



## Official Portugal SAGA Melee – Player’s Pack V2

### Lisboa 8<sup>th</sup> & 9<sup>th</sup> April 2017

Welcome to the first Official Portugal SAGA Melee. In this document you will find out all the information you need (hopefully) on the tournament organization. We have tried to make things as easy and smooth as possible, but should you have any questions or you feel we have missed anything, please feel free to drop us a line at [eventos\\_ajsp@ajsportugal.org](mailto:eventos_ajsp@ajsportugal.org) and we will do our best to answer your questions.

Museu Militar de Lisboa

Largo do Museu de Artilharia  
1100 – 064 Lisboa

GPS coordinates:  
38° 42' 45.61" N  
9° 7' 28.88" W

#### Registration

If you have not done it yet, send an email to [eventos\\_ajsp@ajsportugal.org](mailto:eventos_ajsp@ajsportugal.org) with your name, faction you will play with, and contact details. You can send together a roster sheet with seven SAGA points (more on this below) with the equipment options for your chosen warband for verification. We are happy to verify it and give you feedback, but this isn't really required. Regarding the roster, what you will have to do is to bring two written copies of a valid list on the tournament day (more on this below).

#### On site

At the Museum's reception desk there will be a list with the name of the registered participants, which will be granted free access to the Museum. They will be directed to the event area. There will be a registration desk for registration and information.

Public Entry times are: 10.00am to 12.30pm, 13.30pm to 17.00pm.

At the registration desk you should deliver a copy of your Warband Roster Sheet for our records and settle the registration fee (if not done previously).

The registration fee is:

15 € for AJSP members

20 € for general players

This includes food for both Saturday and Sunday lunches. Beverages will be charged separately.

## Agenda

Saturday, April 8<sup>th</sup>

9h30 Reception and registration

10h00 – 12h00 Game 1

12h – 13h30 Lunch

13h30 – 15h30 Game 2

15h30 – 16h00 Break

16h00 – 18h00 Game 3

Sunday, April 9<sup>th</sup>

10h00 – 12h00 Game 4

12h – 13h30 Lunch

13h30 – 16h00 Feast for Crows

16h30 – 17h00 Price giving

17h30 End of event (clear the premises)

## Factions

You can enter the Portugal SAGA Melee with a seven point warband from any officially published faction for SAGA Dark Ages and The Crescent & The Cross periods i.e. anything published 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. HOWEVER, you will only play with SIX point Warbands – more on this later. Don't worry if you can only muster six points, just think of it as an extra challenge ☺

Please note that you are free to use figures from any manufacturer so long as they are What You See Is What You Get (WYSIWYG) so please, please, please... no Riders Of Rohan disguised as Normans or Dwarves as Vikings... Furthermore, all figures must be painted and appropriately based. For consideration in the Best Painted/ Modelled Warband category, you must have painted/modelled the figures you are using yourself.

Regarding WYSIWYG, please make sure that if you are using any equipment/options that this is also clear to your opponent from the figures you are using – don't expect them to remember just because you mentioned it during deployment. So, for example, if your Anglo-Dane Huscarls are to be fielded with Dane Axes, make sure the models have Dane Axes. If you might want to field them without their axes, then you will need spear and/or sword armed Huscarl figures instead.

## Warband Roster Sheet

Each Warband Roster Sheet must contain the following details: player's name, faction, equipment options, and points spend breakdown. By point spend breakdown we mean, for example, 4 points Hearthguards, 2 points Warriors, 2 points Levy. PLEASE NOTE - equipment/options are fixed for the whole tournament, so although you may change the way you field your troop types from game to game (e.g. you could field eight Hearthguard as two units of four in the first game and as one unit of eight in the next,) you may not change the equipment/options between games (e.g. mounted Warriors in game one, cannot be used dismounted in game two) – under the rules, you need to declare upon

deploying a unit what they are and any options you have taken (e.g. "Four model one point Hearthguard Berserkers). For example if you want to field your four Viking Heathguard as Berserkers in one game and as standard Hearthguards in another, you need to use two slots in you seven points roster.

Warbanners may be used. You need to declare them in the roster associated with a unit, and deploy them as long as the unit has the minimum legal size to use the banner. If you have the Warbanner declared in the roster with a legal unit and then decide to field the unit in smaller Batlegroups (without the minimum size to use a banner), then you cannot field the banner.

Remember that the roster you draw up should be for seven points but that you will play with six points. Try and make your Warband flexible as the scenarios we are using will make different demands and call for different tactical approaches.

Please note – you may only have ONE Warlord in your list so if you opt for, say, a Hero of the Viking Age or a Warlord Priest, that is the Warlord you will be using for each scenario – you cannot swap them out for a 'generic' Warlord once you see what your opponent is using. Furthermore, if you are using a bard or troubadour or indeed any 'free' unit, then they must be fielded in every scenario.

There is no set format for the Roster Sheet, as long as it clearly states the contents and induces no misinterpretations for the organization or your opponents. You are welcome to send your roster previously to us for verification, although this is not required.

You will need further copies of this roster so that an opponent may consult it at any time before, during or after the game. Many people like to keep copies of Warband rosters that they have played against so it might be an idea to bring a few!

#### **Stuff to bring with you:**

- 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). We'll provide D6 for the tournament. You are welcome to bring your own, but in that case be prepared to share them with your opponent
- your completed roster sheets (2 sets, one for the organization, another to show to your opponents)
- your measuring sticks or rulers
- 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 smile on your face and a good attitude

#### **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!

You will need to play at a suitable pace to ensure your games are finished in the time allocated during the briefing before each round (although we are aiming at two hours per round). Dragging your games out is not only annoying and disrespectful to your opponent, it may seriously hamper the smooth running of the tournament. The Museum has a series of cannon balls at hand, ready to be dropped on prevaricating players' feet!

#### **The Judge is always right, even if it turns out to be wrong.**

Unless specifically over-ruled in this document or by the Judge on the day, the rules as defined in SAGA The Crescent & The Cross rulebook (English language version) plus the last version of the official FAQ 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. Just because something has been discussed and agreed on the SAGA Forum doesn't mean that it over-rules The Crescent & The Cross at this event.

### **A note on Conceding.....**

**RAGNAR REALLY DOES NOT APPROVE!**

Please call a Judge before agreeing to concede.

The Judge will agree the Winner's Victory TP, and the conceding player's Loss TP. Standard VP will be those scored at the time of concession. If, in the Judge's opinion, there is collusion between the players, then there will be no TP for either player. Remember the Judge is always right, and he has access to the Museum medieval arsenal in case of dispute.

### **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, unless it is the final round. A results slip will be provided for both players to complete at the end of each game.

### **First Round Parings**

For the first round, players will be paired randomly. However, we'll do our best to do not pair players from the same club/location in the first round of the event.

### **Prizes**

We will be awarding prizes for First Place, Second Place, Third Place, Last Place, Feast for Crows Special Price and Best Painted/Modelled Warband.

A big chunk of the prizes will be offered by our friends from Gripping Beast, Breaking War, AK Interactive and Tempos Medievais.

## **ADDITIONAL RULES FOR ALL SCENARIOS**

### **No SAGA Dice?**

With the exception of the Battle Twilight scenario, 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. However, any player who scores at least 8 more Victory Points (VP) than his opponent has won a Crushing Victory and will earn 6 Tournament Points (TP) for the Match rather than the usual 5 TP. The scenario loser will get 1 TP. If the scenario ends in a draw, both players will receive 3 TP. Players will need to record the total VP they score in each scenario on the results sheet. In the event of final TP Draws for places eligible for prizes, the two warlords will solve it out in single combat! A round of combat will be fought between the two warlords. If both or none survive, a new round will be fought until only one of them survives.

### **Placing Scenery**

The playing area of most scenarios will be 90cm x 120cm. The exception is the Feast for Crows scenario, which will be 120cm x 120cm. Please bear this in mind during the game and don't accidentally run a unit out of the playing area! We will confirm playing area at the start of each round.

A selection of between six and eight scenery pieces will be provided at each table and players will perform scenery bids as normal. These will be placed according to the terrain rules on pages 106 - 107 of The Crescent & The Cross

rulebook unless, as in some cases, the scenario in play may modify the terrain placement rules or have a set scenery layout. If both players agree, a judge may place their terrain for them. The scenery will be provided by the organization and will vary from table to table – there is no set list.

Each round will last for the number of rounds on each scenario, or the time limit set by the Judge, whichever finishes earlier. Out of respect to your opponent and other players in the tournament, please try and finish your games within time. Also, be aware that Ragnar does not approve of deliberate draws....

### **Deploying your Warband**

You will play the scenarios with six point Warbands chosen from your seven point roster. You make the choice of units as you deploy, in response to your assessment of the terrain and your opponent's force as it is deployed on the table. This may give a very slight advantage to the player deploying the bulk of his force second.

### **Game 1 - Saturday Morning - Clash of Warlords (Standard Version)**

This is the Clash of Warlords from the SAGA Dark Age rulebook.

### **Game 2 - Saturday Afternoon – Brewery Wars!**

This is a scenario written by Joe Messenger and will provide you with a different challenge.

#### **Layout**

One building on each side positioned **S** from the long table edge and **S** from the left hand short edge. These buildings are considered high area and impassable. Players may add further terrain as described in C&C but may not place any terrain item within **L** of each building.

#### **Game Length**

The game lasts for six complete game turns.

#### **Deployment**

- Each player rolls a D6. The highest chooses a long table edge and deploys one unit.
- Players take it in turns to place one unit at a time until all models are deployed.
- All models must be placed within **L** of a player's long table edge and/or within **VS** of the building on their side.
- Roll a D6 to decide who plays the first turn.

#### **Special Rules**

- The buildings are rival Breweries and considered impassable high area terrain. No models may enter but any may freely move within VS and touch the building.
- When any unit ends a Movement activation with at least one model touching the opponent's brewery building the unit receives one barrel token.
- A barrel is only collected after a *Movement* activation (although the unit does not necessarily need to have moved at all.)
- No barrel is collected if the activation is a Rest or involves a Melee or Shooting (including javelins/composite bows).
- A unit can collect several barrel tokens in a turn but normal Fatigue for multiple activations applies.
- *A unit may only carry as many barrels as it has models in the unit.* This means barrels may need to be discarded when models are eliminated.
- If a unit is wiped out, then all the barrel tokens are lost.
- Any type of unit can carry barrels. Dogs and camels included!

#### **Victory Conditions**

- If a player has at least two more barrels than their opponent, then they are the winner.
- Otherwise the game is a draw.

### **Game 3 - Saturday Afternoon – Assault at Dawn**

From SAGA The Crescent & The Cross. As per Rulebook, no SM changes.

### **Game 4 - Sunday Morning – On Deadly Ground**

**(this is the last game counting for the tournament final score)**

And now... something completely different: a scenario by Miguel Mata (who will be playing at the SM).

Two warbands fight it out in a huge swamp exhaling poisonous fumes...

#### **Set-up:**

- The game is played on a 48" x 36" table.
- Players roll 1d6, highest roll plays first (Attacker).
- Attacker rolls 1d6 to determine game length:
  - 1-2: 6 turns.
  - 3-4: 7 turns.
  - 5-6: 8 turns.
- Attacker places 3 scenery items:
  - Scenery items are 3 marshes (M and/or L size, impassable terrain); these are the only scenery items allowed in this scenario.
  - 1st scenery item must be placed at L from any table edge.
  - 2nd scenery item must be placed at L from 1st scenery item.
  - 3rd scenery item must be placed at L from 2nd scenery item.
- – Players roll 1d6, highest roll chooses long side edge.

#### **Deployment:**

- Attacker deploys 1 unit anywhere within L from his table side.
- Defender deploys 1 unit anywhere within L from his table side.
- Repeat until all units are deployed.
- Warlords are deployed last.

#### **Special rules:**

- Army size: Each army cannot have more than 6 units, excluding the warlord, numbered from 1 to 6. Priest and bards are considered units for this purpose. Place a die with relevant number next to each unit as a marker. The warlord, being a hero and all that, is immune to the fumes effect and doesn't need to be assigned a number/die.
- After rolling and placing the SAGA dice on his battleboard but before any orders/activation, player rolls 1d6: the corresponding unit loses automatically one miniature (damm those poisonous fumes!), unless a save is made. The save is optional:
  - Priest/bard (1d6) = 3, 4, 5, 6.
  - Hearthguards/Warriors/Levies (1d6) = 4, 5, 6.
  - Each fatigue adds -1 to the save roll. A six always saves.
  - If the save is failed, the player removes 2 miniatures instead of 1 from the relevant unit (remember: the save is always optional).
  - Miniatures lost this way do not give victory points.
  - If rolled unit has been destroyed or if the rolled number doesn't apply (i.e., if the player is playing with 5 units and he rolled a 6), nothing happens.
- No double movements allowed.
- Any miniature forced to retreat to a marsh (sucking mud) is automatically lost (counts as VP for the opposing player).

#### **Victory conditions:**

- VP are scored as per Slaughtering Points.
- Highest VP wins the game; all other results are considered a draw.

## **Game 5 – Sunday Afternoon – Feast for Crows**

From SAGA Dark Ages Rulebook

Players will be organized in groups of three or four, with top ranking players split amongst the tables.

Special terrain may be placed by the organization.

VP are scored as per Slaughtering Points. At the end of the games, the player with highest score for this scenario will be awarded a special Feast for Crows price. In case of a draw, the victor is decided by a warlord's combat.

**Ragnar says, “Good luck and if in doubt, CHARGE!”**