UK Games Expo SAGA Melee 2017   Version 1.3

Permitted Factions.
Your warband may be from any officially published faction i.e. anything in SAGA Dark Age Skirmishes, Northern Fury, Raven's Shadow, Varjazi & Basileus or SAGA The Crescent & The Cross and even from SAGA Aetius & Arthur. All Heroes of the Viking Age, Heroes of the Crusading Age, Swords for Hire and Dogs of War may be used as per their rules. You may not use the SAGA Revenants or the Arab lists from Wargames Illustrated. War Banners and Priests as described in The Crescent and Cross rules and latest official errata FAQ are also allowed. If you are using a special unit, please also ensure you bring a copy of their rules with you for your opponent to read.

Warbands should be fully painted, or at least sufficiently, to clearly distinguish the troop types.
Your figures should reflect what they are, that is What You See Is What You Get (WYSIWYG) so no Space Wolves pretending to be Vikings, etc.

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, a Warlord Priest or a Troubadour/Wandering Bard) have to be listed. Free units listed **must** be used in every game. If you include a Priest in your roster, you can only list one. If you include a Warlord Priest (which is a free upgrade) you must use this rather than a standard warlord in all your games. If you state a Hero Warlord in your Roster sheet, it takes 1 point of your Roster and you must use it in every game. So your Warlord must be stated as a standard Warlord, a Hero Warlord or a Warlord Priest with the kind of Priest stated.

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. Swords for Hire and Dogs of War units 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.)

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
- The appropriate rulebook or supplement with your faction in it
- 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 that 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.

Rules

Unless specifically over-ruled in this document or by the judges on the day, the rules as defined in SAGA The Crescent & The Cross rulebook (English language version) will be used. So for example, if a horse mounted unit ends it's movement in uneven ground it takes an extra fatigue.

Also the latest rule amendments described in the official errata FAQ will be used.

http://studiotomahawk.freeforums.org/faq-summer-2016-t6619.html#p43990

Please note that the Priest rules have been heavily amended in the FAQ rule amendments.

First and subsequent Round Parings

For rounds one and two, players will be paired randomly. For subsequent rounds, the scores archived so far will be used to pair players.

Schedule

9:30-10:00 - Registration

Please note exact timings for each round will be confirmed on the day. At the start of each game, an exact end time for that game will be announced. Players will be matched up as they arrive.

Game 1 – 10:00 to 11:45 (1.75 hrs) – Village Pillage

Game 2 – 12:00 to 13:45 (1.75 hrs) – Battle for the Hoard

Game 3 - 14:15 to 16:00 (1.75 hrs) – Sacred Ground (Escalation)

Game 4 - 16:15 to 18:00 (1.75 hrs) – Champions of God (*Butcher's Version)*）

Prize Giving's: TBA

ADDITIONAL RULES FOR ALL SCENARIOS

Scenario Victory Point Scoring
Each game will result in one of the conditions: a Big Win/Loss, a Close Win/Loss or a Draw.

What qualifies each of these conditions is defined for each scenario.

If the outcome is a **Big Win/Loss**, the winner scores 9 scenario VPs & the loser 1 scenario VP.
If the outcome is a **Close Win/Loss**, the winner scores 7 scenario VPs & the loser 3 scenario VP.
If the outcome is a **Draw**, each player usually scores 5 scenario VPs but some scenarios have different values.

In addition, there is a possibility for 1 player to earn a bonus 1 VP. This is earned by the first player to wipe out an enemy unit (the unit must be wiped out in either a melee or in a shooting and not by a Saga Board ability alone).

Also either or both players may suffer a 2 scenario VP penalty. Any player that does not score at least 8 slaughter points suffers a 2 scenario victory point penalty. However a player can never be reduced to less than 1 VP per game.

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 game results in an automatic Big Win for his opponent, irrespective of the particular scenario requirements for a Big Win. The bonus point and 2 VP penalty for the scenario will still apply to either player.

Player pairings and winners with tied Scenario Victory Points
When pairing players and when determining the winning players, in the event of tied scenario victory points, the players will be ranked firstly on the result in a head to head match that they have played. If this does not split them then the players will be ranked by the total of the scenario victory points scored by the opponents that they have faced over the tournament, The player whose opponents have scored the most scenario victory points receiving the higher ranking (on the logic that they have faced the better opponents during the tournament).

Game Layout
The terrain and any supplementary equipment required for each scenario will be pre-set for each game. All games will be played on approximately 48" * 36" table areas. As actual table sizes may vary at the venue, do all setup measurements from an agreed centre line.

Games will last a maximum of 1 hour 45 minutes. At the end of this time the game must end. 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.

Determining the first player:
As defined in The Crescent & The Cross rules, unless otherwise stated in the scenario, the following rule is used to determine who goes first. After deployment, each player rolls one dice and adds the number of SAGA dice his warband generates as it is deployed. This might be more than 6. The player with the highest total (in case of a tie, re-roll) **chooses** who will go first.

If the first player was determined with the above procedure, then after the first player is determined, his opponent may role 3 SAGA dice and places them on his Battleboard. This is not an orders phase, no re-rolls or abilities can be used at this point, just place the three dice rolled on the board to get some defensive abilities in the first turn of the game. Note: If any of these dice are unused after the first players turn they are removed so the second player roles SAGA dice as normal on his first turn.

Slaughtering Victory Points:
Slaughtering victory points are based on the number of enemy models the opposing Warband has lost during the game and are calculated as: 3 for a Warlord, 1 per Hearthguard, 1 per 2 Warriors (rounded up) & 1 per 3 Levie (rounded up).
Special units and figures have specific Slaughtering victory points defined in the rules for that unit.
Note: Some scenarios only count Slaughting Victory Points as a result of a melee.

Scenarios

Some of these scenarios will sound familiar and are based on ones previously published but it is essential to read the words in this document as there are differences.

Scenario: **Village Pillage - Game 1**   Game Length: 6 turns or time out reached

Layout: The scenery is pre-set (as shown below).

Deployment:
Do not alter the scenery before your game, just roll to see who deploys first and hence has choice of table edge and also deploys 1 unit on his table side more than **M** from the table centre line. His opponent then deploys 1 unit more than **M** from the table centre line on the opposite table edge.
This is repeated till both players have deployed their warband.

After deployment determine who starts (using the procedure defined in the rule pack).
Play through the game and when your game is complete, fill out the Game Results slip with your opponent and hand it in.

Scenario Rules:
A building is placed M away from a table corner in the two opposite corners as shown below. Each player 'owns' the building on his side of the table. These buildings are considered high area terrain but are impassable (in this scenario). Models may move freely within VS of the buildings and touch the buildings.
When a unit ends a movement activation with at least one model touching the opponent's building the unit receives one 'pillage' token. A pillage token is collected after a movement activation (even if the unit does not move) as long as the activation did not involve a melee or shooting (i.e. javelins and composite bows). A unit can collect several pillage tokens in a turn but normal fatigue rules apply. [Note: A disengagement move is not a move activation]
A unit can only carry as many pillage tokens as it has models. Excess tokens are lost when models are eliminated. Hence if a unit is eliminated, then all its tokens are lost.
Any type of unit can carry pillage tokens (dogs and camels included).
Terrain notes:
The Woods are High Area Terrain, Soft Cover and Uneven ground.
Building: High Area Terrain, Impassable terrain in this scenario.

Scenario Victory Points:
A Big Win is scored if at the end of the game a player has collected at least 4 more pillage tokens than his opponent. The player scoring a Big Win gets 9 scenario victory points, his opponent scores 1 scenario victory point.
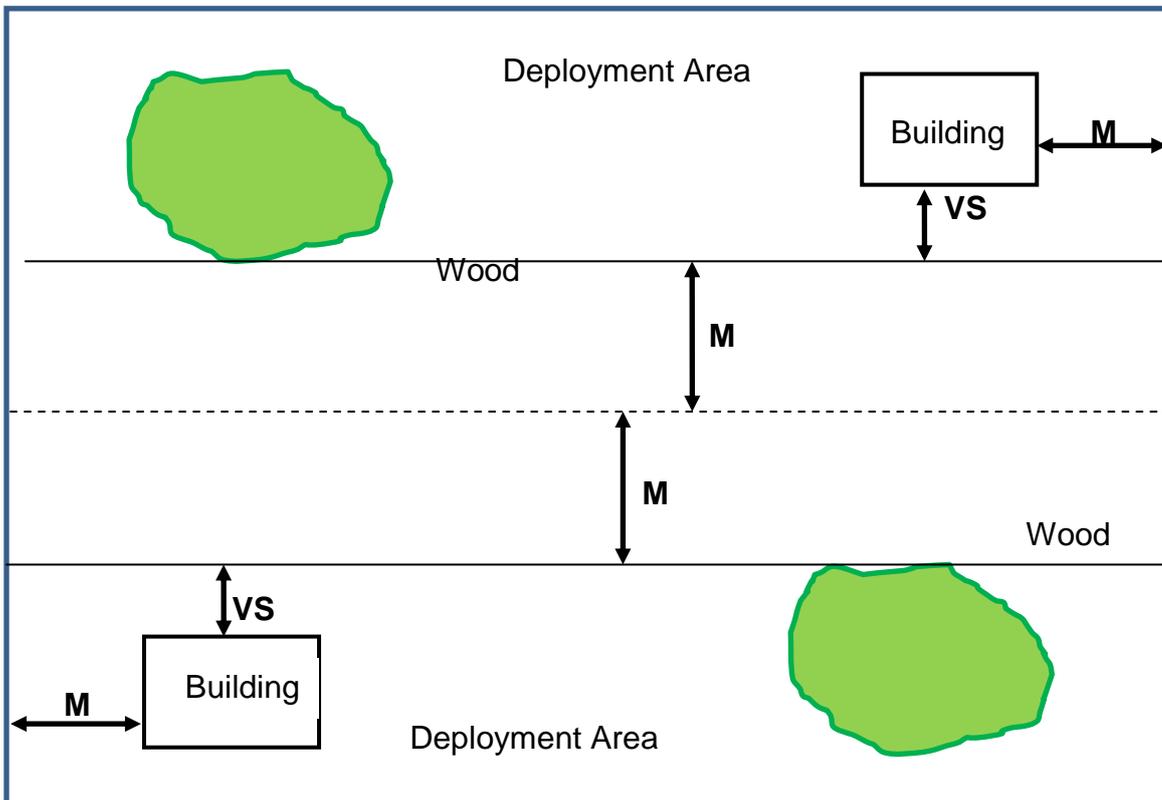A Close Win is scored if at the end of the game a player has collected 1-3 more pillage tokens than his opponent. The player scoring a Close Win gets 7 scenario victory points, his opponent scores 3 scenario victory points.
The result is a Draw if neither player has scored either a Big Win or a Close Win. A player scores 5 VP's if they gained at least 1 pillage token at some point in the game, otherwise 2 VP.
In addition to the points above;

- The first player to wipe out an enemy unit (in either a melee or in a shooting) earns a bonus 1 VP.
- Any player that does not score at least 8 slaughter points suffers a 2 scenario VP penalty. However a player can never be reduced to less than 1 VP per game.

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Terrain: (Not shown to scale)

Scenario: **Battle for the Hoard - Game 2**   **Game Length: 6 turns or time out reached**

Layout: The scenery is pre-set (as shown below).

Scenario Rules:

A hoard of treasures has been discovered hidden in a swamp. Two warlords learn of the prize and fight to claim it…

Players decide who will play the first turn by bidding to play with a reduced number of points. Whoever bids lower goes first with the reduced warband and his opponent has a 6 point Warband. Roll a D6 in the event of a tie and the higher die roll starts first with the bid value. The starting player then deploys his entire warband at least **L** away from the table centre line. The opponent then deploys his warband with the full number of points at least **L** from the table centre line on the opposite table edge.

Special Rules

The Marsh is a magical area and factions with SAGA Abilities which apply to uneven ground (for example Irish Sons of Dana and/or Sidh or Welsh Ambush) cannot be used in/on this terrain piece.

At the end of a move activation if they have a model **on, OR within VS,** of the Hoard token that model is deemed to have picked up the Hoard. The model closest to the Hoard token should be selected to pick up the token (place the token under that model).

Picking up the Hoard completes the players turn. A model retains the Hoard token until killed or until the unit is forced to disengage after Melee. It cannot give it up voluntarily. If the hoard is dropped as a result of a melee, a model in the opposing side takes possession of the Hoard (it can be any model in that unit as determined by the controlling player). **The unit taking possession of the Hoard following a melee cannot be activated again this turn**. If a model with the Hoard is killed by a shooting or other ranged action then the Hoard token is left on the table and is available again to be picked up as originally. A player cannot move the hoard token from model to model. When models are removed as casualties, the model holding the token must be selected last.

The hoard is heavy, and there are penalties for the unit carrying it:

1. Any unit with the Hoard has its maximum move reduced to S. This cannot be increased by any SAGA or model ability so for example Norman Gallop and Welsh Children of the Land don't increase the move beyond a single S. Use of fatigue will therefore reduce the Hoard unit's move down to VS.

2. Any unit with the Hoard has its saving rolls reduced by one. (Melee hits are saved on a 6; shooting hits are saved on a 5 or 6).

3. The unit with the Hoard does not generate any SAGA dice

When your game is complete, fill out the Game Results slip with your opponent and hand it in.

Terrain notes:

The Woods are High Area Terrain, Soft Cover and Uneven ground.

The Marsh is Low Area Terrain and Uneven ground. However, Factions with SAGA Abilities which apply to uneven ground (for example Irish Sons of Dana and/or Sidh or Welsh Ambush) cannot be used in this terrain piece.

Scenario Victory Points:

A Big Win is scored if a player holds the Hoard at the end of the game and his opponent never had possession of the Hoard at any time in the game. The player scoring a Big Win gets 9 scenario victory points, his opponent scores 1 scenario victory point.

A Close Win is scored by holding the Hoard at the end of the game but his opponent had possession of the Hoard at some point in the game. The player scoring a Close Win gets 7 scenario victory points, his opponent scores 3 scenario victory points.

The result is a Draw if neither player has scored either a Big Win or a Close Win. A player scores 5 VP's if they were in possession of the Hoard at some point in the game, otherwise 2 VP.

In addition to the points above;

- The first player to wipe out an enemy unit (in either a melee or in a shooting) earns a bonus 1 VP.
- Any player that does not score at least 8 slaughter points suffers a 2 scenario VP penalty. However a player can never be reduced to less than 1 VP per game.

Terrain: (Not shown to scale)
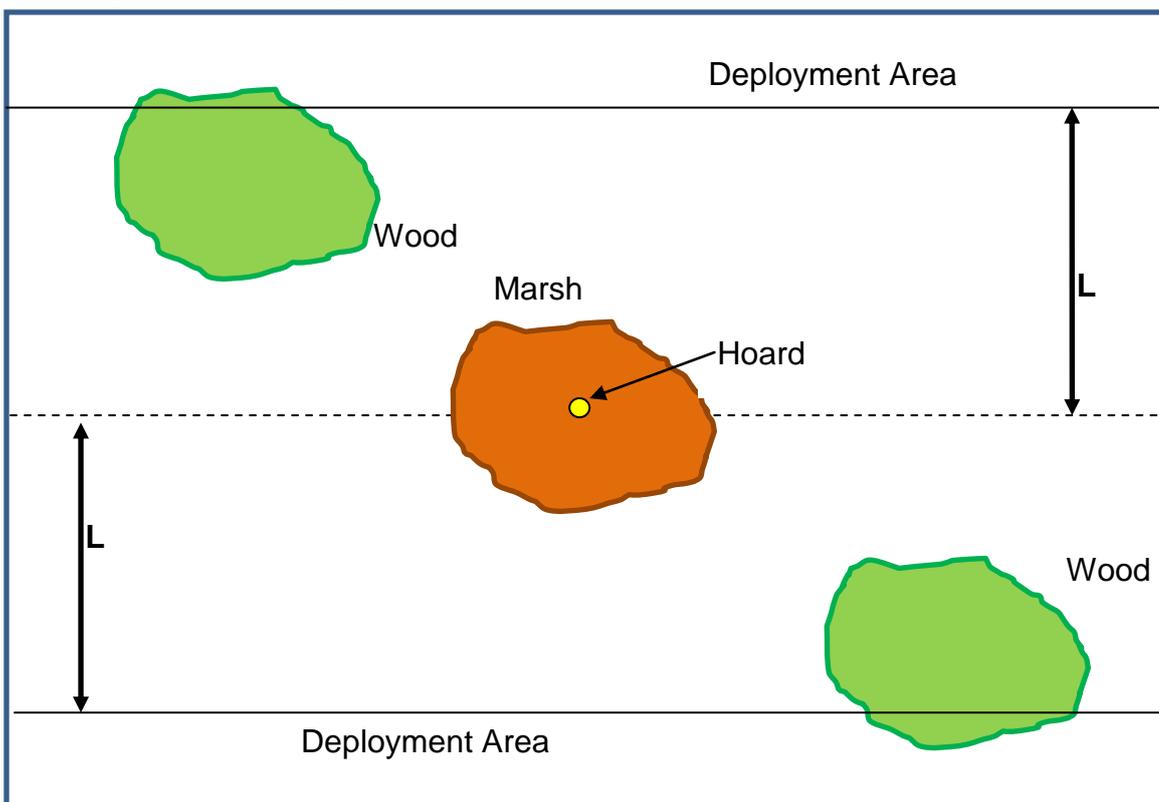
Scenario: **Sacred Ground (Escalation) - Game 3**   Game Length: **6 turns or time out reached**

Layout: In the centre of the table is a hill with two smaller hills **M** away from the central hill deployed as shown below. All three of these areas are sacred ground.

Scenario Rules:

Do not alter the scenery before your game, just roll to see who deploys first and hence has choice of table edge.

The winner deploys his Warlord on his table side more than **L** from the table centre line.

His opponent then deploys his Warlord more than **L** from the table centre line on the opposite table edge.

Then starting with the player that deployed his Warlord first, each player must deploy one unit, players alternate the deployment of their units until all units are deployed. However, the following deployment sequence must also be adhered too: *foot units with ranged weapons then mounted units with ranged weapons then other foot the other mounted units*.

After deployment determine who starts (using the procedure defined in the rule pack).

Play through the game and when your game is complete, fill out the Game Results slip with your opponent and hand it in.

Terrain notes:

The Hill is High Area Terrain, no Cover and Open ground.

Scenario Victory Points:

At the end of each player's turn, starting with each player's second turn, **the player** counts the number of Conquering Victory Points they scored this turn. The number of Conquering Victory Points is based on the units that are **entirely** placed in one of the three scenery items placed on the table. No scenery item can grant more than the **turn number** of Conquering Victory Points for a player per turn. [So on turn 2, the maximum number of Conquering Victory points a player can get is 2 * 3 = 6]

Conquering Victory Points are awarded for units rather than for figures, based on the following list:

- Each Hearthguard unit is worth **three** Conquering Victory Points
- Each Warrior unit is worth **two** Conquering Victory Points
- Each Levy unit is worth **one** Conquering Victory Point
- Swords for Hire and Dogs of War unit/s are worth Conquering Victory Points equal to the troop type they count as
- Units of three or less models do not earn any Conquering Victory Points (this extends to units that started the game as single figure units, such as Warlords, Wandering Bards and Troubadours)

The number of Conquering Victory Points gained each turn is accumulated each turn till the game ends. If the game ends early because one player losses all his warband, the other player can calculate what Conquering Victory Points he can earn upto turn 6.

Scenario Victory Points:

A Big Win is scored if at the end of the game a player has scored at least 5 conquering victory points more than his opponent. The player scoring a Big Win gets 9 scenario victory points, his opponent scores 1 scenario victory point.
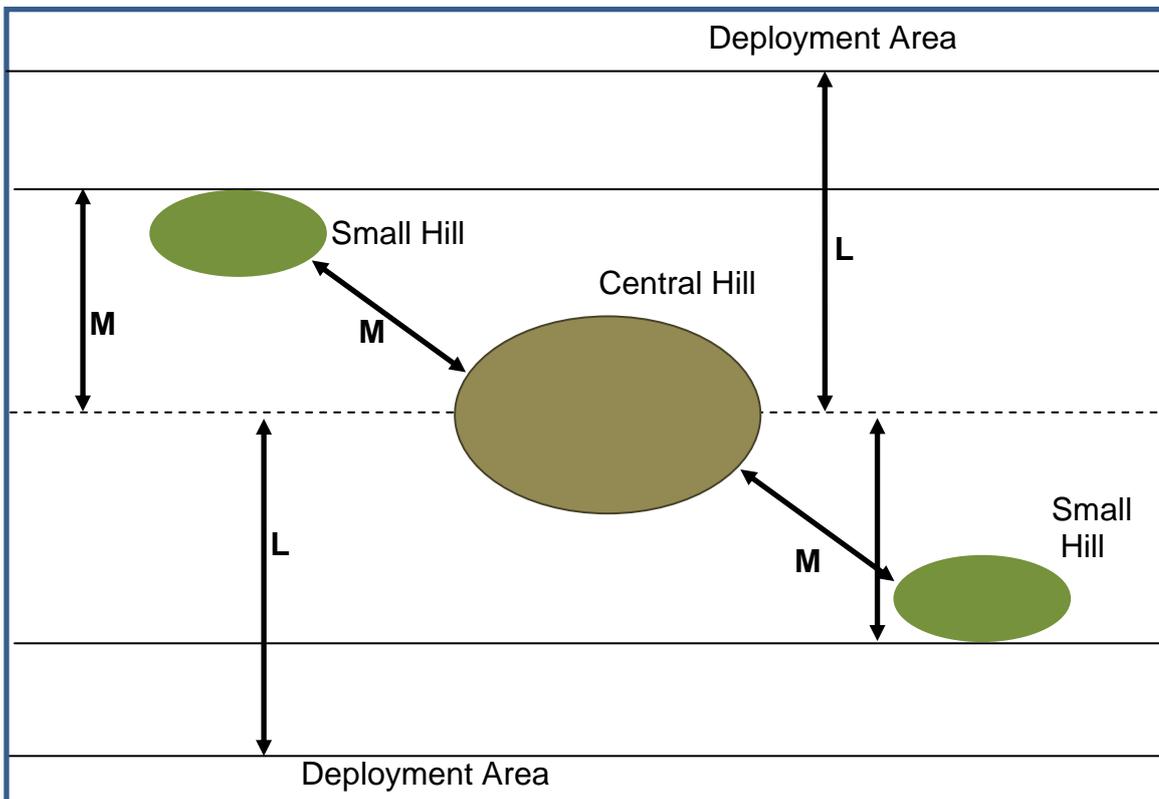
A Close Win is scored if at the end of the game a player has scored 2-4 conquering victory points more than his opponent. The player scoring a Close Win gets 7 scenario victory points, his opponent scores 3 scenario victory points.

The result is a Draw if neither player has scored either a Big Win or a Close Win. Both players score 5 scenario victory points.

In addition to the points above;

- The first player to wipe out an enemy unit (in either a melee or in a shooting) earns a bonus 1 VP.
- Any player that does not score at least 8 slaughter points suffers a 2 scenario VP penalty. However a player can never be reduced to less than 1 VP per game.

Terrain: (Not shown to scale)

Scenario: **Champions of God (*Butcher's Version*) - Game 4**
Game Length: 6 turns or time out reached

Layout: The scenery is pre-set (as shown below).

Deployment:
Do not alter the scenery before your game, just roll to see who deploys first and hence has choice of table edge and also deploys his Warlord his Warlord on his table side more than **M** from the table centre line.
His opponent then deploys his Warlord more than **M** from the table centre line on the opposite table edge.
Then starting with the player that deployed his Warlord first, each player must deploy one unit, players alternate the deployment of their units until all units are deployed. However, the following deployment sequence must also be adhered too: *foot units with ranged weapons then mounted units with ranged weapons then other foot the other mounted units.*
After deployment determine who starts (using the procedure defined in the rule pack).

Play through the game and when your game is complete, fill out the Game Results slip with your opponent and hand it in.

Special Rules:
Only models eliminated during a Melee (from step 0 to step 8) count as eliminated for Slaughtering Victory Points. Other models do NOT count. Set the models eliminated outside a Melee sequence apart, to avoid counting them for VPs.

Scenario Victory Points:
A Big Win is scored if a player has scored at least 6 slaughter points (in Melee) more than his opponent. The player scoring a Big Win gets 9 scenario victory points, his opponent scores 1 scenario victory point.
A Close Win is scored if a player has scored 2-5 slaughter points (in Melee) more than your opponent. The player scoring a Close Win gets 7 scenario victory points, his opponent scores 3 scenario victory points.
The result is a Draw if neither player has scored either a Big Win or a Close Win. Both players score 5 scenario victory points.

In addition to the points above;
- The first player to wipe out an enemy unit (in either a melee or in a shooting) earns a bonus 1 VP.
- Any player that does not score at least 8 slaughter points (in anyway) suffers a 2 scenario VP penalty. However a player can never be reduced to less than 1 VP per game.

Terrain Notes:
The Woods are High Area Terrain, Soft Cover and Uneven ground.

Terrain: (Not shown to scale)
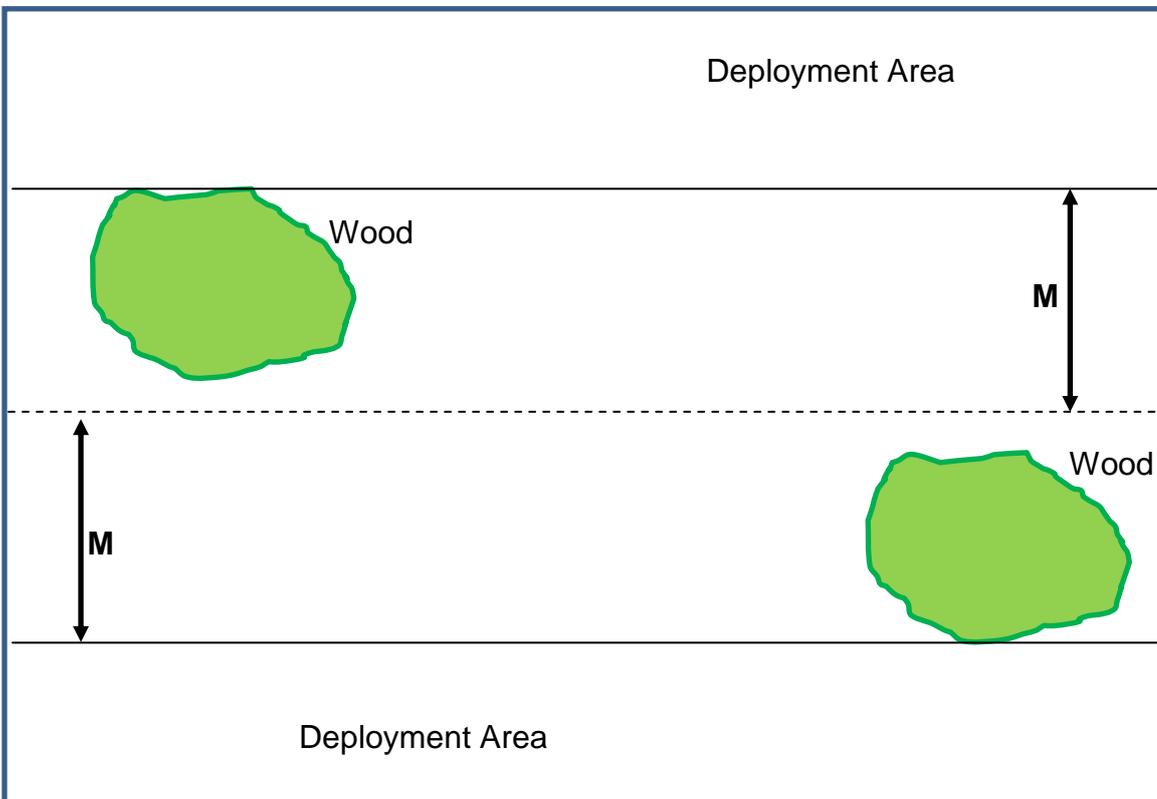
Player Warband Roster Sheet

Player Name: _____   **No. (_____)**

Warband Faction: _____

My 7 point war band consists of (Hearthguard, Warrior & Levies) as follows:

1:

2:

3:

4:

5:

6:

7:

Free units:

My Warlord is: Standard / Hero / Priest: [Hero / priest type:_____]

Player Results Sheet   Player Name: _____No. (___)

Game: **1**   Scenario: **Village Pillage** Table: ____   Opponent: _____

Game Length: 6 **turns or time out reached**

Big Win: A player has collected at least 4 more pillage tokens than his opponent. Big Win gets 9 VP's, his opponent gets 1 VP.

Close Win: A player has collected 1-3 more pillage tokens than his opponent. Close Win gets 7 VP's, his opponent gets 3 VP.

Draw: if neither player has scored either a Big Win or a Close Win. A player scores 5 VP's if they gained at least 1 pillage token at some point in the game, otherwise 2 VP.

In addition to the points above;

- The first player to wipe out an enemy unit (in either a melee or in a shooting) earns a bonus 1 VP.
- Any player that does not score at least 8 slaughter points (in Melee) suffers a 2 scenario VP penalty. However a player can never be reduced to less than 1 VP per game.

Your Slaughtering VP's	Win type Result	Win type Vp's	Bonus (1 VP)	Penalty (- 2 VP's)	Total VP's

Game: **2**   Scenario: **Battle for the Hoard**   Table: ____   Opponent: _____

Game Length: 6 **turns or time out reached**

Big Win: A player holds the Hoard at the end of the game and his opponent never had possession at any time in the game. Big Win gets 9 VP's, his opponent gets 1 VP.

Close Win: A player holds the Hoard at the end of the game but his opponent had possession at some point in the game. Close Win gets 7 VP's, his opponent gets 3 VP.

Draw if neither player has scored either a Big Win or a Close Win. A player scores 5 VP's if they were in possession of the Hoard at some point in the game, otherwise 2 VP.

In addition to the points above;

- The first player to wipe out an enemy unit (in either a melee or in a shooting) earns a bonus 1 VP.
- Any player that does not score at least 8 slaughter points (in Melee) suffers a 2 scenario VP penalty. However a player can never be reduced to less than 1 VP per game.

Your Slaughtering VP's	Win type Result	Win type Vp's	Bonus (1 VP)	Penalty (- 2 VP's)	Total VP's

Game: **3**   Scenario: **Sacred Ground** Table: ____   Opponent: _____

Game Length: 6 **turns or time out reached**

Big Win: A player has scored at least 5 conquering VP's more than his opponent. Big Win gets 9 VP's, his opponent gets 1 VP.

Close Win: A player has scored 2-4 conquering VP's more than his opponent. Close Win gets 7 VP's, his opponent gets 3 VP.

Draw: if neither player has scored either a Big Win or a Close Win. Both players score 5 scenario victory points.

In addition to the points above;

- The first player to wipe out an enemy unit (in either a melee or in a shooting) earns a bonus 1 VP.
- Any player that does not score at least 8 slaughter points (in Melee) suffers a 2 scenario VP penalty. However a player can never be reduced to less than 1 VP per game.

Your Slaughtering VP's	Win type Result	Win type Vp's	Bonus (1 VP)	Penalty (- 2 VP's)	Total VP's

Game: **4**   Scenario: **Champions of God**   Table: ____   Opponent: _____

Game Length: **Once victory condition or 6 turns or time out reached**

Big Win: A player has scored at least 6 slaughter points (in Melee) more than his opponent. Big Win gets 9 VP's, his opponent gets 1 VP.

Close Win: A player has scored 2-5 slaughter points (in Melee) more than his opponent. Close Win gets 7 VP's, his opponent gets 3 VP.

Draw: if neither player has scored either a Big Win or a Close Win. Both players score 5 scenario victory points.

In addition to the points above;

- The first player to wipe out an enemy unit (in either a melee or in a shooting) earns a bonus 1 VP.
- Any player that does not score at least 8 slaughter points (in any way) suffers a 2 scenario VP penalty. However a player can never be reduced to less than 1 VP per game.

Your Slaughtering VP's	Win type Result	Win type Vp's	Bonus (1 VP)	Penalty (- 2 VP's)	Total VP's