

## Simple Campaign Rules for SAGA

### Units

Each player has 15 SAGA army points available and may distribute them between his or her armies (max. 6 points, min. 3 points). The distribution is kept secret.

### Turns

At the start of each turn, both players dice for initiative. Modifiers: -1 per army that has 2 or less points or is destroyed.

The person who rolled highest starts moving all his armies, afterwards the other player does the same. Movement is one hex per turn for the armies, two for the ship. Armies may disembark (and embark) when the ship is in a coastal hex. The ship may not move when there are no armies on board.

Terrain does not affect movement apart from the river, which can only be crossed at bridges. However, armies can try to ford it, but they have to roll 4+ on a D6 to succeed, otherwise they have to stay put.

To pillage a village, an army has to spend one turn undisturbed (i.e. without fighting) in the village hex.

There can ever only be one army in one hex. If two friendly armies are in adjacent hexes, one may, instead of moving, exchange points with the other.

Units that are smaller than 2 points have to retreat to the castle (Normans) or to the ship (Vikings). However, they can be 'filled up' by an army in an adjacent hex as describe above. They can't attack and if attacked, they immediately flee two hexes. Roll 1D6 for direction: 1-2 opposite side, 3-4 and 5-6 left or right to the opposite hex. Is there no way to go (map border, sea, river if fording throw is failed, which is at 5+ for fleeing armies), they are destroyed.

If an army moves into a hex occupied by an enemy, a game of SAGA is played immediately. The game and its aftermath are resolved, then the campaign continues normally.

### Resolving a SAGA Battle

Play a scenario as usual, using the points as allocated in the clashing armies. Afterwards, for each point destroyed, each player may make a saving throw. The winner saves the point at 4+, the loser at 5+.

The army of the loser has to retreat immediately two hexes in a direction opposite to the attacker.

The winner may draw a bonus card, which may be played when appropriate.

### Objectives

The Vikings win if they succeed in pillaging at least 4 villages or destroy the Norman castle. The Normans win if they rout the Vikings or destroy their ship.

### Bonus cards:

Tactical cards (to be used in the game of SAGA):

- Scouts: You may set up all your units after the other player has set up his (2 cards in deck)
- Local knowledge: You may remove or add one piece of terrain (before units are set up, but after sides have been chosen) (2 cards in deck)
- Ambush: You may move one piece of terrain for a distance of max. L after all units have been set up (1 card in deck)

Strategic cards (to be used in the campaign phase):

- Initiative: +3 on your next initiative roll (2 cards)
- Ford: You may cross the river without dicing for a ford (2 cards)
- Forced March: One of your armies may move two hexes for one turn (1 card)

### Translating map terrain to the tabletop:

- Grasslands: 1D6 pieces of miscellaneous terrain (max. 2 woods and 1 mountain)
- Woods: 3 pieces of woods + 1D3 other terrain
- Mountains: 3 pieces of mountains + 1D6-3 other terrain
- Swamp: 3 swamps + 1D3+1 other terrain (swamps are impassable)
- Coast: 1D6-3 miscellaneous terrain
- River: River plus ford and bridge, 1D3+1 other terrain
- Village: 3 houses + 1D3 other terrain