover	3	Long
Brushes & cropfields	Broken Ground, Light Cover	2	Long
Rocky Ground or Stone Circle	Broken Ground, Dense Cover	1	Long
Building	Elevation, Broken Ground, Dense Cover	2	Medium
Large Building	Elevation, Broken Ground, Dense Cover	1	Long
Elevation	Elevation	1	Long
Steep Elevation	Elevation, Broken Ground	1	Long
Marsh	Unstable Ground, Water	1	Medium

VICTORY POINTS (P. 61)

See Victory Points (SBH, page 43).

¹ See Firebrand, page 13
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NEW SPECIAL RULES

OVER-KING (10 POINTS)

This figure can use SAGA Abilities from both the Viking and Anglo-Danish Factions.