

## Rules & Permitted Factions.

The competition will be played using Saga version 2 rules including the 2021 FAQ. Any warband from Age of Invasions is permitted. This includes Old friends, New Enemies factions. You are allowed to select any Swords for Hire/Mercenaries that your warband is eligible to use. War Banners are also permitted. Legendary units/warlords are not permitted.

Warbands should be fully painted, or at least sufficiently, to clearly distinguish the troop types. In a departure from usual requirements it is Ok to use proxy figures provided that they are painted. If you want to use your Normans as Goths, that is fine. This is being done to encourage participation in an event limited to 12 factions.

## Warband Roster Sheet

All Games will be played using 6 point armies. Players will have a fixed 6 point roster for the competition. However we will be using the 2021 FAQ rule for Finalising Warband Roster, where, at the time of deployment players can exchange ½ a point of their roster for another ½ point (Remember though that units will still be subject to the 4 figure minimum rule).

*Example. John has a roster of 2 Hearthguard, 3 Warriors & 1 Levy. He is playing Huns & decides that he would like to have increased shooting capability. At the time of deploying his warband he exchanges ½ point of Hearthguard (2 figures) for ½ point of levy (6 figures).*

There is no need to submit army lists before the event but on the day you will need to bring any figures that you may want to use and a completed Warband Roster Sheet

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. 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). For clarification, Elephants & Manuballista are troop types & not equipment options, therefore any player using them will need to include them on their roster & play every game with them.

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
- painted characters for the Old Feud scenario & objective markers for Desecration scenario
- terrain you may want to use (apart from the Frozen River)
- 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 Book of Battles & the Aol supplement.
- a pen (always handy)

## 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 an Umpire(s) at the event that will be on hand to answer any rules questions. Their words are final even if they are wrong.

## **Schedule**

### **8:30-9:30 – Registration & draw**

**Game 1 - Saturday: 9:30 to 11:30 (2.00 hrs)**

**Game 2 - Saturday: 11:45 to 13:45 (2.00 hrs)**

**Game 3 - Saturday: 14:00 to 16.00 (2.00 hrs)**

**Game 4 - Sunday: 9:00 to 11:00 (2.00 hrs)**

**Game 5 - Sunday: 11:30 to 13:30 (2.00 hrs)**

**Game 6 - Sunday: 14:00 to 16.00 (2.00 hrs)**

### **Prize Giving's: 16.15**

Depending upon numbers the draw will be a mix of random and/or Swiss. If we only have 6 entrants, the first 5 games will be done on a league basis, with the final round played on a Swiss basis where 1<sup>st</sup> will play 2<sup>nd</sup> to see who wins the event. If we have 10+ entrants the draw will be random for Day 1 but Swiss for Day 2. I will try to ensure that no player will play the same player twice. If requested beforehand then I will try to keep regular playing opponents apart.

### **No SAGA Dice?**

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. Irrespective of the scenario rules, the loser gets no Victory Points. The opponent (the winner) gets 5 Victory Points.

### **Competition Scoring**

Unless the game ends under the No Saga Dice rule as described above, then Victory points are awarded as follows; If a player meets the winning criterion then they score 5 Victory Points & their opponent scores 1 Victory Point.

If the result is a draw then both players score 3 Victory Points.

No matter whether you have Won, Drawn or Lost, you can score 1 bonus Victory point if you killed the enemy warlord whilst your warlord was still alive. If both warlords die in the same combat, this bonus point is not won. To put it simply, the first player to kill the opponents Warlord gets 1 bonus point.

Prizes will be awarded at the end for the players that have accumulated the most Victory Points over the 3 games.

Tied results will be differentiated;

- firstly on the result of any head to head games between the people who have tied
- if still tied after this, then by the Victory Points scored by opponents of each player, with the higher placing going to the player whose opponents have scored more Victory Points.

If you have to miss a game (eg because we have an odd number of players) you will be awarded an average of your own score from your other games.

### **Game Layout & Timing**

The terrain will be set per the rules for each scenario.. All games will be played on approximately 48" \* 36" table areas. Games will last a maximum of 2 hours. Results must be handed in after 2 hours has elapsed. The playing of equal turns is paramount. Both players must agree that they will complete the last turn pair in the time available. If there is more than 10 mins left, the players should agree to split the available time. If there is less than 10 mins available it is at the discretion of the players.

## Scenarios

### **Game 1 - Saturday Morning – Book of Battles Desecration (P26)**

Each Player needs 3 Objective markers for this scenario.

This game is decided on Massacre points which are subject to a cap due to intact enemy objective markers.

This is played as per the Book of Battles except that to win the scenario you must score at least 4 points higher than your opponent.

### **Game 2 - Saturday Afternoon – Book of Battles Old Feud (P28)**

Each Player needs a suitable Challenger model for this scenario.

This game is decided on Challenger survival or Massacre points.

This is played as per the Book of Battles except that if Massacre points are required to determine the winner, to win the scenario you must score at least 4 points higher than your opponent.

### **Game 3 - Saturday Afternoon – Book of Battles A Change of Plans (P31)**

This game is decided on a combination of Massacre points, Survival points & Conquest points.

This is played as per the Book of Battles except that to win the scenario you must score at least 4 points higher than your opponent. Given the more complex scoring we hope to be a bit lenient on the time for this game if it is needed.

### **Game 4 – Sunday Morning – Age Of Invasions The Frozen River (P78)**

The terrain for the river & the crossings will be provided. Normal terrain will need to be provided by the players. The Frozen River does not count as a piece of uneven terrain for the purpose of Saga abilities. The River will be 5" wide & each crossing will allow 3 figures abreast to cross.

This game is decided on Massacre points of your surviving figures that have crossed the river.

To win the scenario you must score at least 4 points higher than your opponent. *As an extra bonus in this scenario, Ainsty Castings have agreed to award the bridges in this scenario to the winners of each game.*

### **Game 5 -Sunday Morning – Age of Invasions Fight Around the Fire (P74)**

This game is decided on Massacre points.

To win the scenario you must score at least 4 points higher than your opponent.

### **Game 6 – Sunday Afternoon – Rulebook Clash Of Warlords (P48)**

This game is decided on Massacre points.

This is played as per the Rulebook except that Player 1 always gets the last turn (even if this means that they get a 7<sup>th</sup> turn). For this Turn Player 1 only generate half of the Saga Dice that they would generate normally (rounded up).

*Example. Player 2 has finished his 6<sup>th</sup> Turn. Player 1 now has a 7<sup>th</sup> Turn which will be the last Turn of the game. His warband would normally generate 5 Saga Dice, as this is the last Turn this is reduced to half & Player 1 has to play with 3 Saga Dice.*

To win the scenario a player must score at least 2 points higher than their opponent and a minimum of 10 points.

NB The scoring has been deliberately altered to discourage ties in the final round. A further discouragement is that Ties in this round will be scored as LOSSES!!! ie 1TP not the usual 3TP

Explanation of the Clash of Warlords Tournament Rule. In the 2021 UK Grand Melee results showed an overwhelming bias towards Player 2. This is an attempt to address that & to get the scenario balanced. The thought process is the Player 1s first Turn is equivalent to about half a Turn. Therefore, giving Player 1 half a Turn at the end should balance things.