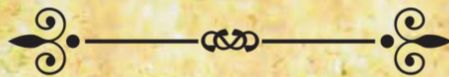


A Saga Of Ice & Fire

This is the first draft of „A Saga Of Ice & Fire“ – a Saga-mod thematically based on the fictional works by George R. R. Martin. While my other mod for Saga called „A Fantastic Saga“ was tested extensively to ensure optimal balance, SIF (short for „A Saga Of Ice & Fire) was not. This mod is meant to evolve and be tested by the players in the community. I therefore urge everyone using these rules to give me feedback in the threads I will open in various forums or via the A Fantastic Saga group on Facebook, so that, over time, I can adjust the SIF rules accordingly.

That said, have fun!

Sascha Duis



„Creatures & Contraptions“ and „Attributes“

The additional unit category called „Creatures & Contraptions“ (often refered to as „C&C“) and the element of „Attributes“ will also be present in A Saga Of Ice & Fire. Please have a look at the A Fantastic Saga rules to find out how these work. The only difference between Creatures & Contraptions units in AFS and SIF is the point restrictions for the warbands: each warband in SIF may only field one point of C&C.

Armoury & Equipment

There are „Two-Handed Weapons“ in SIF, which work exactly like „Dane Axes“ in the original Saga rules, there are also Bows, Slings, Javelins, Crossbows, Composite Bows and Banners – all of their rules are unchanged.

The Factions

You will find four factions in this document: The Great Houses Of Westeros, Ironborn Raiders, The Night's Watch and The Wildlings – and more factions will follow over time. The Great Houses Of Westeros is a versatile faction that allows you to depict all the Great Houses in Westeros. This seemed to be a smarter and more elegant choice than including each house as separate faction with its own Battleboard. But I thought the Ironborn deserved to be included as separate faction because such a raiding party coming from the seas must be fundamentally different. All factions and their Battleboards were written with small encounters in mind, skirmishes and raids, as this fits the mechanics of Saga much better than any full-blown battle.

The Great Houses Of Westeros

Your warband's Warlord is a **Lord** and he may be equipped with a handweapon & shield or two-handed weapon.

He may also be fielded mounted in which case he is equipped with a handweapon & shield.

Born Ruler

In case of a Lord the range for the special ability „We Obey“ is extended from **S** to **M**.

The range for eliminating models as part of his „Resilience“ special rule is also extended, from **VS** to **S**.

The Hearthguard in your warband is equipped with handweapons & shields and may be mounted.

Further you have the option to upgrade two of your Hearthguard models to **Noblemen**.

Noblemen are subject to the following rules:

Noblemen

- Each Nobleman is a unit of its own, made of a single model: himself.
 - A Nobleman generates three Attack Dice in Melee and two Attack Dice during a Shooting.
 - The Armour of a Nobleman is five in Melee and six against Shooting (like a standard Warlord).
 - A Nobleman is considered a Hearthguard unit and is activated as such.
 - Each Nobleman is worth two victory points if killed.
 - A Nobleman benefits from the Determination special rule.
 - The Noblemen ignore the first non-cancelled hit suffered in each Shooting or Melee, though they are not able to eliminate other figures to avoid being eliminated like Warlords would.
- This is a limited version of the „Resilience“ special rule.

A Nobleman may be equipped with a handweapon & shield or a two-handed weapon.

He may be fielded mounted, in which case he carries a handweapon & shield.

Note: If you want to field Noblemen in your warband you will have to take at least two points of Hearthguard or lose some Hearthguard models, due to the fact that you cannot field units made of less than four models. If you take a single point of Hearthguard and upgrade one or two of them to Noblemen, you will be left with too few models to build a legal unit and these models cannot be deployed on the table.

Your warband's Warriors are equipped with handweapons & shields.

Up to two points of your Warriors may be equipped with crossbows.

The Levies in your warband may be equipped with bows or handweapons, in which case they generate one Attack Die per two models during melee.

If your warband includes a Creature Pack it may be fielded as **Warhounds**.

Warhounds follow the rules for **Wild Attack** and have a movement range of **L**.

Ironborn Raiders

Your warband's Warlord is a **Captain**, he is equipped with a handweapon & shield and follows the rules for *Vengeful*.

The Hearthguard in your warband is equipped with handweapons & shields.

Your warband's Warriors are equipped with handweapons & shields.

Up to one point of your Warriors may be equipped with crossbows.

The Levies in your warband may be equipped with bows or handweapons, in which case they generate one Attack Die per two models during melee.

If your warband includes a Creature Pack it may be fielded as **Warhounds**.

Warhounds follow the rules for *Wild Attack* and have a movement range of *L*.

The Night's Watch

Your warband's Warlord is the **First Ranger**, he may be equipped with a handweapon & shield or two-handed weapon and follows the rules for *Relentless*.

The Hearthguard in your warband is equipped with handweapons & shields and may be fielded mounted.

One Hearthguard unit of up to six models may be fielded as **Scouts**.

Scouts are equipped with bows, have an Armour of 4+ and follow the rules for *Sharpshooters* and *Adapting*.

Your warband's Warriors may be equipped with handweapons & shields or bows.

Up to one point of your Warriors may be equipped with crossbows.

There are no Levies in a Nights Watch warband.

If your warband includes a Shooting Contraption it may be fielded as **Bolt Thrower**.

A Bolt Thrower follows the rules for *Sharpshooter*.

The Wildlings

Due to their lack of armour all Wildling units suffer a minus one armour reduction against any kind of shooting.

Your warband's Warlord is a **Chieftain**, he may be equipped with a handweapon & shield or two-handed weapon and follows the rules for **Wild Attack**.

Uniting Spirit

As long as the Chieftain is alive your Levy units generate Saga Dice as if they were made up of Warriors.

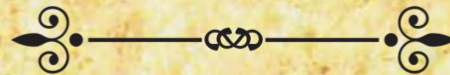
There is no Hearthguard in a Wildling warband.

Your warband's Warriors may be equipped with handweapons & shields or javelins.

The Levies in your warband may be equipped with javelins or bows.

If your warband includes a Giant Creature it may be fielded as **Giant**.

A Giant follow the rules for **Tough** and **Terrifying**.



Quicksheets

The Great Houses Of Westeros

Troop Name	Options & Weapons	Armour Melee	Armour Shooting	Attributes	Special
Lord	On Foot, Two Handed Weapon	4	6		Born Ruler
	On Foot, Handweapon	5	6		
	Mounted, Hand Weapon	5	5		
Hearthguard	On Foot, Handweapon	5	5		
	Mounted, Hand Weapon	5	4		
Nobleman	On Foot, Two Handed Weapon	4	6		
	On Foot, Handweapon	5	6		
	Mounted, Hand Weapon	5	5		
Warriors	On Foot, Handweapon	4	4		
	On Foot, Crossbow	3	3		
Levies	On Foot, Handweapon	3	3		
	On Foot, Bow	3	3		
Warhounds	On Foot, Handweapon	4	4	Wild Attack	Movement L

Ironborn Raiders

Troop Name	Options & Weapons	Armour Melee	Armour Shooting	Attributes	Special
Lord	On Foot, Handweapon	5	6	Vengeful	Born Ruler
Hearthguard	On Foot, Handweapon	5	5		
Warriors	On Foot, Handweapon On Foot, Crossbow	4 3	4 3		
Levies	On Foot, Handweapon On Foot, Bow	3 3	3 3		
Warhounds	On Foot, Handweapon	4	4	Wild Attack	Movement L

The Night's Watch

Troop Name	Options & Weapons	Armour Melee	Armour Shooting	Attributes	Special
First Ranger	On Foot, Two Handed Weapon On Foot, Handweapon	4 5	6 6	Relentless	
Hearthguard	On Foot, Handweapon Mounted, Handweapon	5 5	5 4		
Scouts	On Foot, Bow	4	4	Sharpshooters	
Warriors	On Foot, Handweapon On Foot, Bow On Foot, Crossbow	4 3 3	4 4 3		
Bolt Thrower	On Foot, Handweapon	5	5	Sharpshooters	

Wildlings

Troop Name	Options & Weapons	Armour Melee	Armour Shooting	Attributes	Special
Chieftain	On Foot, Two Handed Weapon On Foot, Handweapon	4 5	5 5	Wild Attack	Uniting Spirits
Warriors	On Foot, Handweapon On Foot, Javelins	4 3	3 3		
Levies	On Foot, Javelins On Foot, Bow	3 3	3 3		
Giant	On Foot, Handweapon	6	5	Tough, Terrifying	

1-3 4-5 6

Men Of Honour
Activation

Activate a unit of
Hearthguard or a Warlord.

1-3 6

Loyal Servants
Activation

Activate a unit of
Warriors or C&C.

4-5 6

Small Folk
Activation

Activate a unit
of Levies or C&C.

6

Activation Pool
Orders

Roll two extra Saga Dice.

1-3 4-5 6

Combat Pool
*Melee, Shooting or
Shooting/Reaction*

Gain one extra Attack- or
Defence Die. (two if you
discarded a [6])

The Great Houses Of Westeros

1-3 + 1-3

Darken The Sky!
Activation

Discard these dice to immediately
activate all your units equipped with
ranged weapons. They may only shoot
with this Activation. No unit gains
Fatigue for this Activation.

4-5

Superior Forces
Melee

If your unit's Armour is higher than
the Armour of all enemy units engaged
in this Melee, gain additional Attack
Dice:
Three additional Attack Dice if the
difference between Armour Values is
one, five additional Attack Dice if the
difference is two or greater.

1-3 4-5 6

Discipline
Orders

Re-roll any of your Saga dice
OR
choose one Saga die and change the
side of that die to any symbol you like.

4-5 6

Blessed
Only for Warlord & Heroes
Melee or Shooting/Reaction

Your Warlord's or Hero's Armour is raised
by one and he may re-roll all of his Defence
Dice that failed to cancel a hit.

1-3

Retreat
Melee

Designate one of your mounted units
engaged in this melee. At the end of this
melee your unit will disengage, even if
the opposing units were forced to also
disengage. The range of your disenga-
gement movement is increased to L.

1-3 4-5

Holding Fast
Melee

Discard three Attack Dice to increase
your unit's Armour Value by one.
OR
Discard eight Attack Dice to increase
your unit's Armour Value by two.

1-3 + 4-5

Perfect Strike
Melee

Lower the Armour of one of the enemy
units you are engaged with by one.
(But never below two)

4-5

Noble Riders
Orders

Until the end of the current turn your
opponent may not use any Fatigue
from your mounted units to reduce
their movement and no Activation/
Reaction abilities may be used to react
to their Activations.

4-5

Crush Them!
Melee

After the Melee, if your opponent was
forced to disengage, roll one D6 for
each non-Warlord, non-C&C model
disengaging. Remove it as casualty if
the dice roll is greater than its Armour.

4-5 + 6

Planned Advance
Orders/Reaction

For the duration of this turn any time
one of your units is shot at, it counts as
being behind Light Cover.

1-3 4-5 6

Men Of Pyke
Activation

Activate a unit of
Hearthguard or a Warlord.

1-3 6

The Iron Fleet
Activation

Activate a unit of
Warriors or C&C.

4-5 6

Pirates
Activation

Activate a unit
of Levies or C&C.

6

Activation Pool
Orders

Roll two extra Saga Dice.

1-3 4-5 6

Combat Pool
*Melee, Shooting or
Shooting/Reaction*

Gain one extra Attack- or
Defence Die. (two if you
discarded a [6])

Ironborn Raiders

4-5 + 4-5

Fear Takes Hold
Activation

Each non-Warlord unit on the table
must immediately eliminate one of its
models for each Fatigue it has.

6

Never Show Mercy
Melee

If at the end of step 4) all enemy units
engaged in this Melee have at least
one Fatigue, add three extra hits to the
number of hits you scored. If at the
end of step 4) your unit has suffered
no hits, add X extra hits to the hits you
scored, X being your current Armour.

1-3 + 1-3

Slaughter
Melee

Any unit of Warriors or Levies with 3
or less models that should disengage
from this Melee is eliminated instead
of disengaging.

4-5 6

Brutality
Melee

All engaged enemy units will take an
additional Fatigue at the end of
this Melee resolution.

4-5 6

Doubts

Activation/Reaction

Use this ability when one enemy unit has
been activated, but before that Activation
is resolved. The Activation is cancelled
and that unit takes one Fatigue.

4-5 6

Raiders
Activation

Designate one of your units that is
more than M from any enemy unit and
has all its models within S of any table
edge. Redeploy this unit anywhere on
the table but within S of a table edge
and with all its models more than M
from any enemy unit.

1-3

Demoralize
Melee/Reaction

All enemy units you are engaged with
immediately take one Fatigue.

4-5

The Iron Price
Melee

Gain one Attack Die.
Gain also one Attack Die for each
Fatigue the enemy unit(s) has/have.

6

Losing Control
Orders/Reaction

Until the end of the current turn, each
time your opponent activates one of
his units that is more than M away
from his Warlord, his Warlord takes
one Fatigue.

1-3 + 1-3

Sea Dogs
Activation

Activate all your Levy units.

1-3

4-5

6

Rangers*Activation*

Activate a unit of
Hearthguard or a Warlord.

1-3

6

Recruits*Activation*

Activate a unit of
Warriors or C&C.

6

Suppression*Activation/Reaction*

Use this ability when an
opponent spends dice to
activate one or more units.
The Activation is cancelled.

6

Activation Pool*Orders*

Roll two extra Saga Dice.

1-3

4-5

6

Combat Pool*Melee, Shooting or
Shooting/Reaction*

Gain one extra Attack- or
Defence Die. (two if you
discarded a [6])

The Night's Watch

1-3

4-5

Tactical Advantage*Activation/Reaction*

Use this ability when an enemy
unit is activated, but before that
Activation is resolved.
Activate two of your units.

1-3

+

1-3

Brotherhood*Activation/Reaction*

Play this ability after an enemy
Shooting has been resolved and
one of your units has suffered at
least one casualty.
Activate the targeted unit for a
movement, if your unit engages
the shooting unit, each of its
models generates an additional
Attack Die during step 1) of
the ensuing Melee.

1-3

4-5

Refusal*Melee or Shooting/Reaction*

During this Melee or Shooting, any
unit that rolls more than 6 Attack Dice
will take an extra Fatigue at the end
of the Melee/Shooting and may not be
activated again this turn.

6

Inspiring Speech*Activation*

Discard a Fatigue from your Warlord
and from all units within M of him.

1-3

+

4-5

Resilient*Melee/Reaction*

During step 1) of this melee your unit
generates only half its normal number
of Attack Dice but gains a number of
Defence Dice equal to the number of
Attack Dice generated.

6

As The Crow Flies*Orders or Orders/Reaction*

Until the end of this turn all your
un-mounted units' movement
range is increased
by VS and their movement
cannot be impaired by any kind
of Uneven Terrain.

4-5

Peck Their Eyes Out*Shooting*

For each Attack Die that scores a 6
or more, the target unit will suffer
two hits instead of one.

4-5

Stunned*Shooting*

If the target unit loses at least one
model during step 5) of this Shooting,
it may not be activated again until the
end of the current turn.

1-3

Ducking Down*Shooting/Reaction*

All Attack Dice of the shooting unit with
a result of 6 or more (after any eligible
re-roll) are discarded without effects.

6

+

6

By My Comand*Activation*

Activate your Warlord and
all units within L of him.
These Activations do
not generate Fatigue.

1-3 4-5

Wild Men
Activation

Activate a Warlord or a unit of Warriors or C&C.

4-5 6

Spearwives
Activation

Activate a unit of Levies.

4-5

Skilled Hunters
Activation

Activate one of your bow-armed units for a Shooting. During this Shooting any result of a natural 1 is considered a hit.

6

Free Folk
Activation

Activate up to three of your units.

1-3 4-5 6

Combat Pool
Melee, Shooting or Shooting/Reaction

Discard a die to gain one Attack- or Defence Die (two dice if the discarded die was a [6]).

Wildlings

4-5 + 4-5

Regroup
Orders

Designate up to three of your units. Discard up to two Fatigue from each of them.

1-3 + 6

Turmoil
Orders or Orders/Reaction

All units on the table with nine or more models immediately take one Fatigue.

6

Light From Dark
Melee

If at least one of your models engaged in this Melee is eliminated, discard all Fatigue from your engaged units at the end of step 8).

1-3 4-5 6

Boldness
Melee

Your unit's Armour is lowered by one. Gain four additional Attack Dice.

1-3 4-5

Test Of Courage
Melee

All units engaged in this Melee have to immediately discard one Fatigue or suffer three automatic hits during step 4).

4-5

Hardened Fighter
Melee

Your Warlord may take between one and three Fatigue and gain one Attack- and one Defence Die per Fatigue added this way.

6

Wild Blood
Orders

Gain one extra Saga Die for each of your units that has at least ten models or at least two Fatigue.

6

Strength from Pain
Melee/Reaction

Your unit immediately gains a Fatigue. During step 1) of this Melee it will generate one additional Attack Die per two models.

1-3

One With The Land
Activation

Activate two units of Warriors or Levies for a movement. During these movements Uneven Terrain is ignored and the movement range is increased by VS.

1-3 + 4-5

Toughness
Melee

Discard up to three Fatigue from your unit. Gain one extra Attack Die per Fatigue discarded this way.