

# SAGA WORLD CUP TOURNAMENT

## SEPTEMBER 14th & 15th 2019

### **Rules & Permitted Factions.**

The competition will be played using Saga version 2 rules. The English version of the rules and Battleboards will be the master rules and will override rules books and Boards printed in other languages should there be a conflict in translation or rules. The Current FAQ will be in place.

Each Team will consist of 4 players. 2 players will use the Age Of Vikings Universe supplement and 2 players will use the Age Of Crusades supplement. Each player must use a different faction within their own team.

Any of the main 12 Warbands in the Saga Age of Vikings universe book, The Age of Crusades books are allowed.

You are allowed to select any Legendary Units or Mercenary that your Warband is eligible to use. War Banners are also permitted. Relics & Artefacts are not permitted. No mercenary units may be duplicated within a team (so you could not have both Viking Age Players with Vagrant Warriors in the lists for example)

Rules will be as per SAGA Version 2 (2018) with the latest FAQ revisions and corrections applied. English Version.

Warbands should be fully painted.

### **Warband Roster Sheet**

All Games will be played using 6 point armies selected from a roster of 7 points. There is no need to submit army lists before the event but on the day you will need to bring a 7 point Warband and a completed Warband Roster Sheet (a blank Roster Sheet is provided at the end of this rules pack). Each Warband Roster Sheet must contain the following details: player name, faction type, the points spend breakdown indicating how you have spent these 7 points. Only the way the point has been spent has to be indicated, not the equipment or troop options or mounted/foot.

All units, even units that are free (such as a standard Warlord or a Wandering Bard) have to be listed. Free units listed **must** be used in every game. If you state a Legendary Warlord in your Roster sheet then you must use it in every game. So your Warlord must be stated as a standard Warlord or a Legendary Warlord..

For each points line, indicate the chosen class (Hearthguard and/or Warriors and/or Levy). However, their equipment options/choices and mounted/dismounted (as allowed in each case) can change from game to game and is selected at the time of deploying on the table.. Swords for Hire / Dogs of War should be listed here.

As usual, you may change the way you field your troop types from game to game (e.g. you could field eight Hearthguard models as two units of four in the first game and as one unit of eight in the next). Equipment options may be changed between games and you will declare each unit and its equipment option as they are deployed.

War Banners are **not** specified on the roster as these are allocated to units as the unit is deployed, however, you must have a substitute appropriate banner figure and make their use clear to your opponent.

Your opponent may consult your Roster sheet at any time before, during or after the game.

### **What you need to bring:**

- 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).
- your completed roster sheet
- your measuring sticks or rulers
- your fatigue tokens
- Saga v2 rulebook. The Age of Vikings supplement is recommended.
- All Terrain that you will need to play your games. No terrain will be provided. This must fit in with the size rules in the Rules Book
- Objective Markers and Challengers for the scenarios.

## **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. There will be judges at the event that will be on hand to answer any rules questions. Their words are final even if they are wrong.

## **Schedule**

Please note exact timings for each round will be available on the day. Each player's schedule will be available for the whole event. Players will know which opponents and tables they will have for each of the 6 games so there will be no delay in between games. All players in this tournament will be experienced tournament players and all will be able to manage to get to the right table on time for each game.

At the beginning of the Tournament one representative from each team will draw a token from the draw bag to obtain their team's identifying letter. This will tally with the schedule to show all players their schedule of games.

Each player will play 6 different players from 6 different Countries to give a truly global and varied schedule of games. Viking Age players will only play other Viking Age players and Crusades Players will only play other Crusades Age Players. So you need to choose which players will be using which Universe and Warband prior to the event within your own team.

Scenarios will be from the Main Rule book and The Book of Battles.

## **Saturday**

**Welcome Registration and schedule draw. 9:00**

**Game 1 - Saturday: 9:30 to 11:30 (2 hrs) – Scenario: Clash of Warlords (SAGA Rules P48)**

**Game 2 - Saturday: 11:45 to 13:45 (2 hrs) – Scenario: Desecration (BoB P26)**

**Game 3 - Saturday: 14:30 to 16:30 (2 hrs) – Scenario: Change of Plans (BoC P31)**

## **Sunday**

**Game 4 - Sunday: 9:00 to 11:00 (2 hrs) - Scenario: Guard the Loot (BoB P25)**

**Game 5 - Sunday: 11:15 to 13:15 (2 hrs) - Scenario: Old Fued (BoB P28)**

**Game 6 - Sunday: 14:00 to 16:00 (2 hrs) - Scenario: Clash of Warlords (SAGA Rules (P48)**

## **Competition Scoring**

Victory points are awarded as follows;

Winner of the scenario 5tp

Drawing the scenario 3tp

Loser of the scenario 1tp

Killing opponents Warlord 1tp

The Teams score for each round will be the total points scored by all 4 players in each round. It is only the team total score that will be added to the total score for the tournament. Win as a team or lose as a team.

## **Register Your Team by 16th August.**

When you have selected the 4 players who will make up your Team, please email me and I will send you a link to the payment page for registration. This link is only available through me. Although there is a deadline for entry of 16th August, the sooner you get registered the better for us.

Venue

The Event Venue is.

**The Lee Valley Indoor Athletics Centre, 61 Meridian Way, Edmonton, London N9 0AR, UK.**

## **CONVENTION TIMINGS**

We are sharing a venue with a number of other games collectively known as the London Grand Tournament with our SAGA event being just one of the games being played there on that weekend.

The London GT is open from Friday the 13th of September at 13:00 until 18:00 on Sunday the 15th of September.

**SAGA WORLD CUP WILL RUN ON SATURDAY AND SUNDAY**

Each day the venue will close at 23:00 and last orders at the bar will be called at 22:30

On Sunday games are expected to finish at 16:30 with the awards after this.

## **ACCOMMODATION OPTIONS**

There is a myriad of accommodation options in London, we always suggest attendees find a place to stay that meets their own aspirations for the event. There are a number of hotels a short uber ride from the venue, as well as copious Air BnBs in the vicinity. If you want a more lively weekend, consider staying in central London and commute to the venue.

Alternatively - the cheapest and closest accommodation to the venue - is the Lee Valley Campsite, where you can camp from as little as £9 or stay in a bungalow, cabin or even a wigwam for much less than a hotel room. As an extra bonus, you're just a 5 minute crawl from your gaming table in the morning.

## **TRANSPORT OPTIONS**

We encourage attendees to either drive to the venue, where there is free parking, or travel via Edmonton Green and catch the W8 bus as the nearest train station (Ponders End) is a 15 minute walk away.

By train: The nearest rail stations are Ponders End and Edmonton Green on the Liverpool Street Line. Nearest underground station is Tottenham Hale on the Victoria Line. Please note that Ponders End is a 15 minute walk to the venue.

By bus: London Transport W8 services runs to and from the complex. The W8 connects to Edmonton Green train station.

By car: Leave the M25 at junction 25, follow signs for City. At the first set of traffic lights turn left signposted to Freezywater (A1055). Continue straight along this road for approximately 6 miles (10kms). Follow signs for Lee Valley Leisure Complex. After roundabout with flags, turn left at second set of lights on to the complex. The campsite can be found to the rear.

For sat navs please use: N9 0AR

## **CAR PARKING**

There are over 500 free car parking spaces at the venue, these are allocated on a first come first serve basis

## **LOCKERS**

A limited number of lockers are available for players to make use of at their own risk. These cost £1 per use.