



SAGA

The Official Gripping Beast Grand Melee

Age of Darkness

(Age of Vikings & Age of Invasions)

Nottingham August 10th & 11th 2024



**GRIPPING
BEAST**

Welcome to the updated rules pack for the Official Gripping Beast Grand Melee, Age of Darkness, a two-day Saga tournament. The event will be held at the BHGS Britcon Show taking place at Nottingham City Campus conference and event centre on the 10th and 11th of August 2024.

It will be the 9th UK Grand Melee and we look forward to new and veteran players taking part in this epic battle of warlords! This pack covers the event rules and other information that you will need to participate in the tournament.

Ticket Details

<https://buytickets.at/thebritishhistoricalgamesociety/1104084/share/e5f2dfb0bf58ed3330cc55886d6cd964>

The entry fee includes lunch on both weekend days, entry to the Britcon Trade Show and a £5 voucher to spend with any trader at the show (including, of course, Gripping Beast!). Please note that this is a two-day event over the Saturday and Sunday, though pickup games are available on the Friday evening.

Venue and Location

The event will be held at Nottingham City Campus conference and event centre. Transport and parking information can be found on the Britcon website:

<https://www.bhgs.org.uk/britcon---venue--directions.html>

Student Room B&B onsite accommodation is also available for players and can be booked along with your entry.

Schedule

Friday 9th August – informal friendly games in the evening

Saturday 10th August	Sunday 11th August
8:30 – 9:00 Registration and Welcome	8:30 – 9:00 Meet and Day 2 welcome
9:00 - 11:15 Round 1	9:00 - 11:15 Round 1
11:30 - 13:45 Round 2	11:30 - 13:45 Round 2
13:45 - 14:30 Lunch	13:45 - 14:15 Lunch
14:30 - 16:45 Round 3	14:15 - 16:30 Round 3
	16:30 – 17:00 Prizes

Event Rules

Rules from the following books are used:

- Saga Rulebook 2022 Edition
- Saga Age of Invasions supplement book
- Saga Age of Vikings supplement book
- Saga Book of Battles
- Saga Tournament Booklet (Version 1 – November 2023)
- All scenarios and scenario-related rules explained in this pack.

The event will use the latest FAQ and errata documents including any that are published up to July 1st 2024.

In addition, see the unofficial FAQ featured at the end of this pack which addresses ambiguous details from Age of Invasions. Any official FAQ will take precedence over this unofficial version.

What to bring

- All appropriate rulebooks and battleboards
- Miniatures for your warband
- Challenger models for the 'New Feud' scenario
- Official Saga Dice for your faction (D6s or other substitutes may not be used)
- Measuring sticks, tape measure and fatigue tokens
- Terrain (see terrain rules below)
- Appropriately sized objective markers for each scenario being played (see the Book of Battles for specifics - these may be models or tokens, as you prefer. Themed objective markers, while not necessary, would be a great addition to your warband).

Scenarios

We will be playing the following scenarios from the SAGA Tournament Booklet (Version 1 – November 2023) & one mission from RodgeRules@SagaThursday. These are included at the end of the rules pack.

Round 1 – Clash of warbands

Round 2 – Capture

Round 3 – Conquest

Round 4 – Advance

Round 5 – Desacralization

Round 6 – A New Feud

Warband Construction

Warband construction follows the standard rules found in the Saga rulebook. Your warband is made up of 6 points of units. The ½ point rule from the latest FAQ is being used. Players may change the ½ point from the warband at the point of deployment.

Players must list how their 6 points are spent on the roster sheet found at the back of this pack. Roster sheets must be submitted to be checked during registration but it is not necessary to submit a list before the event. Players may wish to create a warband history or background to their list for the ‘Best Themed’ award.

Where you are using “special” units such as Viking Berserkers or Irish Dogs, these must be specified in your list. This means that, for example, “1pt of Hearthguard” cannot be deployed as normal Hearthguard OR Viking Berserkers – you must make the decision in advance. Such is the price for having access to special units!

Legendary Units are not used.

Relics & Artifacts are not used.

Skraelings are not permitted.

Warbanners are allowed. The banner must be represented with a suitable model.

Old Friends New Enemies are allowed. OFNE factions listed as using battleboards from *Aetius and Arthur* must instead use the equivalent board from Age of Invasions.

You may spend up to half your points on mercenaries as per page 47 of the Saga rulebook. Any mercenary units to be used must be specifically named on the list. For mercenary units in the Age of Vikings the 2021 FAQ chart is used with the following amendment: Gall-Gaedhil can be taken by Norse-Gaels ONLY.

Miniatures

- All miniatures must conform to the basing rules specified in the Saga rulebook.
- Your miniatures should be appropriate to the warband that they are representing.
- There should be a clear visual distinction between unit types.
- Where models in your warband may be deployed with multiple options (e.g. heavy weapons, mounts) you may only deploy options for which you have appropriate models. No proxying!
- All models must be painted to minimum standard of 3 colours and based.

Unit composition and armament is always decided by the player at the point when a unit is deployed on the table. You must have appropriately equipped models for any units which you deploy.

Terrain

Terrain is an important part of SAGA, so each player must bring their own pieces of terrain to the event. Terrain must conform to standard terrain sizes as specified in the Saga rulebook and Book of Battles.

The pieces you bring form your personal terrain pool for the event. You must make your entire personal terrain pool available to both players in every game you play. Once terrain placement begins, no additional terrain may be added to the terrain pool. Terrain rules in scenarios take precedence over the Book of Battles.

Whilst we won't be checking that your terrain used the correct stone or timber architectural style for the period, please ensure the aesthetic is appropriate for Saga. Player's own terrain may come in many forms, 2D or 3D, but all must look appropriate for the type it represents and be practical for playing games.

The Grand Melee takes place at a public show and we want Saga games to look visually appealing. Simple cloth or paper terrain will not be permitted. If in any doubt as to the suitability of your models or terrain, please contact us in advance to confirm before the day.

Terrain deployment is specified for each scenario. In all scenarios, the number of types of terrain may never exceed those shown in the terrain table from Clash of Warlords in the Saga rulebook.

In addition to the constraints imposed by the scenario, the following constraints always apply:

- No terrain element can ever be placed within S of an objective marker (but objective markers may be placed within S of terrain already placed).
- No terrain element can ever be placed within S of another terrain item.
- If a terrain element cannot be placed, it is lost.

Objective Markers and Terrain

Several scenarios use objective markers. These are circular counters or markers 3cm to 4cm in diameter. In all scenarios in this pack the objective markers are subject to the following rules:

Once they are placed as indicated by the scenario, markers will never move and serve only to mark a point on the table.

They are not miniatures: they do not block movement or impede movement, and a figure can be placed directly on them.

When you need to measure a distance from an objective marker, you measure from the perimeter of that marker.

Objective markers do not block line of sight, provide cover or benefit from cover.

Deployment

In some scenarios a player may be required to deploy 50% of their units. The player must deploy the first half of their units in such a way as to make the deployment of the second half legal. For example, if you deploy 3 units when deploying the first 50% of your Warband, then you must also deploy 3 units when deploying the second 50% of your Warband (or 2 when deploying the second 50% of your Warband, if you were rounding up from 5 units in your Warband)

Scoring

Refer to the scenario rules to determine the victory conditions.

Players earn a number of Tournament Points for each game, depending on their result. The number of points earned is as follows:

Win	4 Tournament Points
Draw	2 Tournament Points
Loss	0 Tournament Points
Scoring 10 or more massacre points during the game.	+1 Tournament Point

Both players may score the bonus point for inflicting 10 or more massacre points during the game regardless of whether they win, lose or draw. To establish this count massacre points at the end of the game even if another scoring method is used to determine the winner of the scenario.

No more Saga Dice?

In all scenarios, should a warband start its turn without generating any Saga dice, the game ends immediately. The opposing player is declared as the winner.

Pairings

Players will be randomly matched for the first game. If this results in regular opponents playing each other for the first game then they may ask the TO to be switched around to play alternative opponents.

For subsequent rounds pairing will depend on scores. Each round, starting with the players on the highest total tournament points, players are placed into a bracket with all other players who currently have the same total tournament points. Players are then randomly matched with another player in the same bracket. If two players are are paired for a second time on the same day of the event, they should inform the TO who will arrange a swap with another pair if possible.

Ranking

At the end of the final round, players will be ranked according to who has the highest total Tournament Points. Tied players will be ranked first by Tiebreaker Calculation

Tiebreak 1 - Strength of Schedule

The Strength of Schedule is the combined total of the Tournament Points scored by a player's opponents during rounds 1 to 6.

Tiebreak 2 – Massacre Points scored in the round 6 game.

End of Round Procedures

Players should endeavour to play an equal number of turns in the allotted time. A new game turn cannot be started unless there are at least 15 minutes left on the clock so that both players can finish an equal number of turns. Throughout the round the TO will remind players how long is left but players are responsible for monitoring the time available. When time on the round is called, players will have five minutes to submit results to the TO.

Sportsmanship

A tournament should be a time for socialising. Despite being a competition, we expect players to behave respectfully to opponents and organisers. The fun and pleasure of meeting new opponents should be more important than winning your game. At the end of the day, it's all about passionate people playing with toy soldiers while throwing buckets of dice!

Sportsmanship also extends to good personal conduct at the venue. We play games for enjoyment, and it is your responsibility to ensure that you and your fellow players are able to do so, by acting in a mature and reasonable manner at all times. Any players acting in an inappropriate manner will be warned and if the behaviour does not improve they may be disqualified from the event or asked to leave the venue. Any players who feel that unsportsmanlike conduct or inappropriate behaviour of any kind is taking place should speak to the Tournament Organiser (TO). If you feel that the conduct may affect the result of a game in progress, please call or otherwise draw the attention of the TO during the game. Tournament points may be deducted for poor sportsmanship, and in extreme cases players may be disqualified, at the umpires' discretion. All players must play at a reasonable pace and make a meaningful effort to finish the round on time.

Rules Umpires

In the event of any disagreements regarding rules, players should attempt to resolve the problem by carefully reading the relevant text. If this does not solve the problem, a rules umpire may be called upon to make a decision. This decision must be respected whether it is right or wrong.

The rule umpires for this event are as follows:

Joe Messenger

Mark Birch

Jed Tales

Any of the rule umpires can be asked to answer a rule question. Having three ensures that the third umpire can resolve decisions in games involving the other two players.

Tournament Organiser

Joe Messenger will be the tournament organiser (TO) for the weekend. It is the tournament organiser's job to ensure that everything runs smoothly and that all players have a great event experience. The tournament organiser's word is always final in all matters whether they relate to rules, conduct, or otherwise. If you have any problems, questions, or there is anything that you feel that you need help with or not sure about, please speak to the tournament organiser. Note that the TO might also be playing in the event in order to ensure an even number of players.

Please feel free to contact the TO with any questions.

Email: mrjasmessenger@yahoo.co.uk

The 2024 Grand Melee is being administered by The BHGS and takes place at the Britcon Convention. Players will also be required to adhere to the full set of Britcon entry terms and conditions which are available on the BHGS website

<https://www.bhgs.org.uk/britcon---how-to-enter.html>

Awards

To celebrate the Grand Melee, we have a number of prizes available this year with amazing support from Gripping Beast including the coveted Grand Melee Champion trophy.

Trophies will also be provided by the British Historical Games Society. Even though this is a tournament, and there must be an overall winner, we have a number of other prize categories so that everyone has something that they can aim for over the weekend.

Grand Melee Champion – The warlord who battles their way to the top of the standings at the end of the weekend.

Best Age of Invasions Warlord - The top-ranking player using an Warband from the Age of Invasions. (2nd place if 1st was also best overall general)

Best Age of Vikings Warlord – The top-ranking player using an Warband from the Age of Vikings. (2nd place if 1st was also best overall general)

Best of the Worst – The Mighty Wooden Spoon. The player who, despite their best laid plans, has tasted defeat and finished in last place.

Best Themed – As well as submitting your list, we encourage you to submit a background and history for your Warband. This can come in different forms and may be reflected in the painting and modelling of your warband. SAGA is all about telling heroic stories. This will be judged by Gripping Beast.

Please note that this category is optional and writing a warband background is not essential for your participation in the event.

Best Painted – The best overall painted Warband will be rewarded with more models to paint! The best armies have coherent bases, objectives etc. This will be judged by Gripping Beast.

Best Sportsman – Chosen by the Players. After the final round on day 2, please hand a slip into the TO with the player who you enjoyed playing against most over the weekend.

Spot Prizes – Chosen by Gripping Beast. Spot prizes will be given out at the end of some rounds. Listen out for announcements regarding spot prizes.

Clash of Warbands

SET-UP

Each player rolls a die. The highest result chooses whether to be first or second player. Each player must choose to place either one large terrain or three small terrain pieces.

Starting with the first player, players take turns to select and place a terrain element until all are set up. The number of terrain elements of the same type cannot exceed the maximum indicated by the Clash of Warlords terrain table.

All terrain must be placed with the following restrictions:

1. Terrain elements placed by a player must be at least partially in his or her table half.
2. No terrain element may be placed within M from another terrain element.
3. No terrain element offering hard cover may be placed within L of a player's table edge.

Once the elements have been placed, each player, starting with the first player, may move a single terrain element up to M. The final position may not violate rules 2) and 3) above but it can be freely moved between table halves.

DEPLOYMENT

Starting with the first player, each player deploys a unit in turn, entirely within L of his own table edge. Once a player has deployed all his units, each time his opponent deploys a unit, he may roll a Saga die and place it on his battle board.

GAME START AND DURATION

The game begins with the first player's turn. Before the first player begins his first order phase, the second player rolls 3 SAGA dice and places them on his battle board. After each player has played 5 full turns, the first player rolls a die. On a result of 4 or more, each player plays a 6th and final round. Otherwise, the game ends.

DETERMINING THE WINNER

At the end of the game, all units with at least one model within M of the table edge of the player to whom they belong are eliminated. Then each player counts the Massacre points of the eliminated enemy miniatures, according to the Clash of Warlords scenario in the Saga rulebook (2022 edition). A player with a score 3 or more points above their opponent is the winner. Otherwise, the game is a draw.

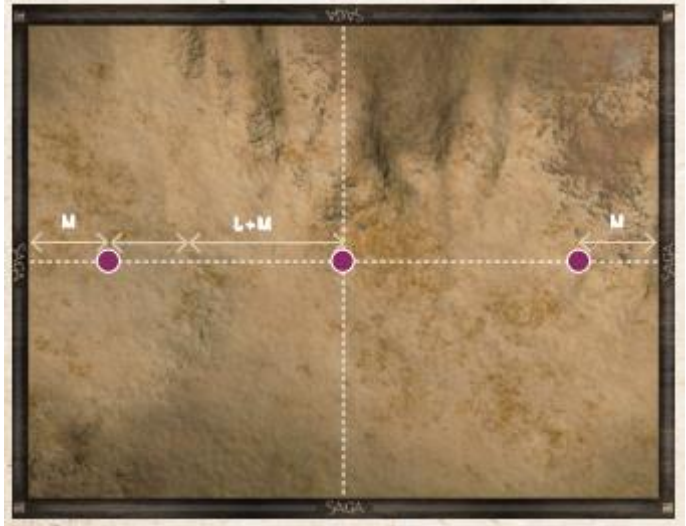
Capture

SET-UP

Each player rolls a die, and the highest result chooses whether to be first or second player. We place 3 objective markers on the centre line of the table, as shown in the following diagram:

The table is divided into four equal quarters as shown in the diagram.

- The first player places a small or large piece of terrain in the quarter table to the right of his table edge.
- The second player places a small or large piece of terrain in the quarter table to the left of his table edge.
- Once both players have placed their terrain elements, each player, starting with the first, places a small terrain element in the table quarter diagonally opposite the one in which he placed his element. Elements placed in this way follow the same constraints. The elements selected must be taken from the tournament terrain table of the Clash of Warlord scenario. Rough or dangerous terrain elements must be placed in their entirety more than S from any table edge and more than M from the middle line of the battlefield.



DEPLOYMENT AND GAME START

The first player must deploy half his entire warband, entirely within L of his own edge of the table. His opponent then deploys his entire warband in the same way. Finally, the first player deploys the rest of his units. The game begins with the first player's turn. Before the first player begins his first order phase, the second player rolls 3 SAGA dice and place them on his battle board.

CAPTURING AN OBJECTIVE

From his second turn onward, a player may capture objectives. During his activation phase, a player may declare the capture of an objective if:

One of his non-exhausted units generating 1 SAGA dice is within VS of the objective.
AND no non-exhausted enemy units generating 1 SAGA dice are within VS of the objective.

Indicate the capture of an objective with a note or marker. The objective remains captured by the player even if the conditions no longer apply, or until an enemy unit claims the objective. Note that a unit can only claim the capture of an objective during its player's activation phase and NEVER during an enemy turn. It can claim capture at any time, after or before the resolution of an activation, but not during it (i.e., it is not possible to pass within VS of an objective, claim it during the move and finish the move further away). Note that objectives in this scenario cannot be moved. Do not use the Book of Battle rules for capturing objectives.

DETERMINING THE WINNER

From the 3rd round onwards, at the end of a player's turn, his opponent scores victory points for the objectives he claims. Both players should keep a record of the points scored:

- 3 points if he claims 1 objective.
- 6 points if he claims 2 objectives.
- 12 points if he claims 3 objectives.

After both players have played 6 turns, the game ends. A player with a score 3 or more points above their opponent is the winner. Otherwise, the game is a draw.

Conquest

SET-UP

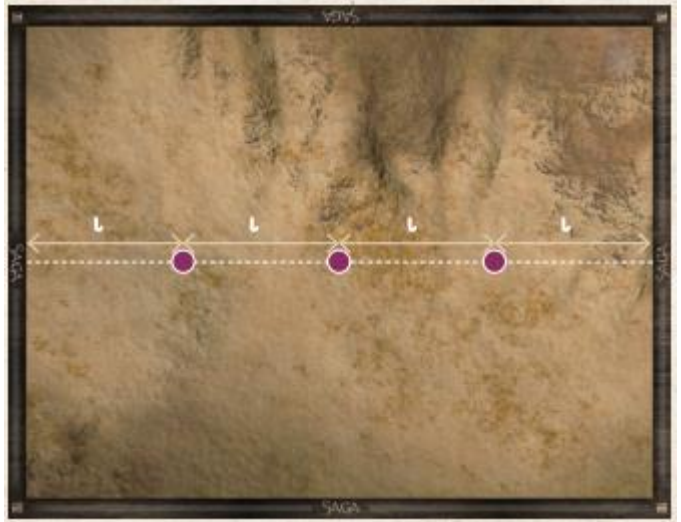
Each player rolls a die, and the highest result chooses whether to be first or second player.

3 objective markers are placed on the centre line of the table, as shown in the diagram.

The second player chooses a terrain element and gives it to his opponent who must place it in the second player's half of the table, more than S away from any edge of the table and the middle line.

The first player then chooses a piece of terrain and gives it to the second player. The latter

must place it in the first player's half of the table, more than S away from any table edge and the middle line. This process is repeated a second time. The second element a player places must be more than L away from the first element he placed.



At the end of the terrain placement, the table will offer 4 terrain elements, two in each table half (and the two elements in the same table half will be separated by at least L). Once both players have placed their terrain elements, each player, starting with the first player, may move one of the terrain elements in his half of the table up to M. He may not place it within S of the battlefield centerline, but the other restrictions indicated above do not apply.

DEPLOYMENT

The first player deploys half his units entirely within L on his own table edge. Their opponent then deploys his entire warband, and finally, the first player deploys his remaining units.

GAME START AND DURATION

The game begins with the first player's turn. Before the first player begins his first order phase, the second player rolls 3 SAGA dice and place them on his battle board. After each player has played 6 full turns, the winner is determined.

CONQUEST

At the end of each turn, with the exception of the 1st and 6th, each player scores 1 massacre point for each of his units that meets these three constraints:

- The unit is within S of at least one objective marker.
- It generates 1 SAGA dice
- The unit is not exhausted or made up of mercenaries.

DETERMINING THE WINNER

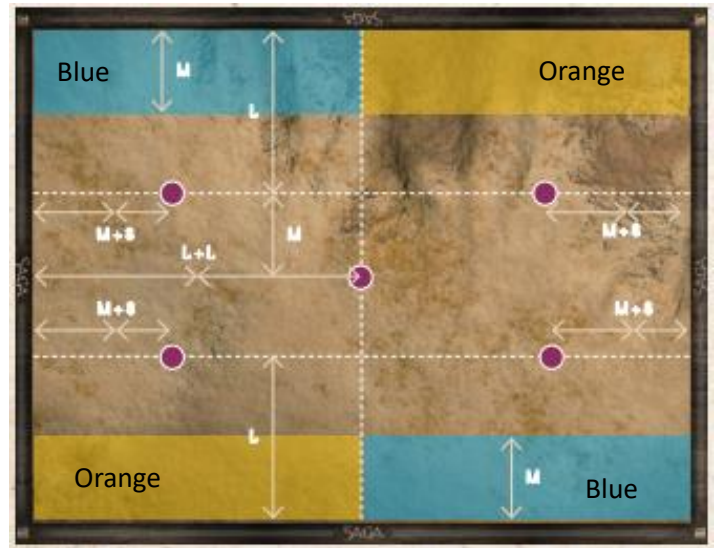
A clear record should be kept of victory points scored by both players (we recommend that each player keep a record for himself and their opponent). At the end of the game, each player counts the massacre points of eliminated enemy miniatures, according to the Clash of the Warlords scenario in the Saga rulebook, and adds the victory points accumulated during the game for conquering objectives. Do not use conquest points from the book of battles. A player with a score 3 or more points above their opponent is the winner. Otherwise, the game is a draw.

Advance

SET-UP

Each player rolls a die, and the highest result chooses whether to be first or second player. Start by placing 5 objective markers on the table as shown in the following diagram:

Starting with the first player, each player selects 1 or 2 small terrain elements and places them on the table, in their own half of the table, more than S away from any objective marker. The number of terrain elements of the same type cannot exceed the maximum indicated by the terrain table, so the second player will potentially be restricted in his choices by the first player's choices.



DEPLOYMENT

The first player deploys as many units as desired in the blue area of his table edge. His opponent then deploys as many units as desired in the blue zone of his own table edge. The first player deploys the rest of his units in the orange zone, then his opponent does the same with the rest of his units in his own orange zone.

GAME START AND DURATION

The game begins with the first player's turn. Before the first player begins his first order phase, the second player rolls 3 SAGA dice and places them on his battle board. After each player has played 5 full turns, the first player rolls a die. On a result of 4 or more, each player plays a sixth and final round. Otherwise, the game ends.

DETERMINING THE WINNER

At the end of each of his turns, starting with his 2nd turn, each player scores victory points for the objectives he controls. To control an objective, the player must have a non-mercenary, non-exhausted unit generating 1 SAGA dice within VS of that objective, and no non-mercenary, non-exhausted enemy unit generating 1 SAGA dice within S of that objective marker.

Victory points are as follows:

- Objective marker placed in its table half: 2 points
- Centre objective marker: 3 points
- Objective marker placed in the opponent's half of the table: 6 points

A clear record should be kept of the victory points scored by both players (we recommend that each player keep this record for himself and his opponent). At the end of the game, the points accumulated by each player are his or her victory points.

A player with a score 3 or more points above their opponent is the winner. Otherwise, the game is a draw.

Desacralization

SET-UP

Each player rolls a die and the highest result chooses whether to be first or second player. Starting with the second player and alternating between the two players, each player chooses two terrain pieces from the Clash of the Warlords scenario terrain table. Each player may choose only one large terrain piece.

Starting this time with the first player and alternating, players place their terrain elements with the following restrictions assigned to the players:

- Large terrain pieces must be placed with part of the terrain in contact with a table edge.
- At least one of each player's small terrain pieces must be more than L away from the table edges
- No terrain feature may be placed within M from another terrain piece.

After setting up the scenery, each player takes 3 objective markers. Starting with the second player, players alternate objective marker placement until each player has placed all 3 markers. Place markers with the following restrictions:

- All markers must be more than M from the side table edges.
- The first marker placed must be more than M from its owner's table edge.
- The second marker must be more than L from its owner's table edge.
- The last marker must be more than L+S from its owner's table edge.
- No markers may be placed in uneven or dangerous terrain.

DEPLOYMENT

The first player deploys at least half his units between M and L of his table edge. Next, his opponent deploys his entire warband, between M and L of his own table edge. Finally, the first player deploys the remainder of his warband, between M and L of his table edge. The first player starts the game. He may not trigger any advanced Saga abilities during this first turn.

SPECIAL RULES

One of the aims of this scenario is to desecrate the opponent's objective markers. Starting with the 2nd turn of a player, that player can attempt to desecrate markers. Opposing objective markers can be charged as if they were enemy units. Melee is resolved normally, with the following rules:

- The Objective marker has an armour of 5 in melee.
- No advanced Saga ability can be triggered.
- The opponent can exploit the attacking unit's fatigue to increase the marker's armour.
- The marker always rolls a number of defence dice equal to twice the number of hits obtained by the attacker. It will cancel a hit for every 5 or more obtained and will be destroyed if at least one casualty is inflicted.
- The attacker suffers no fatigue at the end of this melee.
- All units of the player to which the marker belongs, and which are within S of a destroyed marker suffer fatigue, as if it were a friendly unit.
- If the marker is not destroyed, the attacker must disengage.
- Record each time an attack fails. Each failed attack raises that player's points cap by one.

END OF GAME

After each player has played 5 rounds, both players roll a die. On a result of 7 or more on the sum of the dice, each player plays a 6th and final round. At the end of the game, each player totals the Massacre points they have earned for enemy figures eliminated. However, this total is capped according to the number of enemy objective markers still on the table. The cap is increased by 1 for each unsuccessful attack on a maker scored during the game.

A player with a score 3 or more points above their opponent is the winner. Otherwise, the game is a draw.

Remaining Enemy Objectives	Maximum number of Massacre Pts
3	10
2	16
1	24
0	No cap

New Feud

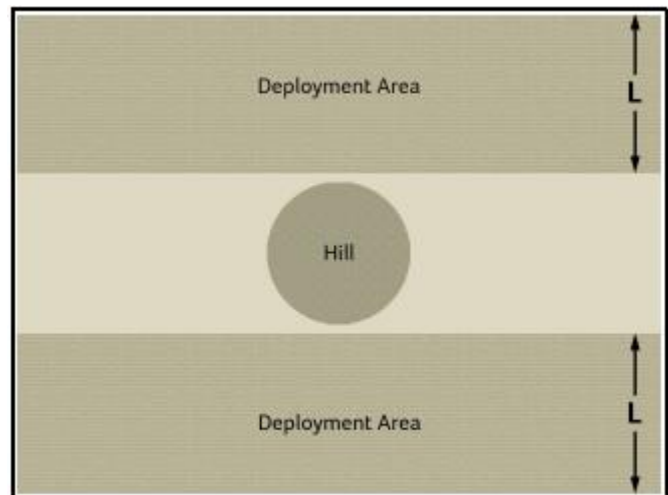
A Re-imagining of the Old Feud scenario by Rodge of Saga Thorsday. None of the optional variants will be used.

Use the rules for the Old Feud scenario from the Book of Battles modified using these rules.

SET-UP

Begin by placing a Hill (open terrain, no cover) in the centre of the table

A 2D (flat) Hill should be used if available. Align the hill so the distance from each player's Deployment Area is the same.



Continue by setting up the scenery according to the universal method (see Universal Method, p.8 Book of Battles) with the following modifications:

- The player who rolls highest can decide whether they are the first or second player. Re-roll ties.
- The Hill may not be moved and does not count as one of the three terrain pieces (but a second Hill may not be placed.)

DEPLOYMENT

The players' deployment areas are within L of their own table edge. The scenario uses the Challenger rules listed on p.29 of the Book of Battles (with latest FAQ modifications). The first player chooses their Challenger first. The first player divides their warband into two groups with as equal a number of units as possible. They then choose one of these two groups and deploy all its units. Next, their opponent deploys their whole warband. Finally, the first player deploys the rest of their warband. The first player begins the game. During their first turn, neither player can activate a unit more than once.

SPECIAL RULES

Starting at the end of Turn 2, players may score bonus points at the end of each of their turns if their Challenger is completely on the Hill. The number of points scored depends on the Challenger. The Traitor, Princess, and Mystic score 2 bonus points. The Soldier and Counsellor score 1 bonus point. The Brute is not bright enough to score any points.

END OF GAME

When both players have played 5 turns, the second player rolls a die. On a roll of 4+, the game ends immediately. If play continues, players have one more turn each. When the game ends, any Challenger not completely on the hill counts as eliminated. If one of the Challengers was eliminated, but not the other, the player controlling the surviving Challenger wins. If the Challengers both died or both survived, the players calculate Massacre points (see Clash of Warlords) and add any bonus points scored during the game. The player with the most points wins the game. A difference of a single point is enough to win this game.

Record the Massacre points achieved in this game, including the bonus points, as scores may be used to determine tie breakers.

Unofficial FAQ Age of Invasions

AoL Romans

Manuballista (page 18): A Roman warband can recruit a single unit. A manuballista cannot close ranks.

Britons

The companions (page 36): A Briton warband can include a maximum of 2 Companion figures. Companions have Hearthguard characteristics.

Franks

Loyal mercenaries benefit from the “Franciscas” rule.

Personal Champion

If your warlord has a war chariot, your personal champion must be mounted on a horse and armed with javelins.

Bishop

Change the divine judgement rule text to read: Once during each of your activation phases, you can transfer 1 fatigue between two friendly units within M of the Bishop OR two enemy units within M of the Bishop.

Guides

Reconnaissance rule: Each scenario in this tournament has some specific rules for determining the terrain. Therefore, the Guides may not use this rule to modify the terrain at all.

Camouflaged: The change to shooting and melee attacks is only in place when the Guides unit are on uneven terrain. When in open terrain Guides have melee aggression of 1 and shooting aggression of ½.

Goths

Resolve ability: Your opponent cannot use fatigues to cancel this ability.

Sassanids

Volley Fire: For the avoidance of doubt, the unit has the profile: Mount (horse), 3/3 armour, bows.

Picts

Masters of the field: The ability lasts until the start of your next turn. The terrain piece counts as solid cover only for the units of the player who triggered the ability.

Loyal: As described in the Age of Vikings FAQ, mercenaries with this rule only count as mercenaries for the purpose of mustering the warband. For victory point purposes and scoring objectives loyal units count as normal members of the warband.

