One Page SAGA v0.1

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General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Units: Each unit consists of one or more models acting as a single entity. You can find unit profiles for each faction in their respective army page.

Quality Tests: Whenever you must take a Quality test roll one six-sided die trying to score the unit's Quality value or higher, which counts as a success.

Line of Sight: If you can draw a straight line from the attacker to the target without passing through any solid obstacle, then he has line of sight.

Before we begin...

Army Composition: Each player may take up to 10pts or 20pts worth of units and upgrades in his army (you decide).

Preparation: The game is played on a flat 6'x4' surface, with at least 10 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

Mission: After 4 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed. The player with the most points wins.

Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Assault	12"	Move into melee.

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if assaulting. All members of a unit must remain within 1" of at least one other member and within 12" of all other members.

Shooting

All models in a unit that are in range and have line of sight of an enemy unit may fire one weapon at it. The attacker takes one Quality test per Attack in the unit, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound.

For every wound remove one model from the target unit (defender may remove them in any order).

Melee

Assaulting models move into contact or as close as possible to enemy models, and then the defenders do the same by moving 3". All models within 2" of an enemy may attack with all their melee weapons, and assaulting models get +1 Attack each. This is resolved like shooting, however casualties are only removed after everyone has attacked. If either unit is destroyed the other may move up to 3", if not then assaulting models must move back by 1".

Fatigue

Whenever a unit has taken an action it may take an additional action by accumulating one point of fatigue. The opponent may spend a point of fatigue on an enemy unit to either reduce its movement by half, to make it re-roll successful hits, or to make it re-roll successful blocks. Units may only accumulate up to two points of fatigue during a round, after which their activation ends automatically. Units that have one or more fatigue points when activated may rest by removing D3 fatigue points and doing nothing for the rest of that activation.

Terrain

Cover (forests, ruins, fences, etc.): Units with most models within or behind cover terrain count as Armored against shooting attacks.

Difficult Terrain (woods, mud, rivers, etc.): Units may not use Run actions to move through difficult terrain, and units assaulting through it strike last.

Dangerous Terrain (quicksand, harmful vegetation, defensive stakes, etc.): Roll one die for every model that moves into or across dangerous terrain. The unit takes one automatic hit for each 1 you roll.

Elevation (cliffs, hills, ledges, etc.): Units assaulting targets from higher elevation strike first in the ensuing melee, and units being shot at from lower elevation count as in Cover.

Army Creation

Heroes: When preparing your army you may buy heroes of different quality types. For 1pts you may buy any of the following heroes:

- 1 Veteran Hero (Quality 3+, Hammer, Tough(3))
- 1 Regular Hero (Quality 4+, Hammer, Bow, Tough(3))

Units: When preparing your army you may buy models of different quality types. For 2pts you may buy any of the following groups:

- 6 Veterans (Quality 3+, Swords)
- 8 Regulars (Quality 4+, Swords)
- 12 Rookies (Quality 5+, Swords)

When deploying your army all models of same type must be grouped into units which must have at least 4 models each, and at most 12 models each.

Upgrades: Any group of models may be upgraded with special equipment. For 1pts you may buy any of the following upgrades:

- Axes
- Javelins

For 2pts you may buy any of the following upgrades:

- Hammers
- Bows

Weapons

Weapons with a range value provide attack dice to shooting, others to melee.

Name	Range	Attacks
Sword	-	1
Axe	-	2
Hammer	-	3
Javelin	12"	1
Bow	24"	1

Special Rules

Armored: Whenever this unit takes hits roll one die for each hit, on a 4+ it is ignored.

Tough(X): This model must accumulate X wounds before being removed as a casualty.