

Official German SAGA Grand Melee - Player's Pack



Thank you for registering for the Official German SAGA Grand Melee 2016. In this booklet you will find out how the tournament will be organized and which scenarios will be played, including the scoring system. We have tried to make these things as easy to understand as possible, but should you have any questions after reading this pack, or if we have missed anything, please feel free to drop us a line at mirco@stronghold-terrain.de and we will do our best to answer your questions.

Venue:

Museum park Oerlinghausen (Saxon Longhouse)

<http://www.afm-oerlinghausen.de/>

Am Barkhauser Berg 2
33813 Oerlinghausen
Germany

Timeline

Beginning: 04.06.16 - 11:00 am (First Game, Registration starts at 10:00 am)

End: 05.06.15 - 16:00 pm

Catering

Small Snacks and Drinks are available at the park. There are some venues nearby (some minutes' walk) where you can get a real meal. In the evening we plan a barbeque at the Longhouse. We will ask who wants to take part and collect some money for it.

Registrierung

If you come to the museum park, ask at the entrance where the tournament takes place and they also will have a list of all participants. You don't have to pay an entrance fee. We play inside of the Saxon Longhouse which is pretty easy to find. Inside of it we will have a registration desk. Make sure that you first come to it and sign in hand over your army list and collect your Grand Melee Miniature and Token pack.

Factions.

You can enter the German GM with a six point warband from any officially published faction i.e. anything in SAGA Dark Age Skirmishes, Northern Fury, Raven's Shadow, Varjazi & Basileus or SAGA The Crescent & The Cross. You can also use the Skraelings and the Steppe Tribes lists that were published in Wargames Illustrated. All Heroes of the Viking Age, Heroes of the Crusading Age, Swords for Hire and Dogs of War may be used as per their rules. You may not use the SAGA Revenants or the Arab lists from Wargames Illustrated.

Miniatures.

You are free to use figures from any manufacturer so long as they are What You See Is What You Get (WYSIWYG) so no Space Wolves pretending to be Vikings, no Riders Of Rohan masquerading as Normans..... Furthermore, all figures must be painted and appropriately based. They don't have to be 'mini-Mona Lisas' but any unpainted or unbased figures will not be allowed. For consideration in the Best Painted/ Modelled Warband category, you must have painted the figures you are using yourself.

Warband Roster Sheet

Please bring enough copies of your warband Roster Sheet to give each opponent a copy.

Each warband Roster Sheet must contain the following details:

- Player name
- Faction
- By point spend breakdown we mean, for example, 2 points Hearthguards, 2 points Warriors, 2 points Levy
- You don't have to specify any equipment/options of your unit. You are free to change it from game to game.

While we are at it, don't forget:

- Your painted and based warband
- Your dice, SAGA & D6 (if you are using home-made SAGA dice, please make sure the symbols are completely obvious for your opponent. Any knock-off SAGA dice will be ground under foot and the owner's teeth pulled.)
- Your completed roster sheets
- Your measuring sticks or rulers (if you are not using Official SAGA Measuring Sticks, please check yours against an official set (not the printed examples in the back of the rulebooks as bizarrely there are two versions of these).)
- Your fatigue tokens
- Your Dark Age rulebook and the supplement with your faction in it, or The Crescent & The Cross, whichever is appropriate
- A pen and some paper (always handy)
- **A baggage unit (cart, ...) for scenario number 4**

Grand Melee Special Miniature



Gripping Beast gently provides us with a free

... Grand Melee Miniature

... and a special Token set from 4Ground for each player.

Code of Conduct

This event is going to be a relaxed affair. Despite being a competition, we expect the players to behave like gentlemen and ladies, and the fun and pleasure of meeting new opponents should be more important than winning your match. We won't allow any inappropriate behaviour and it will be subject to severe sanction. You have been warned!

There will be judges at the event who will be on hand to answer any rules questions. Their words are final. Even if they are wrong.

Unless specifically over-ruled in this document or by the judges on the day, the rules as defined in SAGA The Crescent & The Cross rulebook (English language version) will be used. This is effectively the same as SAGA Dark Ages plus the errata but The Crescent & The Cross will be taken as the definitive version of the rules.

Swiss

After the first round, Swiss pairing format will be used to determine opponents and pairings will be based on result, however, players will meet each other only once, regardless of relative rankings. A results slip will be provided for both players to complete at the end of each game.

First Round Pairings

For the first round, players will be paired randomly. Note that, for the first round only and as far as possible, players using warbands from SAGA The Crescent and The Cross will be randomly paired with other players using warbands from this book.

Prizes

We will be awarding prizes for First Place, Second Place, Third Place, Last Place, and Best painted/Modelled warband. We will also be running the Second Annual Face of SAGA, a competition for the Most Impressive Facial Hair. As a bonus we will have a prize stash of GB goodies.

ADDITIONAL RULES FOR ALL SCENARIOS

3 SAGA dice for the second player

According to the C&C rules (P. 108) the second player generates 3 SAGA dice before the game starts (this is no order phase). This effects all scenarios except the first.

No SAGA Dice?

A player immediately loses the game if, at the start of their turn, their warband does not generate any SAGA Dice. The game ends immediately.

Scoring

Unless specifically mentioned in the additional scenario notes below, the scoring is carried out as per the scenario descriptions in the relevant rulebook.

- The winner gains 5 tournament points
- The loser gains 1 tournament point
- In the case of a Draw each player gains 3 Tournament points

Tie Breaker

The Tie Breaker will be the total number of tournament points of the opponents you played against.

Placing Scenery

The tables at the GM will be 48" x 36" with space either side for your Battle Board, dice and assorted gubbins. Scenery will be provided at each table; players will perform scenery bids as normal. Terrain will be selected from the pieces available. These will be placed according to the terrain rules on pages 106 - 107 of The Crescent & The Cross rulebook. In some cases, the scenario in play may modify the terrain placement rules. If both players agree, a judge may place their terrain for them.

Szenario 1 – Saturday - Sacred Ground (SAGA Rulebook P. 64)

As per Rulebook, no GM changes.

Szenario 2 – Saturday - Champions of God on a misty da (C&C P.110)

Modifications as listed below:

Scenario Rules:

- It's a misty day and all shooting is restricted to a range of 'S'. This includes shooting via saga abilities such as the Pagan Rus – Eastern Anger or Strathclyde – Harassment (to name a few).
- Mounted troop movement is restricted to 'M' unless the unit takes a risk. If any figure of a mounted unit moves more than 'M' (with a single activation), the owner rolls 1 dice and on a result of a 1 or 2 takes a fatigue (which is in addition to any normal fatigue requirements). On activating a mounted unit, the player should state if he intends to take the risk or not. If he is not taking the risk all movement is restricted to 'M' and this overrides any compulsory movement requirements such as when moving into contact with an enemy unit or Warlord's Pride.

Szenario 3 – Saturday - Hurry

Layout:

Terrains are placed as per usual rules (see C&C P.106-107)

Deployment:

The player with the highest roll on a die (the most hairy if equal) chooses one long table edge as his side of the table and places his barrel at exactly M away from his side of the table.

His opponent takes the opposite side and places his own barrel, also at exactly M away from his side of the table.

Each player then alternatively deploys one unit (starting with the player who chooses his side of table) within M of his table edge.¹

Both players roll a die and the highest result starts (re roll ties).

Duration:

The game last 7 turns but stops as soon as a barrel is spoiled or if both Warlords get killed.

Victory Conditions:

The player who manages to spoil the opponent barrel wins.

If both Warlords are killed, the game is a draw.

Otherwise, each player counts the value of all his models within M of the enemy barrel. A player wins if he has at least 3 more points than his opponents. With 2 points difference, the game is a draw.

Scenario Rules:

The barrel may not be deployed in a building or within VS of a building.

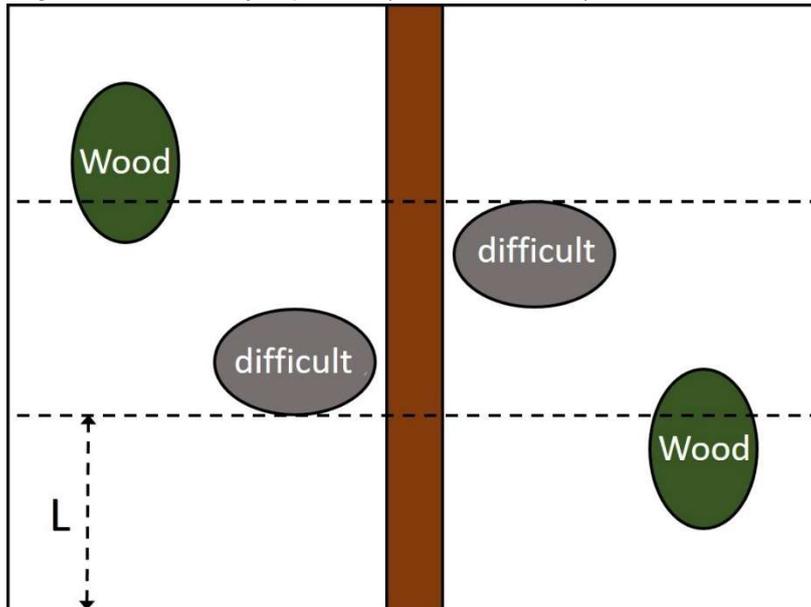
The first unit deployed can be qualified as the barrel's guard. If declared as such, the following rules apply to it:

- It cannot deploy or voluntary moves all its models at more than S from the barrel (it can be forced too by a disengagement).
- It can be deployed at start of game up to L from table edge.
- At the start of its owner's activation phase:
 - If the unit is within VS of the barrel, it may use a free Rest activation (it drinks from the barrel)
 - if all its models are more than S from the barrel, it gets an extra FATIGUE.

To spoil the opponent barrel, you must spend an activation with your Warlord being in base to base contact with the barrel. This activation does not count as movement, shooting or rest. It may allow some Activation/Reaction of your opponent. Once all these have been solved, the barrel is spoiled and the game won.

Szenario 4 – Saturday - Chance Encounter

Layout: The scenery is pre-set (as shown below).



Deployment:

In this scenario, each player has 1 baggage unit in addition to his 6 point warband.

Do not alter the scenery before your game, just roll to see who deploys first and hence has choice of table edge and also deploys 1 unit on his table side within L from the table edge. His opponent then deploys 1 unit within L from the opposite table edge.

This is repeated till both players have deployed their warband and baggage.

After deployment determine who starts (using the procedure in the C&C P.108).

Duration: 7 Turns.

Scenario Rules:

The baggage unit

- Minimum size 4 x 4 cm, maximum size 5 x 10 cm.
- generates 1 SAGA dice (in the same way as a Hearthguard unit does)
- has armour 5 in melee and 6 against shooting (like a Warlord)
- generates 3 attack dice and has up to 3 extra defence dice in melee (**not shooting**) (so with 1 hit it gets 2 defence dice)
- may cancel 1 unsaved hit (but a second unsaved hit eliminates it)
- receives fatigue and uses fatigue as for a hearthguard unit. i.e. It is exhausted when it has 4 fatigue
- is unaffected by any SAGA ability by either player, except it can be activated as a Hearthguard unit (or by a Warlord with the We obey command) to rest or move. However, units attacking it can use SAGA abilities on themselves (i.e. to affect their own attack dice)
- when activated it can only be moved up to 'S' unless it's entire move is along the road when it can be moved up to 'M' with each activation. Baggage activations may never be cancelled with SAGA abilities as SAGA abilities cannot affect the baggage unit.
- cannot move into or through difficult ground, or into melee or end within VS of an enemy unit. If it starts within VS of an enemy unit (or within S for subsequent moves), it cannot move.

Victory Points:

If a players get their own baggage to the opponent's long table edge (any part of the unit has passed the table edge) then the players get 2VP's. For killing a warlord, you get 1 VP. For destroying the enemy baggage unit, you also get 1 VP. The player with the most VP wins the game otherwise it is a draw.

Szenario 5 – Sunday – Village Pillage

Layout: The scenery is pre-set (as shown below).

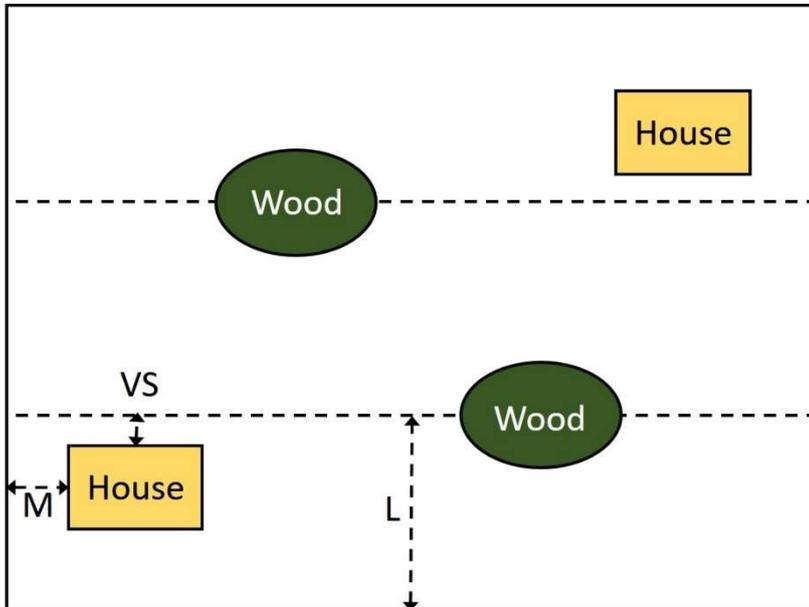
Deployment:

Do not alter the scenery before your game, just roll to see who deploys first and hence has choice of table edge and also deploys 1 unit on his table side within L from his table edge. His opponent then deploys 1 unit on his table side within L from his table edge.

This is repeated till both players have deployed their warband.

After deployment determine who starts (using the procedure in the C&C P.108).

Duration: 6 Turns.



Scenario Rules:

A building is placed as shown in the picture. Each player 'owns' the building on his side of the table. These buildings are considered high area terrain but are impassable (in this scenario).

Models may move freely within VS of the buildings and touch the buildings.

When a unit ends a movement activation with at least one model touching the opponent's building the unit receives one 'pillage' token. A pillage token is collected after a movement activation (even if the unit does not move) as long as the activation did not involve a melee or shooting (i.e. javelins and composite bows). A unit can collect several pillage tokens in a turn but normal fatigue rules apply.

A unit can only carry as many pillage tokens as

it has models. Excess tokens are lost when models are eliminated. Hence if a unit loses a melee, then all its tokens are lost.

Any type of unit can carry pillage tokens (dogs and camels included).

Victory Points:

Each pillage token scores 1 VP. The player with the most VP wins the game. If both players have the same number or no VP it is a draw.

Szenario 6 – Sunday – Clash of warlords (SAGA-Rulebook P.62)

Modifications as listed below:

In the case of a draw each player only gets 1 tournament point.

Ragnar says, "Good luck and if in doubt, CHARGE!"