

## Guard

### Activation

Discard one of these dice to activate a unit of Guards or a Warlord.

1-3

4-5

6

## Stout Hearts

### Orders/Reaction

Discard this die. Until the end of the turn, when determining the effects of Saga abilities, each of your units are considered to have +2 figures (+4 if the discarded die was a 6).

1-3

4-5

6

## Helped by Monks and Partizans

### Orders

Discard this die. Roll one extra SAGA die for each of your units made of at least 10 figures.

4-5

## Soldiers

### Activation

Discard one die to activate a unit of Soldiers.

1-3

6

## Strength lies in Restraint

### Orders

Discard this die. At the end of this turn, any not activated unit discards one FATIGUE (two if unit has at least 10 figures)

4-5

6

## No Surrender

### Activation

Discard these dice. Activate all your units made of at least 10 figures and remove one FATIGUE each of these units (does not generate FATIGUE).

6

+

6

## Militia

### Activation

Discard one die to activate a unit of Militia.

4-5

6

## Defenders of the Realm

### Melee

Discard this die. Gain two extra dice (four if the unit has at least 10 figures) for Attack or Defence or any combination.

4-5

## Leave Korea!

### Melee

Discard these dice and gain a number of Attack dice equal to a third of the number of figures composing the unit.

4-5

+

4-5

## The Muster

### Activation

Discard one die to activate any one unit made of at least 10 models.

1-3

4-5

6

## Using the Flail

### Activation

Discard these dice. Activate a mounted unit equipped with Flail for a Movement. If the Move ends in contact, roll a die for each rider. Any 4+ will add a hit in Melee.

1-3

+

4-5

## Iron Defence

### Shooting/Reaction

Discard this die. Gain a number of Defence dice equal to a third of the number of figures composing the unit.

1-3

4-5

## Combat Pool

### Melee/Shooting

Discard one die to gain one Attack or Defence Die (two if the die was a 6).

1-3

4-5

6

## Luck of the Righteous

### Melee

Discard this die. Your Warlord gains one Armour and may reroll once each Defence die that has failed to cancel a hit.

4-5

6

## The Middle Kingdom

### Orders/Reaction

Discard these dice. Until the end of the turn, all Militia is considered to be Soldiers (as long as the unit has 10+ figures).

4-5

+

6

# *The Factions: Choson Koreans*

The Choson Korean Dynasty lasted from 1392 to 1897. Being close to China, Korea always considered itself as the loyal vassal of the „Son of Heaven“ (China's Emperor). Thus when attacked by the Japanese in 1592, there was at first little resistance apart from a cry for help directed at China. In contrast, the atrocities committed by the Japanese gave rise to a national feeling that – with the help of a handful of very competent Generals – enabled the mobilisation of the people and stout fighting in later years of the war.

For this adaptation of SAGA, the Battle Board, Faction rules and Heroes are closely aligned to the Anglo-Saxons as both the constitution of the Army (large Masses of Levy) and the Defence-orientation are a reasonably close fit. Kwon Jul has the profile of Athelstan.

## HEROES OF THE CRUSADING AGE

**Kwon Jul** (1537–1599) was a Korean Army General and the Commander-in-Chief of the Choson Dynasty. He successfully led the Korean forces against Japan during the Imjin War. He is best known for the Battle of Haengju, where he defeated a force of about 30,000 Japanese with 2,800 troops.



## FACTION RULES

Some Korean units may be fielded mounted. Mounted units are subject to special rules: Movement is L (S in uneven ground), Armour is reduced by one when shot at, mounted units never benefit from cover. Dismounting is not possible.

Korean Warlords and Guards may be mounted. Guards are equipped with halberds or flails which can be triggered via a SAGA ability adapted from the Kontos-rule of the Byzantines (the only item in the Battle Board that is not Anglo-Saxon).

Korean Militia are equipped with bows or halberds. When equipped with halberds, they use it as a two-handed weapon (+1 on Attack rules, Armour 3) and generate one die per two figures (instead of 3) in Melee.

**Hero of the Imjin War:** 3 SAGA Dice.

Not subject to the “Warlords Pride” rule.

**Optimized Command Structure:** One unit of Guards is split between four other units (this may bring their strength up to 13). These units are then activated as Guards. The Guardsmen add their dice as normal but are not removed until all other figures have been removed.

**Friend of China:** Due to their closeness to China, Korea had Access to Chinese Troops and Technology. The Army can thus field units with double handed weapons and firearms (treated as Crossbows). Crossbows reduce Armor value of the targeted unit by one. They also reduce the Armour of their Bearer by one (rules p. 23).