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 referred 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.
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 Night’s 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

<table>
<thead>
<tr>
<th>Troop Name</th>
<th>Options &amp; Weapons</th>
<th>Armour Melee</th>
<th>Armour Shooting</th>
<th>Attributes</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lord</td>
<td>On Foot, Two Handed Weapon</td>
<td>4</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Handweapon</td>
<td>5</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mounted, Hand Weapon</td>
<td>5</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hearthguard</td>
<td>On Foot, Handweapon</td>
<td>5</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mounted, Hand Weapon</td>
<td>5</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Nobleman</td>
<td>On Foot, Two Handed Weapon</td>
<td>4</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Handweapon</td>
<td>5</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mounted, Hand Weapon</td>
<td>5</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Warriors</td>
<td>On Foot, Handweapon</td>
<td>4</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Crossbow</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Levies</td>
<td>On Foot, Handweapon</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Bow</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Warhounds</td>
<td>On Foot, Handweapon</td>
<td>4</td>
<td>4</td>
<td></td>
<td><em>Wild Attack</em></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Movement L</td>
</tr>
</tbody>
</table>
### Ironborn Raiders

<table>
<thead>
<tr>
<th>Troop Name</th>
<th>Options &amp; Weapons</th>
<th>Armour Melee</th>
<th>Armour Shooting</th>
<th>Attributes</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lord</td>
<td>On Foot, Handweapon</td>
<td>5</td>
<td>6</td>
<td>Vengeful</td>
<td>Born Ruler</td>
</tr>
<tr>
<td>Hearthguard</td>
<td>On Foot, Handweapon</td>
<td>5</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Warriors</td>
<td>On Foot, Handweapon</td>
<td>4</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Crossbow</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Levies</td>
<td>On Foot, Handweapon</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Bow</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Warhounds</td>
<td>On Foot, Handweapon</td>
<td>4</td>
<td>4</td>
<td>Wild Attack</td>
<td>Movement L</td>
</tr>
</tbody>
</table>

### The Night's Watch

<table>
<thead>
<tr>
<th>Troop Name</th>
<th>Options &amp; Weapons</th>
<th>Armour Melee</th>
<th>Armour Shooting</th>
<th>Attributes</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Ranger</td>
<td>On Foot, Two Handed Weapon</td>
<td>4</td>
<td>6</td>
<td>Relentless</td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Handweapon</td>
<td>5</td>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hearthguard</td>
<td>On Foot, Handweapon</td>
<td>5</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mounted, Handweapon</td>
<td>5</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Scouts</td>
<td>On Foot, Bow</td>
<td>4</td>
<td>4</td>
<td></td>
<td>Sharpshooters</td>
</tr>
<tr>
<td>Warriors</td>
<td>On Foot, Handweapon</td>
<td>4</td>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Bow</td>
<td>3</td>
<td>4</td>
<td></td>
<td>Sharpshooters</td>
</tr>
<tr>
<td></td>
<td>On Foot, Crossbow</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bolt Thrower</td>
<td>On Foot, Handweapon</td>
<td>5</td>
<td>5</td>
<td></td>
<td>Sharpshooters</td>
</tr>
</tbody>
</table>

### Wildlings

<table>
<thead>
<tr>
<th>Troop Name</th>
<th>Options &amp; Weapons</th>
<th>Armour Melee</th>
<th>Armour Shooting</th>
<th>Attributes</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chieftain</td>
<td>On Foot, Two Handed Weapon</td>
<td>4</td>
<td>5</td>
<td>Wild Attack</td>
<td>Uniting Spirits</td>
</tr>
<tr>
<td></td>
<td>On Foot, Handweapon</td>
<td>5</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Warriors</td>
<td>On Foot, Handweapon</td>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Javelins</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Levies</td>
<td>On Foot, Javelins</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>On Foot, Bow</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Giant</td>
<td>On Foot, Handweapon</td>
<td>6</td>
<td>5</td>
<td>Tough, Terrifying</td>
<td></td>
</tr>
</tbody>
</table>
Men Of Honour
Activation
Activate a unit of Hearthguard or a Warlord.

Loyal Servants
Activation
Activate a unit of Warriors or C&C.

Small Folk
Activation
Activate a unit of Levies or C&C.

Activation Pool
Orders
Roll two extra Saga Dice.

Combat Pool
Melee, Shooting or Shooting/Reaction
Gain one extra Attack- or Defence Die. (two if you discarded a [6])

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
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
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).

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 disengagement movement is increased to L.

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 + 4-5
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.

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.
<table>
<thead>
<tr>
<th><strong>Men Of Pyke</strong></th>
<th><strong>The Iron Fleet</strong></th>
<th><strong>Pirates</strong></th>
<th><strong>Activation Pool</strong></th>
<th><strong>Combat Pool</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Activation</strong></td>
<td><strong>Activation</strong></td>
<td><strong>Activation</strong></td>
<td><strong>Orders</strong></td>
<td><strong>Melee, Shooting or Shooting/Reaction</strong></td>
</tr>
<tr>
<td><strong>Activate a unit of Hearthguard or a Warlord.</strong></td>
<td><strong>Activate a unit of Warriors or C&amp;C.</strong></td>
<td><strong>Activate a unit of Levies or C&amp;C.</strong></td>
<td><strong>Roll two extra Saga Dice.</strong></td>
<td><strong>Gain one extra Attack- or Defence Die. (two if you discarded a [6])</strong></td>
</tr>
</tbody>
</table>

---

### Fear Takes Hold

**Activation**

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

### 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.

### Brutality

**Melee**

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

### Demoralize

**Melee/Reaction**

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

### Sea Dogs

**Activation**

Activate all your Levy units.

### The Iron Price

**Melee**

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

---

### Slaughter

**Melee**

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

### 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.

### Raiders

**Activation**

Designate one of your units that is more than M from any enemy unit and has all its models within 5 of any table edge. Redeploy this unit anywhere on the table but within 5 of a table edge and with all its models more than M from any enemy unit.

### 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.
The Night’s Watch

**Rangers Activation**
Activate a unit of Hearthguard or a Warlord.

**Recruits Activation**
Activate a unit of Warriors or C&C.

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

**Activation Pool Orders**
Roll two extra Saga Dice.

**Combat Pool Melee, Shooting or Shooting/Reaction**
Gain one extra Attack- or Defence Die. (two if you discarded a [6])

---

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

**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.

**Inspiring Speech Activation**
Discard a Fatigue from your Warlord and from all units within M of him.

**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.

**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.

**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.

**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.

**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.

**By My Comand Activation**
Activate your Warlord and all units within 1L of him. These Activations do not generate Fatigue.
Wildlings

**Wild Men**
Activation
Activate a Warlord or a unit of Warriors or C&C.

**Spearwives**
Activation
Activate a unit of Levies.

**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.

**Free Folk**
Activation
Activate up to three of your units.

**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]).

---

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

**Turmoil**
Orders or Orders/Reaction
All units on the table with nine or more models immediately take one Fatigue.

**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.

**Boldness**
Melee
Your unit’s Armour is lowered by one. Gain four additional Attack Dice.

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

**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.

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

**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.

**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.