



SAGA@Roll Call

Saga Age of Vikings, Invasions and Crusades – Sunday 7th April 2024

6 Points – 3 Games

Rules, Factions and Figures

The competition will use the 2022 Saga Rulebook (or Saga Rulebook with the FAQ RULEBOOK 2022) and any released Clarifications or Corrections up to 31st March 2024

Your Faction can be chosen from the following Saga books and any up-to-date FAQ officially released by 31st March 2024: -

Books Allowed – **Age of VIKINGS, Age of INVASIONS, and Age of CRUSADES** only.

- Games will be played using 6 Point warbands chosen from a 7 Point Roster.
- “Old Friends New Enemies” can be used but Skraelings Faction cannot.
- Legendary units, Relics & Artefacts, and Ruses are not being used.
- Any Mercenaries (including Auxiliaries or Swords for Hire) are permitted as allowed by your warbands/faction. For Age of Vikings factions, use the historic table (2019 FAQ).
- Mercenaries used must be named and cannot be changed during the event.
- Players choosing to use a sub faction must specify which one and keep this the same for all 3 games.
- Equipment options and unit types (mounted or foot), warbanners, and unit sizes may be chosen in each game during deployment.
- At the point of deployment, a ½ point of the warband roster may be exchanged as described on Page 47 of the rulebook.
- Players must have appropriate models for any units they wish to deploy.

What to Bring

- Saga Rulebook together with Universe Book for your Faction and its Battle Board.
- Rulers, fatigue markers, Saga Dice (official only), D6 Dice.
- 3 (or more objective markers) that can be fielded on 30mm Diameter or 40mm Diameter bases.
- Terrain pieces that you are willing to share with your opponent if needs be.

Please let the TO know if you are unable to bring a 4' x 3' mat. ianmackayafc@gmail.com

Player Conduct

This is a friendly event and we want everyone attending to have an enjoyable experience whether they win or lose. This is especially important as some players may be attending their first Saga event. All players are expected to behave respectfully to their opponents. Unsporting behaviour and deliberate misplaying or misrepresenting rules will be acted on by the tournament organiser, and points may be deducted.

In the event of any disagreements, players should first carefully read the official rules and try to resolve the problem. If the Players still disagree, they should consult one of the umpires (who

will be announced at the start of the event). An umpire's decision is final.

Schedule

09.00 – 09.30	Registration and Welcome
09.30 – 11.30	To Break a Shieldwall
11.30 – 12.00	Lunch Break
12.00 – 14.00	Rule the Battlefield
14.00 – 14.15	Break
14.15 – 16.15	To Settle a Grudge
1630	Results and Closing Remarks

Games are scheduled for 2 hours. When the allotted time is up the game must end regardless of the number of turns played. Players must ensure that they play an equal number of turns. If there is insufficient time for both players to complete another turn within the remaining time, then the game must be ended.

Matches, and Pairings

For the first match, players will be paired against each other randomly. Pairings will then be adjusted to ensure regular opponents do not play each other in the first game. A "Swiss Chess" system will be used to match players.

Tournament Points

Win	5	
Draw	2	(Draw bonus +1 to the player scoring the most scenario points)
Loss	0	(Loss bonus +1 if player scores 10+ Massacre Points)

The overall tournament winner will be the player with the most tournament points. A tie break will be resolved by comparing Massacre Points scored in the last game then points from the 2nd and, if needs be, the 1st game.

Prizes

More information will be provided for entrants nearer the date of the event.

Universal Rules

The Universal Rules on the next page will be used for all 3 Scenarios.

Universal Rules

Placing Scenery:

- The scenarios from this pack follow the **Universal Method For Placing Scenery**, described in detail on page 8 of *SAGA: Book of Battles* by Studio Tomahawk.
- However, for the purpose of scenario balancing, **the second player** starts the deployment of terrain **instead of the first player**. Every other rule from that method remains valid; players alternate placing terrain, one of them can pass and move a piece after at least three pieces were placed etc.

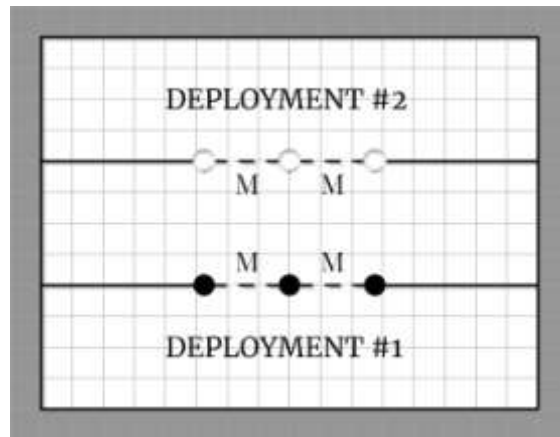
Objective Markers:

- **Objective Markers** must be at least 30 mm and 40 mm at most in diameter. All Objective Markers used in a single game **must have the same diameter**. Anyone bringing 30mm diameter Objective Markers should also bring 40mm diameter blank bases to put them on if needs be.

Beginning the Game:

- Before the first player rolls their Saga Dice, the **second player** rolls **three Saga dice** and places them on their Battle Board. The other five of the second player's Saga dice are removed from play until the end of the first player's first turn.
- The second player **cannot** use **Orders** nor **Activation abilities** (as it is not their Orders nor Activation Phase). They can place Saga dice on Orders or Activation abilities **only in preparation** for their first turn. This restriction does not apply to **Orders/Reaction, Activation/Reaction, Shooting/Reaction or Melee/Reaction** abilities.
- **The first player begins the game with all Saga dice their units generate**. However, these are the only Saga dice they can use during their first turn and all remaining out of their eight Saga dice are taken out of play until the end of the first player's first turn.

To Break A Shieldwall



Setup

Each player places three Objective Markers on the table along the line dividing it down its length **L** away from their long table edge. The first Marker is placed in the centre of the line and the other two to its left and right respectively, **M** away on the line. The objectives placed by a player are **their** objectives.

Then start placing scenery as described by the **Universal Rules for Placing Scenery**. All terrain pieces must be placed more than **S** from any Objective Marker.

Deployment & Beginning the Game

No models in any unit can be deployed in base contact with any Objective Marker.

The first player divides their Warband into two groups (comprised of as equal a number of units as possible) and deploys the group which includes their Warlord entirely within **L** of their table edge. Next, the second player deploys their whole Warband entirely within **L** of their own table edge. Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.

Then begin the game as described in **Universal Rules for Beginning the Game**

Special Rules & Scoring

Players score **Massacre Points** by killing models and by relocating Objective Markers to gain **Objective Points**, as described below. Objective Markers can be captured as described in *SAGA: Book of Battles* on page 17. 3.

At the end of each of **their own turns** (starting on Turn 2), a player scores **2 Objective Points** for each of the Markers from their set which was relocated entirely to their enemy's half of the board or **3 Objective Points** if that Objective was relocated entirely into their enemy's deployment zone.

If the Marker is being carried by a unit at the time of scoring, all models from that unit need to stand entirely within the scoring zone to score **Objective Points**.

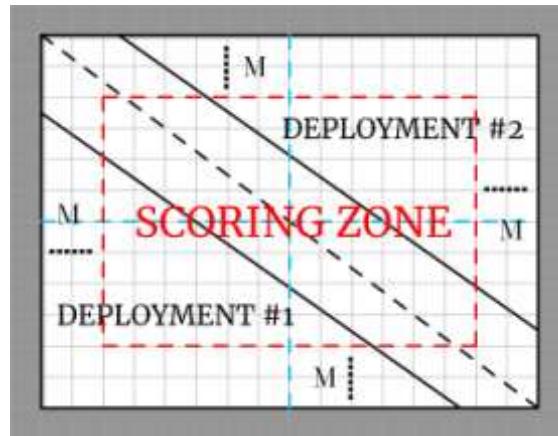
Units **CAN** capture their opponent's Objectives (usually after winning a combat against them or by shooting the last figure standing). However, remember that a unit cannot carry more than one objective at the same time.

End of the Game

After both players have played **five turns** OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.

Next, each player adds up their Warband's score in **Massacre Points** and **Objective Points**. A player wins the game if they have at least **12 Points** and at least **3 Points** more than their opponent. Otherwise, the game ends in a draw.

Rule The Battlefield



Setup

Both players roll 1D6 and the highest roller becomes the **First Player** (reroll ties).

Draw an imaginary line connecting two diagonally opposed corners of the board.

The **First Player** chooses one of board halves as their own. The other half becomes the **Second Player's** one.

Then start placing scenery as described by the **Universal Rules for Placing Scenery**. All terrain pieces must be placed more than **S** from the corner-to-corner line.

Deployment & Beginning the Game

The first player divides their Warband into two groups with as equal a number of units as possible. They deploy the group which includes their Warlord on their half of the board and more than **M** from corner-to-corner line. Next, the second player deploys their whole Warband Warlord on their half of the board and more than **M** from corner-to-corner line. Finally, the first player deploys the rest of their Warband Warlord on their half of the board and more than **M** from corner-to-corner line.

Then begin the game as described in **Universal Rules for Beginning the Game**.

Special Rules & Scoring

Players score **Massacre Points** by killing models and by gaining **Control Points** as described below.

A player controls a quarter of the board if they have more non-mercenary and non-exhausted which generate SAGA Dice in the quarter than their opponent. Units in quarters must remain more than **M** from any of the board edges and cannot have any part of any figure base in another quarter. Points for controlling a quarter are calculated **at the end of their opponent's turn** (starting on Turn 2).

Control Points for board quarter control are scored as follows: -

1 Control Point for the quarter which includes only their own deployment zone.

2 Control Points for one of the quarters which include both deployment zones and for the quarter which includes their opponent's deployment zone.

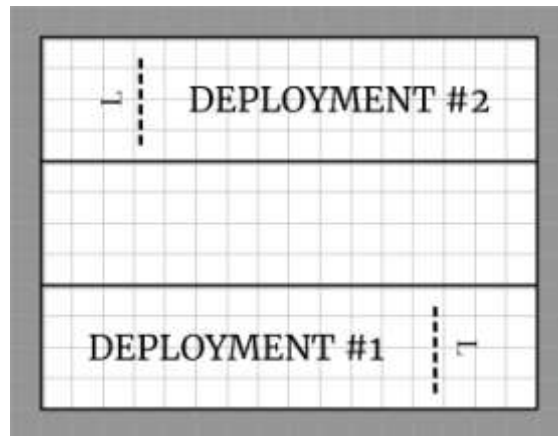
+1 Control Point for each quarter where at least half of their controlling units are infantry.

End of the Game

After both players have played **five turns** OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.

Next, each player adds up their Warband's score in **Massacre Points** and **Control Points**. A player wins the game if they have at least **12 Points** and at least **3 Points** more than their opponent. Otherwise, the game ends in a draw.

To Settle a Grudge



Setup

Begin by placing scenery as described by the **Universal Rules for Placing Scenery**.

When both Warbands are deployed (before any Saga Dice are rolled), both players) must secretly choose one of own units as the **Avenger** and one enemy unit as their **Prey**. Heroes and Heroic units cannot be chosen to be **Prey** and Mercenary units cannot be chosen to be **Avengers**. Both players write their choices down and reveal them at the **End of the Game**.

Deployment & Beginning the Game

The first player divides their Warband into two groups comprised of as equal a number of units as possible. They deploy the group which includes their Warlord entirely within **L** of their table edge. Next, the second player deploys their whole Warband entirely within **L** of their own table edge. Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.

Then begin the game as described in **Universal Rules for Beginning the Game**.

Special Rules & Scoring

Players score **Massacre Points** by killing models and by gaining **Elimination Points** as described below: -

Each player immediately scores **Elimination Points** as follows:

1 Elimination Point when one of their units wins a **Melee**.

1 Elimination Point if 6 to 9 enemy models were eliminated in a single **Melee**. OR

2 Elimination Points if 10 or more enemy models were eliminated in a single **Melee**

(If a player eliminates 6-9 models in a single **Melee** and then eliminates 10 or more models in a subsequent single **Melee**, they score 2 Elimination Points **instead of** 1)

Each player scores additional **Elimination Point/s** if they **entirely destroy** an enemy unit in **Melee**, according to the following schedule: -

+1 Point if the eliminated unit was a **Hero**

+3 Points if that player's **Prey** was eliminated in **hand-to-hand combat** by its respective **Avenger**

(The **Avenger** does not need to eliminate every figure in the **Prey** Unit. However, they do need to "strike the final blow")

End of the Game

After both players have played **five turns** OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.

Next, each player adds up their Warband's score in **Massacre Points** and **Elimination Points** A player wins the game if they have at least **12 Points** and at least **3 Points** more than their opponent. Otherwise, the game ends in a draw.

SAGA Roll Call Tournament Sunday 7th April 2024

Warband Points Roster: 1 2 3 4 5 6	Player name: Faction:
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Game 1	Opponent:		
Massacre Points	Your Result		Result Points
Objective Points	Win	5	
	Draw	2 (+1 if more Scenario Points)	
	Loss	1 (+1 if 10+ Massacre Points scored)	

Game 2	Opponent:		
Massacre Points	Your Result		Result Points
Objective Points	Win	5	
	Draw	2 (+1 if more Scenario Points)	
	Loss	1 (+1 if 10+ Massacre Points scored)	

Total Result Points Game 1 + Game 2	
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Game 3	Opponent:		
Massacre Points	Your Result		Result Points
Elimination Points	Win	5	
	Draw	2 (+1 if more Scenario Points)	
	Loss	1 (+1 if 10+ Massacre Points scored)	

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Total Result Points for 3 Games	
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