

# SAGA The Age of the Wolf FAQ v1.0

Hello All, Lord S here. I thought I'd compose an FAQ for SAGA The Age of the Wolf (AotW) as there have been some excellent questions raised by people who got their copies at SALUTE 2016 and now that AotW is on general release, it's only fair to share!

Before I address some specific points and queries, I'd just like to give a little background about the brief chum Warwick had for writing the system.

AotW was designed for use with SAGA Dark Age Skirmishes and may not accurately reflect the latest C&C versions of some rules nor even, on one point at least, the SAGA FAQ. This was a deliberate decision as we wanted the book to be readily accessible to all SAGA players, the vast majority of which are Dark Age only players and many of whom do not know about the official rules forum (<http://studiotomahawk.freeforums.org/index.php>) or the FAQ (although I encourage everyone to visit the forum and download the FAQ). We get many SAGA related questions on a daily basis at Beast Towers from a whole range of players: some are committed SAGA-ists with all the books and all the armies, but most don't own more than the original rule book and usually only one supplement. We even get groups of players with a single rulebook between them and who have shared out the Battle Boards! We have committed tournament players and the most casual of players. But one repeated comment from all these different and disparate groups of players was that they would appreciate a campaign framework with a distinctly SAGA flavour that would accommodate all levels of players. It was this rather nebulous idea that was given to Warwick and led to AotW.

Please be aware that AotW is NOT a tournament campaign system but rather a structured approach for groups of gamers, either informal or more formal clubs, to use for SAGA campaigns that are fun and challenging yet do not require timetables and masses of paperwork for the organiser and, more importantly, are not derailed as players come and go. Such systems are inherently more, well, woolly than tournament sets and have to be more flexible. At Beast Towers we like campaigns which encourage the campaigners to develop a strong story element and to invest in their character's development and this is the drive behind AotW.

So, and I believe this to be true of all campaign systems for table-top games, in an AotW campaign, situations may arise that just aren't covered by the structure and we had to recognise this during development. This is not an excuse for slack rules writing or bad editing and, as you will see later in this document, I will hold my hand up to where I have been guilty of the bad editing, but I am not surprised when new and previously un-encountered (by the play-testers) situations arise. Please continue to let me know when you hit upon one of these and I will do my best to ensure we can come up with a solution or some clarity. Personally I have been very impressed with the depth and sophistication of the system that Warwick delivered – no two campaigns play out the same way and there are a myriad strategies, all pretty evenly balanced, that can lead to victory. Or not. Mostly 'or not' in my case.

So, AotW is a framework for campaigns. It is pretty robust and can be used as is to great effect, however, and this is a theme I will return to again and again, if your group feels the need to change it, please do! It's your campaign after all. Please let me know how you get on, I would be interested to know. In answering some of the questions we have received in which the opportunity to tailor your campaigns pop up, I will try and be honest about instances where I think changes are easy and where they may be problematic.

One more thing before I get a move on; we do plan to make available a download covering using AotW with C&C and playing campaigns in Outremer and Spain. This is being worked on by Alex at Studio Tomahawk and will be made available as soon as he is happy! I believe it will actually be in the French version of the book.

I will try and deal with subjects in the same order as they appear in the book, giving page numbers where relevant (these are for the English language version – indeed this FAQ is aimed at the English edition and some of these points have been cleared up by m' colleagues in the German and French versions)

## *Page 7. Motivation v Page 20. Campaign Victory Points*

Here you will find the various Motivations a Warlord may have and the text states that, if during the post battle sequence, the Warlord's (whatever his particular Motivation) score is greater than the other two, he gains a bonus Campaign Victory Point. This is only the case if the Warlord is an Atheling as per page 20. Sorry for any confusion, I will make this clearer in the next printing. Page 7 introduces this concept in the context of choosing your Warlord's Motivation whereas Page 20 is the actual mechanic and hence bonus 1 point for Athelings only. If you have read of the Campaigning Season in Full example, there is a sentence that says, "Neither warband has yet reached Atheling status, so they can't claim a bonus Campaign victory point." This is correct.

## *Page 8. Some stuff about Traits.....*

The Traits Golden Hoard uses the phrase 'at the start of the game'; this is not clear enough. It should say 'starts his or her campaign'. Similarly, any Traits that say 'starts the campaign' should read 'starts his or her campaign'. This is because some lucky Warlords (you!) may get the chance to choose a bonus trait during the campaign or you may have your Warlord killed (me....) and have to roll up his replacement. If you get to roll an additional Trait and you get one with this phrase in it, then your character does not benefit from the 'starts campaign' bonus, only the other aspects of the Trait. So, if you roll Fearsome for example, you would NOT get the extra Reputation but would get the benefit of two rolls on the Warlord Casualty Table. If, however, you were replacing a dead Warlord, then you WOULD get the benefits.

In our play-test campaigns we found that the granting of extra Traits was jolly powerful especially if you rolled a double six and get to choose. But restarting Warlords often needed the boost, both to their chances and their morale!

This is an example of where I wish I'd spotted the inconsistency and also wish I had a few more pages to fully explain the intent behind some of the rules. However, and I bet you can guess what I am going to say, if your campaigners feel that you SHOULD get the bonus midway through a campaign, then so long as it is clear to everyone before you kick off (otherwise massive sulks will ensue) feel free to play

it that way – it's your campaign!

Also, if a player is rolling for a bonus Trait and rolls, say, Golden Hoard, the intent was that they would get no benefit as this is only a 'starts campaign' Trait. If you feel this is a bit harsh, then please allow the player a re-roll.

#### *'War-Toothed' V 'War Crafty' conundrum.....*

In this particular case, both Traits say that the Warlord counts as the Aggressor. This over-rides the normal way of determining who the Aggressor is i.e. looking at each player's current campaign action. In the WTVWC circumstances, use the rule for both players having the same campaign action, which is a long winded way of saying roll for it!

We did not come across any other conflicts between Traits during playtesting, at least none that couldn't be sorted once we had all reread the description in the rules properly and applied the 'same campaign action rule' on occasion. Any sequencing issues were sorted aggressor applies first, then roll. This only came up once, and then we discovered we were doing something incorrect anyway!

#### *'War Crafty' V 'Learn'd'*

If a War Crafty Warlord Defends as a campaign action, he can choose that any game that he is required to play this campaign turn is from the E. Ambush table on page 16 (instead of the Raid or Invasion tables you would expect to be using). A Learn'd Warlord may choose which scenario to play from the table indicated by cross-referencing the two campaign actions. So War Crafty V Learn'd would result in a scenario chosen by the Learn'd Warlord from the Ambush table. The War Crafty Warlord counts as the aggressor so can set the size of battle and is the Ambusher in the scenarios. This should be obvious in the Forest Road Ambush scenario; in the Escort scenario, the War Crafty Warlord is ambushing his enemy's convoy and in the Battle at the Ford he is the warlord who chooses the long table edge and deploys half his Warband first.

#### *Devout (a Trait that a Warlord may start the campaign with which gets them a spiritual advisor).*

AotW has AotW specific rules for Priests. As stated above, AotW was written without reference to C&C but we wanted to include Priest types; people like them and we make cool models! If you feel that you are missing out by not using the Priest rules from C&C, then please feel free to amend the AotW framework if you wish. BUT incorporating Priests into the rules will be complex; I would just use the AotW rules for priests as too many complex rules and characters take the focus off your Warlord.

#### *Page 10. Warlord Experience*

When you roll on the Fate Table in the post-battle sequence and are lucky enough to roll Warlord Experience, you can choose to roll for another Trait or Special Rule. Generally speaking, Special Rules are individually more powerful than Traits, witness the fact that you get two Traits and only one Special Rule. So surely, given the choice, you would take an additional Special Rule over another Trait?! Well, probably, but the problem is that, if you roll up a Trait that you already have, then you may roll again. However, if you roll up a Special Rule that you already have, tough. You have in effect lost that roll. So given the choice, Trait or Special Rule, it might be worth considering carefully.... One other thing to keep in mind it that Traits gained by this roll would not benefit from any 'starts the campaign' clause.

I will make this clearer in the next edition.

#### *Page 11 – The box-out contains Motivations and Traits for Heroes of the Viking Age if you want to use them as Warlords.*

In Raven's Shadow, Ulf the quarrelsome may not be a warlord and is in fact not really a Hero of the Viking Age but rather Legend of the Viking Age! He is a self-contained Curadh unit and the rules do not lend themselves to Warlordly behaviour. We did try and adapt his rules but with no success so his inclusion in this list is a mistake on my behalf and was supposed to be edited out. Sorry – I have asked that m' French and German colleagues correct this.

What should have happened is that Ulf should have been removed and Hereward instated in his place. Hereward has Skald's Song as his motivation and War Crafty & Fearsome as traits. This is what should have been in the book but it appears that the last changes were lost before printing and I did not spot it on the proof.

As an aside, but it is an important one I feel, we found that using a standard Warlord and using the campaign system to give them Motivation & Traits is ultimately more fun than using the Heroes of the Viking Age. Home-grown heroes give the campaigns more personality and make people invest more emotionally into the campaign – and this is what AotW is all about. In fact, there is currently a strong head of steam building up here to remove Motivations and Traits for Heroes of the Viking Age from subsequent editions of AotW so if you are reading this wondering where to find this section, now you know!

#### *Page 15. A word about Campaign Events.....*

If a player Defends, then his battles (if any) will be determined by the actions of the other players. Imagine a campaign with three players; Annie, Bertie & Clive – if Annie 'defends,' Bertie 'raids' Clive and Clive 'campaigns' against Bertie then Annie fights no battles, can recruit (once) some extra chaps for her Warband and can think about forming an Alliance for the next season, although Alliances are confirmed at the start of the next Campaign Season.

Bertie & Clive, however, need to fight two battles against one another - one for Bertie raiding Clive and one for Clive campaigning against Bertie – in this case both will result in an E battle i.e. an Ambush.

Remember, if you have several battles in a Campaign season, against several players or the same player, there is no set order to the sequence these battles are fought in. This is so the campaign does not bog down waiting for someone who is unavailable and also allows for some behind the scenes politicking to try and sequence your battles in an advantageous order. If you have to fight a disadvantageous battle against the campaign leader, best try and build your Warband by duffing up a weaker one first.....or do you play the leader first and try and rebuild from the inevitable drubbing?

*Page 16 Homeland Scenario.*

Please note that invading forces may well end up defending in this scenario and this is perfectly fine. Imagine, for example, the invaders are in enemy territory and that the defenders have arrived in strength and caught them off-guard mid-pillage. The best defence is to attack and all that!

*Page 17. Alliances.....*

Bad news devious political types! You can only form one Alliance! When considering Alliances, remember that you have to have Defended the previous campaign season and that the Alliance is actually formally declared at the beginning of the next season. This doesn't stop you trying to arrange an alliance for the forthcoming season midway through the present one or even trying to secure agreement to form an alliance should you defend in the next season. BUT, nothing is declared until the start of the season the alliance applies to and so up until declaration, players need not commit and can change their minds. Much fun to be had. HOWEVER once an Alliance is declared it cannot be voluntarily broken. (In the rules, there is a sentence which says, 'The alliance automatically ends at the end of the campaign season unless another one is requested...' This sentence should be read in light of the above comment about commitment and it means that an Alliance with a player may last more than one season (which is important for campaign flavour and when tales are told around the camp fires long after the campaign has ended) and not that you can abandon your Alliance midway through a season if asked.....remember, you can only ask for an Alliance before the next season starts (and then only if you are currently Defending) and that it is announced as the season starts, lasts for the whole season and MUST NOT BE BROKEN. To break an Alliance means you should lose the campaign, be declared Nothing and will need to sleep (if your conscience allows you) with one eye open in dread of Ragnar's Wrath.

Having said all that, multiple Alliances can be fun and certainly suit many play groups (especially the Beast Towers lot – much back-stabbing there...) and if your 'chums' fall into this camp, with prior agreement before the campaign starts, run yours to allow multiple Alliances. Do be careful though, smaller groups can get themselves in knots with cross Alliances and find that they all end up effectively having to Defend. If you are happy to have multiple Alliances, then all you need do is say that you can request any amount of Alliances when Defending. Keep the other Alliance rules the same (especially the no-breaking rule or else things swiftly descend into chaos). And again, it's your campaign, have fun, use AotW the way it is intended to be used, as a pretty robust and fun framework to hang YOUR campaign on.

*Page 17. USING TROOPS FROM AN ALLIED WABAND OF A DIFFERENT FACTION. Where allied players borrow units, the rules note that the borrowed units use their own Battle Board. How should we allocate dice across the boards? Particularly if the Allies use different dice types?*

Sorry, this isn't clear in AotW. You should use the Cnut Approach, as we called it. Use the two Battle Boards with total SAGA dice determined by the overall number of available units. Each turn the player then chooses how many dice to roll on each board, with the rolled dice only available to use on their specific Battle Boards. Units from each Warband may only be activated by dice placed on their own Battle Boards. Anyone who actually uses Cnut as his warlord and then allies with, say, a Norman is going to have a headache trying to keep track of what dice go where and who can activate what. Please bear that in mind and make it clear to your opponent at the start of any game how the hell you propose to make this work! (Cop out card in play – this is a classic example of where campaign structures such as AotW can fall down. This situation did not arise in anger during play-testing and when briefly discussed, was deemed too complex and too niche to cover in the limited space available. Again a cop out but yet again I would say that AotW is most fun and works the best with home-grown Warlords!)

*Still Page 17. More on Alliances.....*

Remembering that Alliances are only formally asked for and confirmed at the start of a campaign season, if your Warlord is asked for an Alliance by an Oathsworn kin, then he must accept the Alliance over and above any other Alliance he has been offered, even one by a Warlord with Noble Mien – family first. If two or more Warlords have requested an Alliance to whom your Warlord is Oathsworn, then your Warlord may choose which to accept. If your Warlord has a choice of non-Oathsworn Alliances, he must accept one from a Warlord with Noble Mien if such an offer is on the table. If two or more Noble Mien Warlords have offered an Alliance, then your Warlord may choose. Unless your Warlord is Quarrelsome. Then he must pour scorn over the idea of an Alliance and suggest anyone who asks for one is weak and probably wets the bed.

The next edition of the book will make this clear, the order of precedence that is, not the bed-wetting.

*Yes, STILL Page 17. Even more on Alliances.....*

In an Alliance, you can add two units from your Ally's Warband to your own for use in a particular battle. You choose which two units and these are included when setting game size. If you are the aggressor and you have the larger Warband, you could set a large battle size so that your opponent will be forced to call on their ally, if they have one, or else spend Wealth to hire mercenaries, if they have it. There are times when it might suit you to go to battle without these allied units and you do not have to include these two units on your roster – I will leave you to discover when this might be an advantage.

If you are not the aggressor and the game size is set greater than you can field, and you have not already called upon your ally, you may do so to increase the size of your Warband. Or you could hire as many mercenaries as you like all for 1 point of Wealth. There are times when standard Warriors might be a better option than anything your ally can offer – or your ally might be facing a tough battle and, with a thought to long term benefit, you might not want to get his troops killed for him before said battle. Many circumstances arise during a campaign and you have to act with these in mind. If the game size is way above anything you can muster, you can call on your ally and still hire mercenaries as well (even though you could hire all the mercenaries you want for 1 Wealth.) This might be particularly attractive if your ally has Hearthguard cavalry that you don't or they might have a load of missile armed Warriors that would be useful.....

*Two things to note/be wary of when forming Alliances.*

1. During play-testing we found that Alliances were often refused as unscrupulous Warlords would use allied troops in a more reckless manner than their own and remember these allied troops are subject to the same Unit Casualty rules after the battle.

As a result, we found if a player got to choose the Noble Mein trait, that was the mark of an utter swine rather than the respected leader of men described in the rules! If Alliances become a feature of the way your group plays the campaign or if there are Warlords with the Noble Mein trait running about (especially if they chose it themselves!), then make sure your units are roughly a point in size otherwise the unscrupulous cad (Noble Mein my a\*se!) will load up on your troops and save his own.

2. Please note that the allied troops, apart from using their own Battle Board and only benefiting from SAGA abilities played from this board, behave in all other aspects like your own troops. So they are affected by any special rules your Warlord has. This is particularly worth pointing out as a Warlord's resilience can be used on allied troops. You could argue that this is a step too far but we felt that it kept things simple. Also, rather bizarrely, we found that this way, a Warlord with allied troops took better care of them if they acted the same way as his own and was less likely to get them all killed. Also, if allies sacrificed themselves to keep the Warlord alive, in the 'better sort' of players, this strengthened the alliance and formed a debt of honour between the warbands that you can't artificially create with rules text.

#### *Page 18 Setting Up terrain.....*

AotW states that setting up terrain can be done via any mutually agreeable method. If it suits your campaigners, then please feel free to use the terrain rules in either rulebook. *Any mutually agreeable manner* is important though as it enables players to abandon any formalised system and to place terrain in a manner suggested by previous games in the campaign and to match the picture of the countryside of their kingdom that will inevitably grow in the campaigner's imagination as the campaign progresses. This sort of investment in the world of the campaign is great and one that AotW tries to foster – a successful campaign is a story that all involved contribute to and feel part of.

#### *Page 19. Warlord Casualties.....*

Should your Warlord become a casualty in a campaign game, during the post-game sequence you roll on one of two tables to reveal his fate. There is a table for victorious and one for 'non-victorious' Warbands. The question has been raised, what happens in the case of a draw? Ragnar says "Draws are for losers," and so, in the case of a draw, both Warbands use the Losing Warband table. If your game ends in a draw, then both sides count as having lost for any and all post-battle effect.

#### *Page 21. War Banners.....*

Hopefully I have explained above why AotW does not have the full War Banner rules from C&C and FAQ. If everyone in your campaign has access to the full rules, then by all means use them campaign wide, just make sure everyone knows before the campaign starts! Or, you could just use the simplified AotW rules. During playtesting, we found the AotW Priest and War Banner rules were balanced in the campaign, adding effect and flavour to the proceedings without unbalancing them (especially important as priests and banners are not necessarily equally available to all Warbands in the campaign)

#### *Page 23. Swords for Hire – some people want to use a wider choice of Swords for Hire in their Warbands.*

Yes, you could do this – again feel free to add layers to the framework as suits your game group. From our experiences, a Warband goes through many changes of fortune throughout a campaign, changing in size and shape, sometimes quite dramatically if you do well or hit a patch of bad luck. Add to this fluctuating situation the ability to hire generic mercenaries and form Alliances and we found you had enough on your plate managing the situation. For the players at Beast Towers, I would be wary of adding in further complications such as the SFH, Priests and what not so as not to confuse them. Also I think that it is unnecessary for us – we have such fun with the rules as they are and the lives of our Warlords and Warbands are all consuming enough without the need for further bells and whistles. But, as I say, it depends on the style of players that make up the group you are playing with.

#### *Upgrading from Steppe Nomads to Black Hoods.....*

You can't do this under the rules although as usual, with everyone's prior consent, feel free to allow it in your campaign. Personally I wouldn't.

AotW has the Jomsvikings as a one-point mercenary unit as opposed to the two points in SAGA. This is correct for AotW because of the extra Wealth cost. Please note that most of the time it is more fun, and just as effective, to hire the generic mercenary option as covered in the rules.

#### *Page 25. Forest Road Ambush .....*

The thing about ambushes is that they take place where the ambusher chooses but, given that we do have to have a game rather than a one sided slaughter, we had to control the terrain on the table. So, the total number of scenery pieces added to the table, excluding the track, is D6+2 – the minimum number would be three and the maximum eight. Ideally you need a decent amount of cover for the ambushers but not so much as to make it impossible for the victims. Either player rolls the D6, it really doesn't matter. Die rolls should always be random and if a player thinks it would be better for him to roll the dice for any reason, be it that he can use his lucky red dice, or even if he just thinks he'll roll a favourable number, then they are trying for an advantage, the die roll is no longer truly random and they are cheating.

Even if the ambushed player's Warlord escapes and has therefore technically won, you need to play the full seven turns. This is because, unlike in a stand-alone game, the death of supporting players can have lasting effects on the future of the Warband. Remember that a Warlord that escapes may be safe but he can no longer influence the battle and his men have been left to fight and flee as best as they can – a tricky task when you are without the Warlord's abilities and have lost his two SAGA dice.....

Warlords should consider carefully what they would do if ambushed – would they escape and cowardly claim victory or would they stay and fight, saving as much of their Warband from destruction as possible.....I think we all know what Ragnar would say.

*Page 25. Victory Points in the Forest Road Ambush Scenario.....*

In Forest Road Ambush, Levy are worth four VP instead of the usual three. In an ambush, less able troops 'leg it' while better troops might resist longer. We found that people often used the levy to protect the retreat of their Warlord and Hearthguard and this is bad form and an example of where you have to tweak the game to get the desired effect on the battlefield.

*Page 28 The Burgh scenario.*

Just to clarify the deployment situation – defenders may deploy with the burgh or within L of the gate – now, because of the vagaries of terrain construction, this L should be measured from the centre of the gate. The two M radius area are actually the points where the defender's reinforcements may enter. The text does not state this and in fact refers to a previous version of the scenario. As Editor this is my fault and I apologise. This will be corrected in future printings and in the French & German language versions. This is indeed a tough scenario for the Attackers but it can be done, especially with a large Warband. As an Invasion scenario, we wanted a particularly tough scenario as the central battle.

*More on the Burgh scenario.....*

Further to the embarrassing confession that I messed up, please additionally note that the Burgh walls are not meant to be massive fortress walls, rather a palisade type arrangement that can be scaled, even if it is up a bank. Use the linear obstacle rules in SAGA (not in C&C!) so they provide cover for the defenders. That's what they were built for after all. Again though, much like the scenery deployment rules discussed above, part of the joy of the campaign is to personalise it to your group and so prepare to tweak things to match the narrative of the campaign or the actual nature of your scenery collection! I would be wary of making the Burgh harder than it already is though.....

*Page 31 We are the Champion! Notes on The Hazel Wands scenario.*

The Hazel Wands is one of three battles that players might have to play if their Warlord is Campaigning against another Warlord who is Campaigning against them! Players who decide that their Warlord will go on Campaign will know that large and potentially catastrophic battles lie ahead and should be commanding fairly good Warbands. Odds are that they can field the Hearthguard that the scenario needs. If you are Campaigning and embarked on such an enterprise without a decent Warband then you may have to face the consequences of such a rash decision. If you find yourself faced with the Hazel Wands and have no Hearthguard in your Warband, then you cannot meet the enemy's challenge, and so you automatically lose the challenge. In the extremely unlikely situation that neither Warband has an Hearthguard, then skip the challenge and proceed straight on with the battle. In this circumstance just roll to see who goes first.

As it says in the book, the battle of the champions is a straight melee between both champions until one of them is dead. Prior to the melee, you should roll four SAGA dice and assign them on your Battle Board. Both champions are up for it and count as attacking so neither can put half their Attack dice into Defence dice. Before the start of the challenge, roll a die using usual SAGA rules in the case of a tie, and the winner takes priority in the case of any Battle Board timing issues (not that you will have any but....) The intention is that the melee is one melee that repeats but only ends with one or more deaths – consider it a melee upon which the Viking Battle Board ability Thor has been activated, again and again and again..... So, the SAGA dice are not rerolled during the course of the melee, no one has to fall back and no-one gets Fatigue. The champions are locked in combat. If the melee lasts more than a couple of rounds and it would be unusual if it did but....the champions will have been reduced to trading blows, no Battle Board abilities left; imagine them staggering, almost exhausted and relying on their remaining strength rather than any fancy sword-play.

If the melee ends with the death of both champions, which is distinctly possible, then neither side can claim the bonus VP and you will need to roll to see who goes first. At least that was the rather boring intention of the rules. What you might like to consider is the approach we took at Beast Towers and that is, if both champions die, fight another challenge with a new Hearthguard figure! If this keeps happening and one Warlord either runs out of Hearthguards or decides that he does not want to carry on, then the other Warlord has won the challenge. If both Warlords run out of Hearthguards or both decide to decline at the same time, neither has won and roll to see who goes first.

*Page 31. Terrain Layout in The Hazel Wands*

The markers should be M. The text is wrong, sorry, and will be corrected in future printings.

*Page 34 Example*

In column two, second paragraph Tom recruits an extra *two* Hearthguard, not an extra Hearthguard.

*General Observation One – As Mick Jagger so rightly points out, "You can't always get what you want."*

During the course of an AotW campaign, you will need to keep your Warband as flexible as possible so that you can cope with the wide range of scenario types the campaign can put your way. Also, given that recruitment and the structuring of your warband may not always be as easy as you want (for example, you may be severely limited in the Hearthguard you can take if your Reputation takes a hit, or you may need to pay a ransom to get yourself out of chains and as a result find that you can't pay as many Warriors as you like,) you will find in the course of a campaign you will be playing a familiar scenario with a completely different and totally not ideal Warband set up!

*General Observation Two - Victory Points for Warlords – we have had a few people suggesting they should be worth more in an AotW campaign.*

You should soon discover as your campaign unfolds that Warlords seem to attract even more 'attention' than normal during the battles as everyone will see them not only as a valuable game piece worth points and but also as the incarnation of their opponent! Add to this Blood Feud and watch the sparks fly! This is further reinforced by the post-battle sequence and so we use the standard three VP in AotW. Remember though that this is your campaign and, so long as everyone knows from the get-go that this is the case, you can make them worth whatever you like! However, by doing this you may well unbalance the results a bit too much – both in the way the scenarios are played/scored and in the way the campaign pans out.

The original Heroes of the Viking Ages should indeed be seven points as per SAGA – this goes back to the point I hopefully made earlier where it's 'better' all round for the campaign to use home-grown Warlords.

*General Observation Three - What happens if I only have one Wealth?*

If you have 1 wealth you can't spend any wealth - you can't deliberately bankrupt your kingdom - so you can't hire mercenaries. Mercs only cost one wealth for as many as you need (they are scum after all!) so it is only a problem if you are caught with only one wealth. Wealth is the easiest to come by (and loose!) so for us the situation didn't come up enough or cause enough consternation to address. Maybe we just learnt as we played so many campaigns and subconsciously played to keep our Wealth up a bit...

If you can't hire Mercs and your opponent sets the game at too high a points value for you to compete, you will have to pay Danegeld, although your opponent will have to take Land or Reputation as you have no Wealth.

Ruthless Warlords (with good management skills!) in our campaigns have been known to amass large Warbands and then try and bully their way to victory and this is when we started forging Alliances and having to make these Alliances work (no sacrificing allied units to save your own, as we discussed earlier...)