

# SAGA

## head of the SERPENT



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LotW Campaign Map supplement

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*'It is better you stand and fight. If you run you'll only die tired.'*



*Welcome to Head of the Serpent, a fan supplement to SAGA's Age of the Wolf Campaign system.*

*Head of the Serpent adds a map to the existing campaign system, which is a nice way to visualize how each player is advancing during the campaign and allows for some additional game mechanics such as stealing land and wealth directly from your opponents.*

*While the official campaign rules apply for the most part, there are just a few changes and additional rules required in order to transfer the game onto the map. Only these new rules are outlined on these pages.*

*For example when using the map, players will start the campaign with four provinces already under their control. These starting map spaces are referred to as the player's Homelands. Each Homeland space generates half a point of land rounded up, so four spaces generates 2 points of land, 3 spaces also generates 2 points, but only 2 spaces will drop you down to 1 point of land.*

*When a player captures a piece of land from an opponent after a successful campaign attack, the captured space gives the player 1 point of land, so land captured from your opponent is more valuable.*

*The map centres around Britain with the Scots starting unsurprisingly in the North, the Welsh again where you might expect to find them, and the mainland occupied by Anglo-Saxons and Anglo-Danes. Other invading forces like those bad-tempered Vikings, sneaky Normans and pesky Irish start in their Homelands overseas and will need to Raid before they can launch an assault on the coast of Britain.*

*So lets set sail, stroke beards and get started.*



# Starting the Campaign

## WHAT YOU WILL NEED

You will need a copy of the SAGA main rule book as well as the Age of the Wolf campaign rules and the associated SAGA dice and miniatures. In addition you will need some markers to use on the campaign map and one that denotes the location of your Warlord. You can use the paper markers supplied in this booklet. There are also Raiding markers for use when raiding overseas.

The map and Warlord markers can be downloaded from [www.sagahots.weebly.com](http://www.sagahots.weebly.com)

The Warlord markers can be cut out and spray mounted onto 25mm square bases. The Warlord marker should be on one side and the corresponding Raid marker should be on the reverse.

The Head of the Serpent now incorporates an order of play rather than all players revealing their move at the same time. This helps to reduce the number of players who get multiple games and those who get none. Players may only choose to defend if another player declares an attack on them.

Removing your opponents' Warlord is now rewarded with a Reputation point and Raiding can reward up to 3 wealth.

The Age of the Wolf is not designed to be used with a map so it is necessary to alter some rules and add some new ones, only the altered rules are published in this document. Head of the Serpent rules override the rules in Age of the Wolf.



# Campaign Map



Print out the four pages in of the map which is provided as separate PDF and remove any border.  
Spray mount the four sections of the map onto a large piece of sugar paper or card to make an A2 size map.



# The Campaign Map

## ORDER OF PLAY

On the first campaign turn, players write down their move and reveal simultaneously as per the Age of the Wolf rules, however no player may choose Defend on the first turn. In following campaign turns players move in order of power. Players with the most power points move first. If players have the same power score then they reveal their move simultaneously. Moving last gives a small advantage to those players who are not doing so well.

## THE CAMPAIGN MAP

The map is spread out over 4 pages on a separate PDF which can be downloaded from [www.sagahots.weebly.com](http://www.sagahots.weebly.com).

Trim the pages and spray mount them to a large piece of card to form an A2 size map. The map is divided into ten starting regions defined by the different coloured shaded areas. These regions are the starting places for each faction; Scots, Strathclyde, Welsh, Irish, two Vikings, Normans, Bretons, Anglo-Danish and Anglo-Saxon.

Ideally you would start the campaign with ten players and they'd all start with a different faction in the appropriate start space, but that's not generally how it works. Most likely you will have less than ten players and at least three people will want to be Normans because they're the best and that's what they have all nicely painted already, etc. etc. but that's fine, all it means is that one of the Norman players starts on the Norman space on the map and the other Norman players choose a start space from any of the regions that are available, so if no one is playing as Scots for example, then a second Norman player can start there. It just means that the Norman invasion has started already.

Any regions of the map that are not being used because you have less than the maximum number of players in the campaign are out of bounds and take no part in the game. You cannot raid or invade a region that is not occupied by an opponent. Oaths have been sworn and these regions are out of bounds.

Each player starts with four pieces of land. These

are referred to as the player's Homelands for each faction. The Warlord and his army starts on the piece of land that has the fort icon, however each Warlord starts the game in control of all four of his Homeland spaces (you don't need to conquer your own lands at the start of the game).

Each piece of Homeland earns the player half a point of Land (rounded up). So the four Homeland spaces you start with earn you a value of 2 Land. If you lose a piece of your Homeland to an opponent you will lose half a point of land, but as this is rounded up if you have 3 pieces of Homeland remaining you would still have 2 points of Land.

When you capture land from an opponent you gain a full point of Land. If you subsequently lose this captured land you would lose a full point of land. When you capture land from your opponent place a marker of some kind on the map to show that you have taken that space.

As well as his Warband, each player has a fleet of ships in his inventory, so as every region on the map has some coastline, your Warband is free to raid or move to any other region on the map.

A player is knocked out of the Campaign if he no longer controls any land on the map and his Warlord is removed from the board during a battle. Note that it is possible to lose all your starting Homeland spaces but still remain in the game.

The last bastion of defense for any Warlord is his fort. You may Raid a region that contains a fort at any time but you may not campaign against such a region until your Warlord has attained Atheling status (15 points of power).

Players eliminated from the game can rejoin as a new player in accordance with the AotW rules provided there is a spare Homeland region available that is not being used in the game.

*For any battles that are fought against you in the region where your Warlord marker is located, you may deploy your full Warband. You are not limited to the game size set by the attacker. This is a change to the rule **i. Determine the Game Size** on page 18 of *Age of the Wolf**



# Rule Changes

## CHANGES TO AotW RULES

### DEFEND

You can only choose Defend if another player has nominated you for an attack. The exception to this rule is if another rule states you must defend this turn. Defending enables you to move your Warlord to any friendly region on the map.

*Remember that for any battles that are fought against you in the region where your Warlord marker is located, you may deploy your full Warband. You are not limited to the game size set by the attacker. This is a change to the rule **i. Determine the Game Size** on page 18 of Age of the Wolf.*

### i. Repel attack

If you successfully defend against a raid or an invasion at the region where your Warlord is located, the attacking Warlord must return to the region he came from (if he can't return to his previous space see 'Campaign' for how to resolve the situation).

If the defending player wins the battle his Warlord marker remains in the region where the battle took place.

### RAID

Raiding is an action you'll want to do when you need to increase your Wealth or as a prelude to invasion overseas. Raiding often means employing ships to make a surprise attack against an enemy.

*A raiding party is a small hit and run force. The attacker may choose to field either a 3 or 4 point warband. If the attacker's warband is less than 3 points he may not conduct a raid. The maximum size of the attacker's Raiding force including allies or mercenaries is 4 points.*

A raid can be declared against any other region on the map. A successful Raid decreases the losing player's wealth by 1 point but earns you up to 3 Wealth points. This is a change to the rule **iii. Raid** on page 20 of Age of the Wolf.



	Scraps	+1 wealth
	A Good Day's work	+2 wealth
	A King's Ransom!	+3 wealth

*The only battle for which you may claim Wealth as a prize is the battle which you initiate. For subsequent defensive battles against other player you may only claim the Victory point.*

Win or lose, the raiding Warlord may choose to return to the region where he came from or to remain in the region where the battle was fought. The exception to this rule is if the defending player successfully repels the attack, see rule **Repel Attack**.

If the attacking player remains in the opponent's region then the region is contested and as such only earns the defending player a half point of land.

The attacking player in the contested region may choose to Campaign against this or any neighboring region in the following campaign turn.

### CAMPAIGN

A successful Campaign action means you will take the piece of land from your opponent gaining 1 point of Land and *reducing your opponent's Land score either by 1 point or half a point if the region was one of his Homeland spaces. This is a new rule.*

*The only battle for which you may claim Land as a prize is the battle which you initiate. For subsequent defensive battles against other player you may only claim the Victory point.*

*If you are retaking one of your own Homeland spaces that you had at the start of your Campaign, then this region earns you half a point of land rather than a full point. Unlike Raid, you can only Campaign against regions that are adjacent to where your Warlord is located on the campaign map.*



If the target region would require you to employ ships to travel there, *then you may not Campaign against this region*. You must first Raid and then launch a Campaign in the following Campaign turn. *This is a new rule.*

If the Campaign action is successful your Warlord remains in the newly acquired Land space and the losing player is driven out to a neighboring friendly land region, or if there are no safe land regions adjacent he may sail to a friendly land region.



If the losing Warlord cannot withdraw to a safe region then he remains where he is and the space is contested. The contested land space earns only half a point of land for the new owner.

When a Campaign action is declared against a land region that includes a Fort icon, the defending player may change his campaign action to 'Defend' and move his Warlord to repel the attack and in addition he may choose to play the scenario 'The Burgh'. This overrides any option the attacker may have to choose the scenario. Remember that you cannot campaign against a fort region until your Warlord has attained Atheling status.

## POST-BATTLE SEQUENCE

### **i. The Slain - The Warlord**

If you are successful in removing the opposing Warlord as a casualty then you **gain 1 point of Reputation**. *This is a change the rule on page 19 of Age of the Wolf.*

### **Game Size and Deployment**

There is much discussion and confusion among players regarding units on the roster sheet and game size in points and how to deploy units, but this

has been clarified on the official Saga forum and it's really quite simple, so the following is quoted from Lord S on the Saga forum;

- i.** It is the total number of troops listed on your roster that determines your warband's SAGA points value.
- ii.** It is the total number of troops that you field in a battle that determines the SAGA points value of your game.
- iii.** Small units listed on the campaign roster can be merged during actual games into battlefield units of twelve or fewer troops.
- iv.** Large units listed on the campaign roster cannot be split during games into smaller units.
- v.** Units listed on the campaign roster cannot be partially fielded during games.



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