

Saga 1 vs Saga 2 : Main differences spotted so far (31/3/18)



Orders

- SAGA dice for Warrior Units of at least 4 figures and for Levy Units of at least 6 figures
- Maximum of 8 SAGA dice at start of turn (up from 6)
- You **may** leave dice on the Battleboard. They come off the total of 8 (previously they came off the total of the number generated by the Warband)
- Abilities requiring 2 dice cannot have just 1 placed

Movement

- New *manoeuvre* rule gives a free activation to a unit more than **L** (that stays out of **L**)
- No "bent" moves. **S** and **M** are straight. **L** can be straight or 2 **M** moves
- 2 fatigues used cancels the activation (not in SAGA 1)
- **L** move reduced by fatigue use goes to **S** when SAGA 1 reduced it to **M**
- All units **exhausted** on 3 fatigues (SAGA 1 was Hearthguard 4, Warriors 3 and Levy 2)

Levy and Javelins

- Levy have Armour 4. As per p37 & p39, when armed with Javelins their armour is reduced to Melee 3 and Shooting 4, and when armed with any other ranged weapon it is reduced to Melee 3 and Shooting 3. *Note - the QRS on the back cover has all Levy Armour at 4.*
- Javelins give +1 to attack dice when the unit charges (not in SAGA 1)

Shooting

- **Step 1** generates the **combat pool** by multiplying the number of figures shooting by their **ranged aggression**, and adding in any dice from Abilities used in the activation, up to a maximum of 8 dice (eg The Scots "*Diversionary Volley*" Shooting Ability activates a unit to shoot, and also generates 2 additional shooting dice - these dice are included in the initial pool). SAGA 1 had a maximum of 12 dice.
- In **Step 2**, each player takes turns to choose whether to use an Ability, use a Fatigue or Pass (which they have to when they have no more Abilities or Fatigues to use). If both players Pass consecutively the Step ends. SAGA 1 was "attacker first / defender second"
- In **Step 3** the total of attack dice rolled **cannot** exceed 2 x the **combat pool** (therefore 16)
- In **Step 4**, the total of defence dice rolled **can** exceed 2 x hits (in SAGA 1 it **could not** exceed 2 x hits)

"Charging" & "Contact"

- Charges and combats are now all single unit on single unit
- Charges are all in straight lines
- You can now move to within **VS** of a unit without making contact
- If you activate a unit for the second or subsequent time within **S** of an enemy, or for the first time within **VS** of an enemy you are no longer obliged to charge them - you can now even move away.
- If a charge on one unit brings you within **VS** of another unit, you now ignore the "new" unit and continue the charge.

Melee

- Melee is single unit on single unit so no "ranks" or **VS** from enemy as in SAGA 1
- Warlords fight as a single unit (although they have 8 dice rather than 5). SAGA 1. No **Side by Side** rule in SAGA 2
- In **Step 1**, foot units who are defending, and not armed with ranged weapons or heavy weapons can declare **Close Ranks**, counting as in **Solid Cover** and giving +1 to defence rolls but losing half their attack dice. (This replaces the SAGA 1 rule of swapping half attack dice for "half again" defence dice)
- **Step 2** determines the **Combat Pool** by multiplying the number of figures fighting by their **aggression**, also adding in any bonus dice *generated by the ability or rule which triggered the charge* (eg The Norman's "*Pursuit*" Activation Ability activates a unit to charge, and also generates 3 additional combat dice - these dice are included in the initial pool), and finally deducting any dice



lost through **Close Ranks**. At the end of this step a unit can only end up with a **maximum of 16 dice per unit** (SAGA 1 had a maximum of 24 dice).

- In **Step 3**, each player takes turns to choose whether to use a Melee Ability, use a Fatigue or Pass (which they have to when they have no more Abilities or Fatigues to use). If both players Pass consecutively the Step ends. In SAGA 1 the attacker went first with all abilities/fatigues and the defender went second.
- In **Step 4**, the total of attack dice rolled **cannot** exceed 2 x the **combat pool** (therefore an absolute maximum of 32)
- In **Step 5**, defence dice are only generated by hits and SAGA abilities. The total of defence dice rolled **can** exceed 2 x hits (in SAGA 1 it **could not** exceed 2 x hits)

Warlords

- Are now effectively 1-man units, and can no longer join with a friendly unit in a charge. They roll 8 dice in melee and 4 when/if shooting.
- Can use the **Bodyguards** rule to sacrifice a Hearthguard (only) to cancel unsaved hits if the Hearthguard figure is within **S** (SAGA 1 allowed Warriors too, and was within **VS**)
- Have the **Resilience** (1) rule, allowing them to take 1 Fatigue per unsaved hit up to being Exhausted, and have lost the ability to cancel the first unsaved hit that was in SAGA 1
- All Warlords also have **Determination** (a free activation), **Presence** (count as 4 models for some rules/scenarios where this matters), **We Obey** (Can give out a free Activation to a unit within S unless the Warlord is exhausted) and **Pride** (If they can charge a Hero/Warlord, they cannot charge anyone else)

Shooting Sequence

Step 1: Assembling the Combat Pool

Step 2: SAGA Abilities and Fatigue

Step 3: Attack Rolls

Step 4: Defence Rolls

Step 5: Removing Casualties

Melee Sequence

Step 1: Decide whether to Close Ranks (Defender only)-----

Step 2: Assembling the Combat Pool

Step 3: SAGA Abilities and Fatigue

Step : Attack Rolls

Step 5: Defence Rolls

Step 6: Removing Casualties

Step 7: End of Combat and Withdrawals



Changes spotted by CLWC
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