

# SAGA

# THE OFFICIAL GRIPPING BEAST GRAND MELEE

AGE OF DARKNESS

(AGE OF VIKINGS & AGE OF INVASIONS)

NOTTINGHAM AUGUST 10<sup>TH</sup> & 11<sup>TH</sup> 2024



**GRIPPING  
BEAST**

# SAGA



# GRIPPING BEAST

## Hi there!

Welcome to the rules pack for **The Official Gripping Beast Grand Melee**, Age of Darkness, a two-day Saga v2 tournament to be held at Nottingham City Campus conference and event centre on the **10<sup>th</sup> and 11<sup>th</sup> of August 2024**.

This pack covers the event rules and all other information that you will need to ensure that you have a great time. We look forward to welcoming you to our event, and we can't wait to see you there!

## Ticket Details

<https://buytickets.at/thebritishhistoricalgamessociety/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.

You can find a map including nearby parking here:

<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



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# Schedule

## Friday 9th

Friendly pickup games.

## Saturday 10th

Registration 8:30

- Round 1 - 9:00 - 11:15
- Round 2 - 11:30 - 13:45

Lunch - 13:45 - 14:30

- Round 3 - 14:30 - 16:45

## Sunday 11th

Meet up 8:30

- Round 1 - 9:00 - 11:15
- Round 2 - 11:30 - 13:45

Lunch - 13:45 - 14:15

- Round 3 - 14:15 - 16:30

Prizes

# Event Rules

## Core 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)
- Setting up the Table (Pg. 8)
- All scenarios and scenario-related rules

The latest FAQ's, including any that are published before July 1<sup>st</sup> 2024 will be used.

### What You Need to Bring

- All appropriate rulebooks
- Miniatures for your warband
- Official Saga Battle board for your faction
- Official Saga Dice for your faction (D6s or other substitutes may not be used)
- 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)
- Measuring sticks or tape measure
- Terrain (see terrain rules below)

# Scenarios

We will be playing the following scenarios from the SAGA Tournament Booklet (Version 1 – November 2023) & one mission from RodgeRules@SagaThursday . These will be 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 (No optional variants will be used)

## No more Saga Dice?

Should a warband start its turn without generating any Saga die, the game ends immediately. This warband's player scores zero points and their opponent scores 3.

## Warband Construction

Legendary Units are not used.

Relics & Artifacts are not used.

Old Friends New Enemies are Allowed.

### Your Warband

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.

### Mercenaries

You may spend up to half your points on mercenaries as per page 47 of the Saga rulebook. For 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 representative of 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

Unit composition and armament is always decided by the player at the point when a unit is deployed on the table. If a unit is moved onto the table (such as by the “entering the table” rules), then composition and armament are decided at this point instead. 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 Book of Battles. For notes on what terrain to bring, please see the section on Painting & Modelling.

The pieces 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. Terrain rules in scenarios take precedence over the Book of Battles.

At the start of the game, combine the event terrain pool with both players' personal terrain pools. This forms the game terrain pool. The game terrain pool must be clearly established and agreed before any terrain may be placed. Once terrain placement begins, no additional terrain may be added to the terrain pool.

Terrain is placed according to the standard terrain placement method as described in the Book of Battles, using the terrain available in the game terrain pool.

For A new Feud, a 2D (flat) Hill must be used if available.

# Deployment

In any scenario where the final state of deployment is not known when deploying units, such as in "Feasting and Pillaging" which makes knowing what 50% of your warband's units will be impossible, you must deploy in such a way that your deployment will be eventually 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)

# Scenery and Objective markers

The scenarios use the scenery items described in the Clash of Warlords scenario scenery table in the rule book. Each player will need a minimum of 3 small terrain elements and one large one. One or two more won't hurt.

Scenarios use objective markers. These are counters or round markers 3- 4cm in diameter, subject to the following rules:

- These markers cannot be moved, teleported or affected by anything produced by the players' disturbed minds.
- They are placed as indicated by the scenario, will not 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.

Terrain items deployment is specified for each scenario.

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

- No terrain element can ever be placed at S of an objective marker.
- No terrain element can ever be placed at S of another terrain item.
- If a terrain element cannot be placed, it is lost.



# Warband Lists

You must provide a written Warband list on the day. You must give one copy to the tournament organiser and have one copy to show your opponent at the start of each round. The Warband list must include the following:

- Your Faction
- The number of points spent on each unit type (Hearth guard, Warriors, Levy and Mercenaries)
- The name of the mercenary unit you are using if any.
- 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 Hearth guard” cannot be deployed as normal Hearth guard OR Viking Berserkers – you must make the decision in advance. Such is the price for having access to special units!

Warband List Submission is via:

<https://www.statsandladders.com/>

Stats & Ladders is the tournament software used to run this event.

"If you have not yet signed up with Stats & Ladders, please do so. Once you are signed up to Stats & Ladders, search for The Grand Melee event and submit your list."

Your list needs to be uploaded to Stats & Ladders and needs to be done so by 4<sup>th</sup> August 2024. Lists will be hidden until the day of the event.

## Scoring, Ranking & Pairings Scoring Games

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

Win – 3      Draw-1      Loss-0

# Ranking

Players are ranked according to who has the highest total tournament points. Tied players will be ranked first by Tiebreaker Calculation

## **Tiebreak 1 - Strength of Schedule**

To calculate strength of schedule for a player, add up the total tournament points earned by a players' first opponent, then divide that number by the number of games that that opponent played. Repeat this process for each opponent and add these numbers together. Then, divide that total by the number of opponents. (This means that byes have no positive or negative effect on a players' Strength of Schedule as it is only based on games that were actually played)

## **Tiebreak 2 – Extended Strength of Schedule**

To calculate extended strength of schedule for a player, add up the strength of schedule of each opponent. Then, divide this total by the number of opponents.

# Pairings

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 whom they have not yet played at this event.

# End of Round Procedures

Players should endeavour to play an equal number of turns in the allotted time where possible. 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 in the round at regular intervals.

When time on the round is called, you will have five minutes to submit your result to the TO. If you have not played an even number of turns when time is called, please call a TO who will assist you in making a decision regarding the winner of the game and make a decision themselves if necessary.



# Painting and Modelling

The minimum required painting standard for models used at this event is:

- Fully assembled.
- Three distinct colours applied.
- Coloured and textured base.

Models that do not meet this standard may not be used.

The minimum required standard for terrain used at this event is:

- Terrain must accurately represent the terrain type you intend to use it as
- 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!
- Terrain must be fully painted and based to a reasonable standard
- 2D Terrain is allowed as long as it is of a standard similar to the picture below:



(This is a SAGA specific set made by Playmats.EU)

If in any doubt as to the suitability of your models or terrain, please contact us in advance to confirm before the day!

# Sportsmanship

A tournament should be a time for socializing. Despite being a competition, we expect players to behave like gentlemen, and 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! Don't forget that! So, if some players are taking the game a little too seriously, take them for a walk to the bar (if old enough), let them have a drink and come back to the gaming table relaxed. Any inappropriate behaviour should be punished.

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 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 judges' discretion. All players must play at a reasonable pace and make a meaningful effort to finish the round on time.

Referees and tournament organizers may make mistakes, may have the wrong interpretation, as they are likely to be tired after a day or two of play, and we hope they will drink their fair share of beers during the event. But the golden rule during every tournament will be «Shut up, it's magic». So, if after discussion and consultation, a judge rules and says that the Macedonians are shooting fireballs out of all their orifices, the only question a player is allowed to ask is, «What's the range, sir? "This statement is law. Tournament organizers are devoted fans of the game, dear to our heart, and they should be congratulated and respected rather than upset by some behaviours.

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>.



# Tournament Organiser

## Responsibilities

This event will be officiated by the JustPlay Saga team (Daneel and Ian); Daneel will be your tournament organiser (TOs) 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 your tournament organiser – we're here to help! Note that the TO might also be playing in the event to eliminate the need for a bye, so We will be using a two-tier judging system, which allows our TOs to also participate in the event if needed.

Any rules dispute will be resolved first by the first judge, or by the second judge if the first judge is participating in the game, or by the third judge if both the first and second judges are participating in the game etc.

The judges are as follows:

Head Judge & TO: Daneel Starr

Second Judge: Ian O'Brien

To allow all player to focus on destroying their opponents and having fun, we aim to keep the judging team separate from the players but if required, additional judges will be announced on the day.



# Awards

To celebrate **The Grand Melee**, we have a number of prizes available this year with amazing support from **Gripping Beast**. Trophies will also be provided by the **British Historical Games Society**. Even though this is a tournament, and there must be a winner, we have a number of other prize categories this year so that everyone has something that they can aim for over the weekend.

**Best overall General** – The general who battles their way to the top of the standings at the end of the weekend.

**Best Age of Invasions General** - The top-ranking general using an Warband from the Age of Invasions.

(2<sup>nd</sup> place if 1<sup>st</sup> was also best overall general)

**Best Age of Vikings General** – The top-ranking general using an Warband from the Age of Vikings.

(2<sup>nd</sup> place if 1<sup>st</sup> was also best overall general)

**Best of the worst** – The Mighty Wooden Spoon. The player who, despite their best laid plans, has tasted the bitter taste of defeat.

**Best Themed** – As well as submitting your list, we encourage you to submit a background and history for 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 an 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 each round apart from the first and last.



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## Contact Details

If you want to get in touch with us regarding anything in this pack, questions about the event, queries about the venue, or even simply help with hotels or any other local knowledge then please do get in touch! You can contact us in the following ways:

Email: [daneelstarr@gmail.com](mailto:daneelstarr@gmail.com)

We cannot wait to see you at The Grand Melee. Good luck with your preparations!

# Clash of Warbands

## SET-UP

Each player rolls a die, and the highest result chooses whether to be first or second player. Starting with the first player, each player selects a terrain element from the Clash Of Warlord universal terrain table. Each player must choose either one «large» terrain element, or 3 «small» ones, and stops once they have selected their elements. The number of terrain elements of the same type cannot exceed the maximum indicated by the terrain table, so each player may see his choices reduced as the elements are selected. Once the terrain elements have been selected, again starting with the first player and alternating, each player places one of his terrain elements on the table, 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. His final position may not cause him to violate rules 2) and 3) above (but it is possible to move a terrain element so that it is outside the table half of the player who placed it).

## 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 place 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

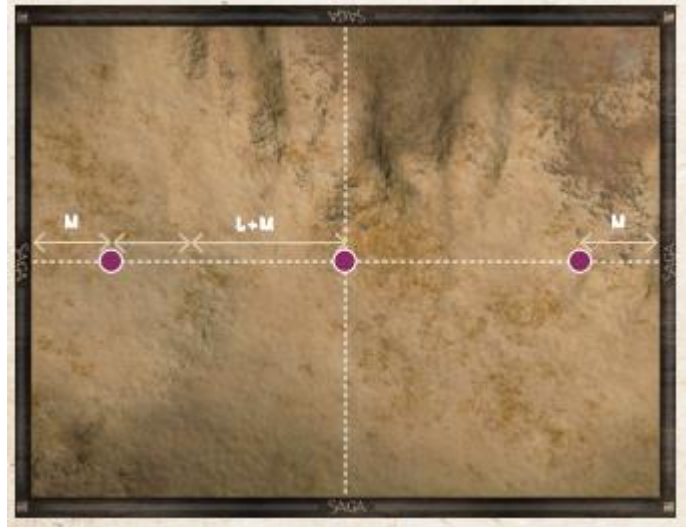
At the end of the game, all units with at least one model within M of the table edge of the player to whom they belong are eliminated. Then each player counts the Slaughter points of the eliminated enemy miniatures, according to the «Clash of Warlords» scenario in the Saga rulebook (2022 edition). See the victory table in the introduction to this document to determine the tournament points earned by each player.



# 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 as above.

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

The first player must deploy half his entire warband, entirely within  $L$  on his own edge of the table. His opponent then deploys his entire warband. Finally, the first player deploys the rest of his 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 victory points are counted to decide the winner

## **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 within VS of an objective.

AND

- No non-exhausted enemy unit generating 1 SAGA dice is within VS of the objective.

Indicate the capture of an objective with a marker of your choice. This marker remains with 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).

## **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:

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

It's a good idea to keep a clear record of the victory points scored by both players (we recommend that each player keep a record for himself and his opponent). Then consult the victory table in the introduction to this document to determine the tournament points earned by each player

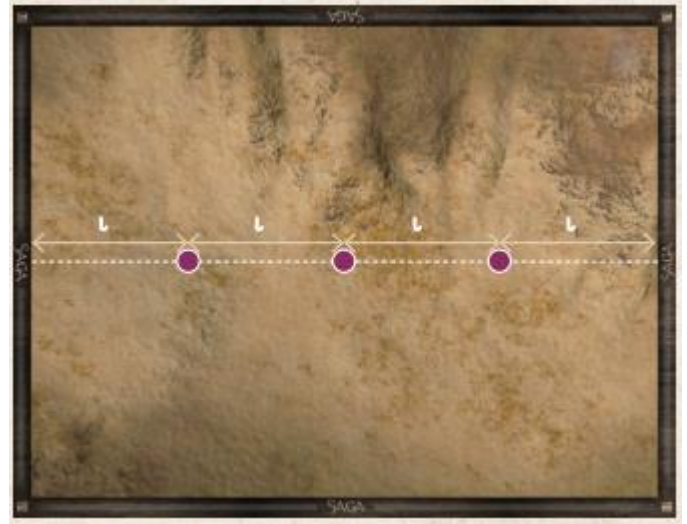
# Conquest



## 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 center line of the table, as shown in the following 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. The terrain elements selected must be taken from terrain table of the «Clash of the Warlords», and the number of terrain elements of the same type may not exceed the maximum indicated by the terrain table. 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 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. His 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 Slaughter 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.

A clear record should be kept of victory points scored by both players (we recommend that each player keep a record for himself and his opponent).

### **DETERMINING THE WINNER**

Each player counts the slaughter 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. See the victory table in the introduction to this document to determine the tournament points earned by each player.

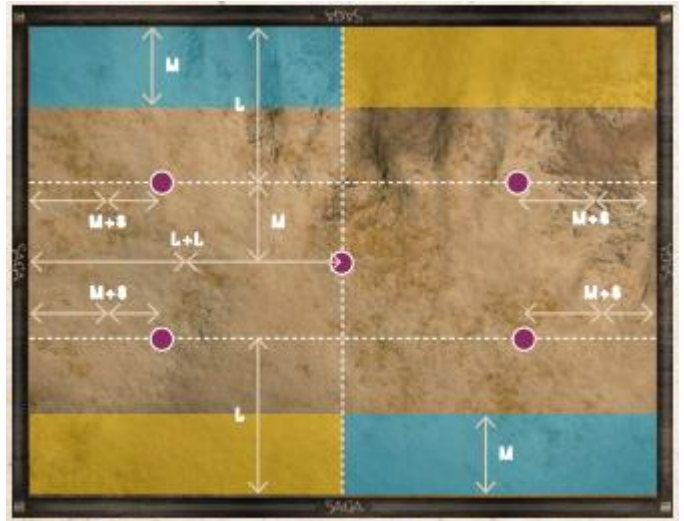


# Advance

## 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 place 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 6<sup>th</sup> 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 nonmercenary, non-exhausted unit generating 1 SAGA dice within VS from 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. Consult the victory table in the introduction to this document to determine the tournament points earned by each player.

# 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 2 terrain pieces from the «Clash of the Warlords» scenario terrain table. Each player may choose only one «large» terrain piece.

The number of terrain pieces of the same type may not exceed the maximum indicated by the terrain table of the Clash of Warlord scenario of the rulebook.

Starting this time with the first player and alternating, players place their terrain elements with the following restrictions. assigned to the players (the long table edges).

- 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 piece 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, 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 difficult or dangerous terrain.

## DEPLOYMENT

The first player deploys at least half his units between M and L on 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 special 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.
- If the objective is not destroyed, note that you have carried out an unsuccessful attack on an objective. Each objective can only be awarded one such marker per turn.

## 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 Slaughter 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.

REMAINING ENEMY OBJECTIVES	MAX NUMBER OF SLAUGHTER POINTS
3	10
2	16
1	24
0	NO CAP

The cap is increased by 1 for each unsuccessful attack scored during the game.



# New Feud

A Re-imagining of the Old Feud Scenario by Rodge,  
last updated Feb 26th, 2022

## SET-UP

Begin by placing a Hill in the centre of the table (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) 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

At the end of Turn 5, the second player rolls a dice. On a roll of 4+, the game ends immediately. If play continues, the game ends after Turn 6. 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 Massacre Points, p.6) and add any bonus points scored during the game. The player with the most points wins the game. In the case of a tie, the player who scored the most bonus points wins the game. If that is tied as well, then it is truly a Draw!

