



# Saga UK Grand Melee 2025

Welcome to the rules pack for the Official Gripping Beast Saga Grand Melee tournament. The event will be held at the BHGS Britcon Show taking place in the city of Leicester on the 23rd and 24th of August 2025. It will be the 10<sup>th</sup> 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. This year we have a new format designed to test a player's skill across the eras of Saga and two options for tickets. Read the rules pack for full details.

The Tournament Organiser (TO) for the event is Joe Messenger. If you have any questions about the rules pack, please get in touch via email: [mrjasmessenger@yahoo.co.uk](mailto:mrjasmessenger@yahoo.co.uk)

## Ticket Details

Tickets are purchased via the Britcon website. The entry fee includes lunch, entry to the Britcon Trade Show and a £5 voucher to spend with any trader at the show. This year, two options are available for tickets:

**Option 1** Buy a ticket for the Grand Melee to battle with Age of Vikings and Age of Invasions warbands on Saturday 23<sup>rd</sup> August before returning on Sunday 24<sup>th</sup> August for Age of Crusades and Age of Chivalry.

**Option 2** Buy a ticket for Saturday only and play 3 games in the Age of Vikings and Age of Invasions one day event. Players with either ticket will battle together and a day one champion will be crowned.

## Venue and Location

The event will be held The Venue@DMU in Leicester. LE2 7DP  
<https://www.bhgs.org.uk/britcon.html>

The 2025 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>

# Schedule

**Friday 22nd August** – Britcon show opens. Option for friendly games and socialising. All times are subject to change but we aim for the schedule below:

<b>Saturday 23rd August</b>	<b>Sunday 24th August</b>
8:30 – 9:00 Registration and Welcome	8:30 – 9:00 Meet and Day 2 welcome
9:15 - 11:15 Round 1	9:15 - 11:15 Round 4
11:30 - 13:30 Round 2	11:30 - 13:30 Round 5
13:30 - 14:15 Lunch	13:30 - 14:15 Lunch
14:15 - 16:15 Round 3	14:15 - 16:15 Round 6
16:30 – 17:00 Day one winner announced and prizes awarded.	16:30 – 17:00 Grand Melee Champion announced and prizes awarded

## What to bring

- All appropriate rulebooks and battleboards
- Miniatures for your warbands. For GM players this probably means bringing two warbands unless you can find suitable miniatures to fit more than one age of Saga!
- Official Saga Dice for your faction along with your D6 dice.
- Measuring sticks, tape measure and fatigue tokens
- Terrain
- Pen or pencil for keeping scores
- Objective markers. These must be 3cm to 4cm circular-based models or tokens. Some spare objective markers will be available to borrow if you do not have any.

### Rules from the following books are used:

- Saga Rulebook 2022 Edition
- Age of Invasions
- Age of Vikings
- Age of Crusades
- Age of Chivalry
- Saga Book of Battles
- Studio Tomahawk Saga Tournament Booklet
- 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 August 1st 2025. In addition, see the unofficial FAQ featured at the end of this pack which addresses ambiguous details from Age of Invasions. An official FAQ will take precedence over this unofficial version.

# Factions and Warband Construction

Warband construction follows the standard rules found in the Saga rulebook. Your warband is made up of 6 points of units. 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. The faction must be clearly stated along with any sub faction e.g. Baltic Crusaders. Sub factions must stay the same for all games with that warband. The ½ point rule is being used. Players may change a ½ point from the warband when deploying units.

Special units such as Viking Berserkers or Irish Dogs must be specified in your list and used in every game. Similarly, units such as Hussite wagons and Sassanid Elephants must be listed on the roster.

Grand Melee Players will have to submit two rosters as they will be using two different warbands. Rosters for both must be submitted during registration and these cannot be changed later. Use the sheet at the end of this pack (suggested to print double sided) or simply complete the sheet on the day and hand in before the first game. Players taking part in the one day event just need to fill out one side of the roster sheet.

Legendary Units are not used. Relics & Artifacts are not used. Articles of Faith are not used. Old Friends New Enemies factions are not allowed.

Skraelings are permitted and count as an Age of Vikings warband. In recognition of playing in Leicester, Yorkist and Lancastrian warbands are allowed at the Crusades/Chivalry day. The Early Piast Dynasty warband is not allowed.

War banners are allowed if permitted by the book. The banner must be represented with a suitable model.

You may include a single mercenary unit allowed to your faction in each warband roster. Any mercenary unit to be used must be specifically named on the list and used in every game – that includes cannons! For mercenary units in the Age of Vikings the 2021 FAQ chart is used.

# Miniatures

- All miniatures must conform to the basing rules specified in the Saga rulebook.
- Your miniatures should look appropriate for the warband that they are representing. No Space Marines for Crusaders or Goblin Anglo-Saxons!
- There should be a clear visual distinction between unit types. Unit composition and armament is always decided by the player at the point when a unit is deployed on the table. Players must clearly state unit types and equipment to opponents.
- 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 and based. We all have different skill and methods so pro-painting is not expected. This is the Grand Melee so just make sure all miniatures are at least finished to a basic standard.

If playing in the Grand Melee, players will need miniatures for their two different warbands. Canny players might find models suitable for both eras and reduce what they have to bring. Miniatures used in this way should look appropriate for both warbands. It may be possible to have Normans who become Crusaders or Saxons used as Pagan People but no Jomsvikings acting as Burgundians! If in any doubt, contact the TO.

# Terrain

Players 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. You must make your entire personal terrain pool available to both players in every game you play.

Please ensure the aesthetic of terrain is appropriate for Saga. Player's own terrain may come in many forms, 2D or 3D, but all must look appropriate 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 paper or card terrain will not be permitted. If in any doubt as to the suitability of your models or terrain, please contact the TO in advance to confirm before the day.

Terrain deployment is specified in the scenario rules. 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.

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

## Objective Markers

Several scenarios use objective markers. These are circular counters or markers 3cm to 4cm in diameter (all must be the same size). Markers do not block movement or line of sight and count as low, open ground. However, miniatures may not finish a move, charge or withdrawal on top of an objective. No part of a model's base may ever be placed on an objective.

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

## Scoring

Refer to the scenario rules to determine the victory conditions. Players earn a number of Tournament Points between 0 and 6 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
'Ragnar's Bonus' the player who first completes 6 charges on enemy units.	+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.

### Ragnar's Bonus

This is the Grand Melee so Ragnar wants to see plenty of melee combat! Each player should record the number of charges they complete during each game. Use a D6 or paper to record each charge completed. Cancelled charges or those against an objective marker do not count. The player who first completes 6 charges wins +1 tournament point no matter if they win, lose or draw the game.

### 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.

### Win Margin

Check the scenario points to determine the winner of each game. In all games except the final game on Sunday, players need 3 or more points above their opponent to win. A difference of 0,1 or 2 points is a draw. In the final game of the Grand Melee, players only draw with exactly tied scores. A single point difference is enough to win. This is to discourage overly defensive play in the final.

# Scenarios

We will be playing the following scenarios. However, apart from the first one, the order of the scenarios is not set. Before each game, the next scenario to be played will be randomly determined by the TO. Rules for the scenarios are included at the end of the rules pack but remember that this does not mean they will be played in that order.

Round 1:

Clash of Warlords. Follow instructions from the Saga rulebook. No special rules.

Rounds 2 to 6:

Advance, Wolf Pass, Sacred Ground, Desacralization, To Break a Shieldwall.

# 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. The two players with the highest ranking are matched against each other and so on. If two players 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.

In the event of their being an uneven number of players at the tournament, a bye system may be used. Notes on this can be found at the back of this rules pack.

# Ranking

At the end of the final round, players will be ranked according to who has the highest total Tournament Points. Tied scores will be resolved by comparing Scenario Victory Points scored in the final game. If these are also tied, Scenario Victory Points scored in the previous game will be compared and so on.

This system will be used at the end of day one to determine the winner of the AoV and AoI event. Players participating in the Grand Melee keep all their scores and continue to play the next day at the AoC and AoCh event.

The Grand Melee Champion will be determined by the total points scored over both days.

# 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. Players must check and initial opponent's scores to ensure they are correct.

# Player Conduct

The tournament is a competitive event but all players want to have an enjoyable experience whether they win, lose or draw. Players are expected to behave respectfully to opponents and organisers. We are all here to play the fabulous game of Saga and to enjoy spending time with fellow wargame enthusiasts.

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 such as deliberate misplaying of rules 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 and in extreme cases players may be disqualified.

All players must play at a reasonable pace and make a meaningful effort to finish the round on time. Deliberate collusion between players to fix results is not allowed. For this reason, conceding games is discouraged although we acknowledge that it may be appropriate in some circumstances.

To encourage good conduct, there is a Chivalry Award for the most sporting GM player chosen by the participants.

# 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.

# 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.

**Day One Champion** - The top-ranking player at the end of the first day. Open to both one day and GM players.

**Valhalla Award** – The warlord, defeated in battle who died a glorious death and finished in last place.

**Best Painted Warlord** - Vikings/Invasions. At the end of day one, the best painted/modelled warlord will be rewarded with a prize. This will be judged by Gripping Beast.

**Best Painted Warlord** - Crusades/Chivalry. At the end of day two, the best painted/modelled warlord will be rewarded with a prize. This will be judged by Gripping Beast.

**Chivalry Award** – Most sporting, charming or friendly player chosen by the other players. After the final round on day 2, please hand in the slip to the TO with the player(s) who you enjoyed playing against most over the weekend. This is for GM players only.





# Wolf Pass

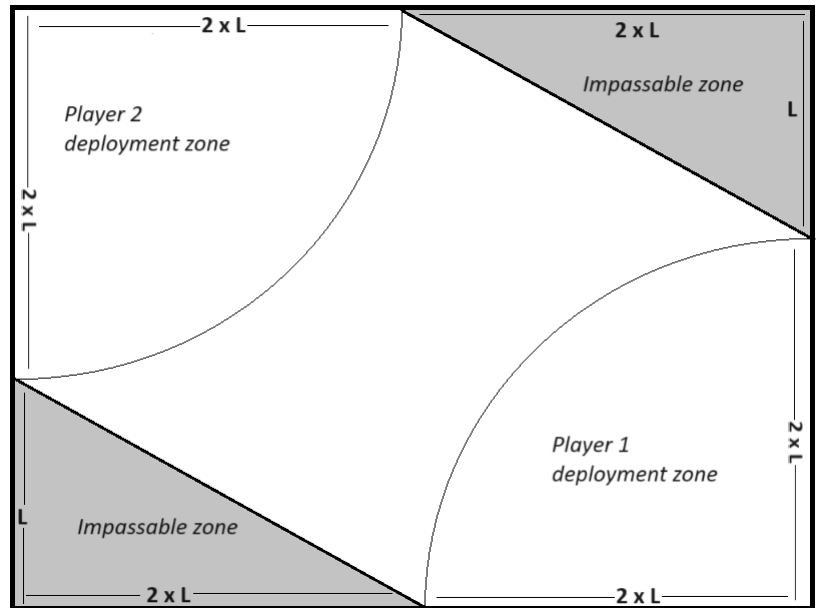
Scenario created by J Messenger for the UK GM

*Battle for dominance of the strategic mountain pass*

## LAYOUT

Play on a standard 3'x4' battlefield. Each player's deployment is based around the corner on the right side of their long table edge. Players will deploy within 2xL of their respective corners.

Areas near to the other two corners form the rocky mountain sides and are impassable to units. Mark a line between the points where each player's deployment zones meet the battlefield edge. The two triangles created form the mountain sides and count as high area, impassable terrain (see diagram).



Both players roll a D6 and the highest is player 1. Players may place terrain as normal using the universal method but only small area terrain may be used and none may be placed or moved within **S** of the impassable zones.

## DEPLOYMENT

The Player 1 deploys all their levy units within  $2 \times L$  of their corner. Player 2 then deploys all their levy units within  $2 \times L$  of their corner. Player 1 then deploys all warrior units within  $2 \times L$  of their corner. Player 2 then deploys all their warrior units within  $2 \times L$  of their corner. Player 1 then deploys all their remaining units within  $2 \times L$  of their corner. Player 2 then deploys all their remaining units within  $2 \times L$  of their corner.

Player 1 begins the game with only 3 Saga dice (other dice are removed for the first turn). Player 2 plays their first turn with just 5 Saga dice (remove the other dice for the first turn).

## VICTORY CONDITIONS

After both players have played 5 turns roll a die. On a result of 1, 2 or 3 the game ends but otherwise players play one more turn each.

At the end of the game, players count the Conquest Points for all their remaining units. Any unit ending the game wholly or partly within the opponent's deployment counts as having an additional 3 models when working out Conquest Points. Each player works out their total conquest points to find their score for the scenario and determine the winner.

Conquest Points	
Add up the value of each of your own units by counting remaining models.	
Unit with 3 or fewer models	0 points
4 to 6	2 points
7 to 9	4 points
10 or more	6 points
Hearthguards or heroic unit	+1
Levies and/or mercenaries	Halve the conquest points
Unit with Presence rule	+1

# Sacred Ground

Updated version of the Saga v1 scenario

## SET-UP

Each player rolls a die, and the highest result will be the first player. Place a large open hill in the centre of the battlefield. Then the first player places another piece of terrain between **L** and **2xL** of their long table edge. The second player then places a piece of terrain between **L** and **2xL** of their own long table edge. Terrain must be deployed more than **M** from any other terrain. No other terrain is placed and no pieces may be moved.

## DEPLOYMENT

The first player deploys a unit within **M** of their long table edge. Their opponent then deploys a unit within **M** of their long table edge. Continue taking turns until all units are deployed.

## GAME START AND DURATION

The game begins with the first player's turn. The first player has only 3 Saga dice for their first turn (the other 5 may not be used). The second player has only 5 Saga dice for their first turn (the other 3 dice may not be used). Players generate and roll dice as normal in later turns. After each player has played 6 full turns, the winner is determined.

## DETERMINING THE WINNER

At the start of every player's turn, before rolling Saga dice, the player whose turn it is determines the points they score for occupying any of the three terrain pieces. Conquest points are scored for models which are wholly in the terrain. Count up the conquest points for each unit in the terrain (although only models entirely inside the terrain count).

The maximum number of points scored from each terrain piece is capped at the player's turn number.

For example: It is the player's turn 3. A player has 3 warrior models in 1 terrain piece – they score 0 points. 4 hearthguard plus the warlord in another – 3 pts for the HG +1 for the warlord but capped at 3 because of the turn number. 12 levy in another the final terrain piece – they score 3 points. The player scores a total of 6 points this turn.

Keep a record of the conquest points scored by each player. Compare points to determine the winner.

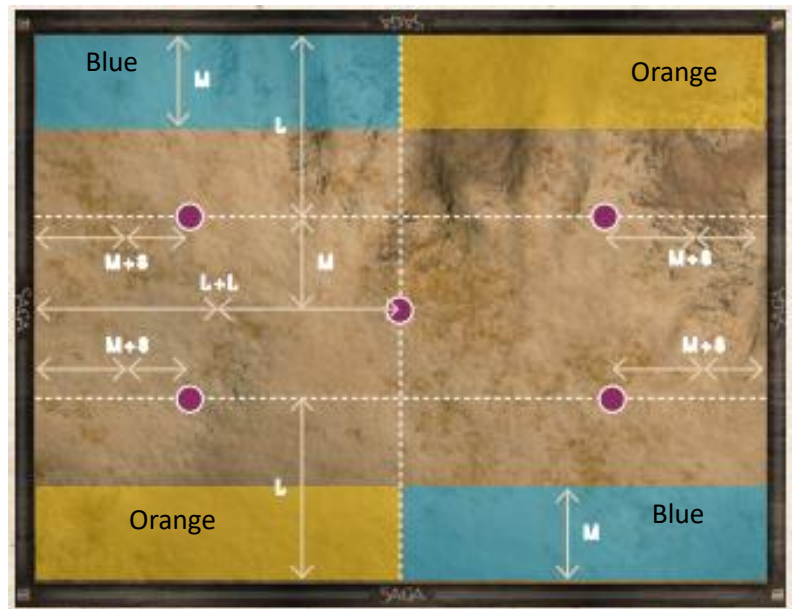
<b>Conquest Points</b>	
Add up the value of each of your own units by counting remaining models.	
Unit with 3 or fewer models	0 points
4 to 6	2 points
7 to 9	4 points
10 or more	6 points
Hearthguards or heroic unit	+1
Levies and/or mercenaries	Halve the conquest points
Unit with Presence rule	+1

# Advance

## SET-UP

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

Starting with the first player, take turns to choose and place a small terrain piece. Terrain must be placed more than S away from any objective marker or other terrain. The number of terrain elements of the same type cannot exceed the maximum indicated by the terrain table.



## 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 6 full turns, 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. A unit can only control or contest a single objective.

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. Players compare victory points scored to determine the winner.

# Desacralization

## SET-UP

Each player rolls a die and the highest result will be first player. Starting with the first player, players take turns to choose a terrain piece from the Clash of Warlords scenarios terrain table until each player has two pieces. 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.
- No terrain feature may be placed within M of another terrain piece.

After setting up the scenery, each player takes 3 objective markers. Starting with the first 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 and withdraw as usual.
- 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 six turns, the game ends. 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 charge attack on a marker during the game.

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

# To Break a Shieldwall

Scenario created by J. Raszyński, for the Polish GM

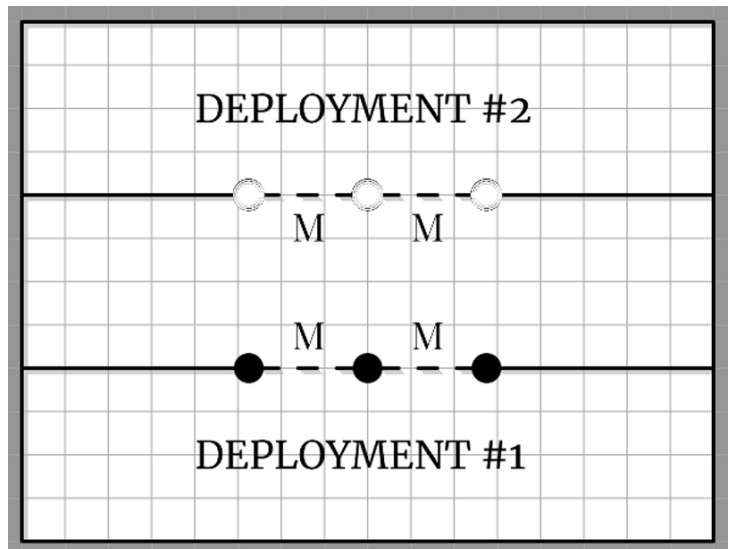
## Setup

Each player will need 3 Objective Markers. Roll to determine the first player.

1) Start by placing a set of three Objective Markers on the table L away from the first player's table edge. The first Marker is placed in the centre an equal distance from each short table edge. The other are placed two to its left and right respectively, M away (measured from the marker edges). This set belongs to the first player.

2) Next, place another set of three Objective Markers in the same way on the opposite side. This set belongs to the second player.

3) Then start placing scenery according to the Universal Method. Terrain must not be placed or moved within **S** of any Objective Marker.



## Deployment & Beginning the Game

1) The first player deploys half their units, including the Warlord, entirely within **L** of their long table edge. No units for either player may be deployed in base contact with objectives.

2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.

3) Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge. The first player begins the game. Before starting, the second player may roll and place 3 dice on their battleboard.

## Special Rules & Scoring

1) Players score Massacre Points as described in the same way as the Clash of Warlords scenario and also by relocating Objective Markers, as described below.

2) Objective Markers can be captured and moved as described in SAGA: Book of Battles page 17. This is summarised below for convenience but see the main version for details.

3) At the end of each of their own turns after the first, a player scores 2 points for each of their Objective markers entirely in their enemy's half of the board or 3 points for each Objective relocated entirely into their enemy's deployment zone.

4) If the Marker is carried by a unit at the time of scoring, all models from the unit need to stand entirely within the scoring zones in order to score. It does not matter whose unit has the Objective.

5) Units can capture and move enemy Objective markers but players only score from their own Objectives being in the opponent's table half.

## End of the Game

After each player has played six turns, the game ends. To determine the winner, each player adds up their Warband's score in Massacre Points and adds on points scored for Objectives.

## Capturing Objective Markers

A unit finishing a move activation in base contact with an Objective marker can choose to capture it. Take the marker off the table or place it next to the unit. A unit carrying an objective moves and charges as if in uneven terrain (maximum distance of **S**). Units mounted on horses will therefore gain an extra fatigue after every move and charge whilst holding an objective. No Saga ability or special rule allows a unit to move more than **S**. Units which cannot move in uneven terrain such as chariots or wagons cannot move or charge once they capture an objective. A unit with an objective cannot relocate via a special or Saga ability. A unit carrying an objective cannot activate in the opponent's turn for any reason. In melee, the unit winning the melee can choose to seize an objective held by the opposing unit. If wiped out, a unit will leave the objective in the place of the last model removed. A unit can only ever hold one objective and cannot choose to drop it or pass it to another friendly unit.

# 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: The terrain manipulation rules apply only to scenarios using the ‘unmodified ‘universal method’ for terrain. In this tournament that applies only to the Clash of Warlords scenario. Therefore, the Guides may only use their *reconnaissance* rule in the first game. Any terrain added must be a piece from terrain table.

*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.

## Tournament Bye Rules

If an uneven number of players are participating in the tournament, then the ‘bye’ system may be used. In this event, one GM player in each round will be given a bye and miss the game. Players in the one day event are not eligible for the bye. A player may only have one bye during the tournament so no player will miss more than one game.

Players can volunteer for the bye by letting the TO know if they are willing miss the game. Players in the top 6 will not be eligible for the bye. If no player volunteers then the lowest ranked player will be given the bye. During the first round the TO will miss the game. At the end of the tournament, a player will receive tournament points for the bye game equal to their average score in other games. If required for a tie break, a player will score an average number of victory points based on their other games.



