

FAQ for the SAGA World Cup

AoI - Romans:

Manubalista (page 18): A Roman band can recruit a single manubalista unit. A manubalista cannot close ranks.

AoI - Britons:

The Companions (page 36): A Briton warband can include a maximum of 2 Companion figures. Companions have Hearthguard characteristics.

AoI - Franks:

Loyal mercenaries benefit from the “Franciscas” rule.

Mercenaries:

Personal Champion: If your Warlord has a War Chariot, your personal Champion must be mounted on a horse and equipped with javelins.

Bishop: Change the Divine Judgment rule text to read: Once during your activation phase, you can transfer 1 fatigue between two friendly units within **M** of the Bishop OR two enemy units within **M** of the Bishop.

Guides: Replace the first Recognition rule option with:

- to add a low, uneven, small terrain element, offering light cover, more than **S** from any other terrain element. This piece of terrain is in addition to those allowed in the terrain table. If a scenario does not allow for additional terrain or has a fixed number of terrain pieces (e.g. Sacred Ground), you cannot use this ability.

Ability Clarifications

AoI - Picts:

Pathfinders: The rule of the river (page 17 of the Book of Battles) takes precedence over the effect of this Saga ability, since it is not a real terrain area.

Masters of the Field: Replace the ability text by: Choose an area of uneven terrain. Until the beginning of your next turn, it no longer slows your infantry unit’s movement and counts as solid cover.

AoI - Goths:

Resolve: Your opponent cannot use fatigues to cancel the activation.

AoI - Sassanids:

Volley fire: For avoidance of doubt, the unit has the profile: Mount (Horse), 3/3 armour.

AoA – Persians:

Unnumbered Hordes: A unit on which Unnumbered Hordes has been played cannot score conquest points.