



Warfare 2019

SAGA 2 Iron Man Extreme Tournament Information

Tournament Schedule:

Saturday – Warbands and Universes TBA

08:45 – 9.15am: Registration at front desk

9:15 Briefing and draw for first round

GAME 1: 9.30am – 11am

GAME 2: 11am – 12.30pm

LUNCH: 12:30pm – 1.30pm

GAME 3: 1.30pm – 3pm

GAME 4: 3pm – 4.30pm

Sunday – Warbands and Universes TBA

GAME 1: 9.00am – 10:30am

GAME 2: 10:30am – 12.00pm

LUNCH: 12:00pm – 1.00pm

GAME 3: 1.00pm – 2.30pm

GAME 4: 2.30pm – 4.00pm

Prizegiving: As soon as we can work it out!

Tables will be numbered and the draw for the next round will be published as soon as we can. Once they know their opponent, players can always commence games earlier by mutual consent.

Note: - No time has been deliberately allowed between games (other than lunch) as it is anticipated that games will generally last less than 1hr 30 minutes.

Army Lists/Period:

SAGA Iron Man Extreme is a test of mental agility and endurance as you are challenged to use eight different warbands against eight different warlords in just one weekend's play.



Leave your own warband at home, and turn up with nothing but enthusiasm and a sense of fun. During the several games that will take place over the course of the weekend, you will be randomly assigned 5 point warbands and asked to prove your worth as a great warlord, with no prior knowledge of the force you will be commanding. Summaries of the different game play for each warband will be available as will a Quick Reference Sheet for each table.

Players are welcome to utilise their own personal dice and measuring sticks but there will be enough sets provided to allow you to leave everything at home.

The warbands and foes will be matched as best on a historical and balance basis.

House Rules:

This will be covered fully in the briefing but as a guideline:-

Scale 25mm

Warband 5 points - as provided on the day – players will randomly draw a starting position – play the warband provided and then rotate to a different one on the next game and rinse and repeat. Each warband will include a Heroic warlord and/or a heroic unit.

All the rule clarifications and changes described in The Rules Book v 2 will be applied. Also the latest rule amendments described in the official errata FAQ will be used.

Hopefully, all games will be played with the utmost fun, and run completely smoothly. If you do have any problem/rules queries then, first look in the SAGA rule book and, if you can't find the answer, then please feel free to ask the event organizer or one of the umpires appointed on the day. The umpires are free to interrupt any game to clarify or point out mistakes to players.

The umpire's decision is final, even if wrong!

Scenarios

Players will have to hone their tactics as they play in a series of no-frills 'Kill The Warlord'



scenarios with no added extras like priests, heroes or War Banner bearers, allowing both novice and veteran SAGA players to compete on a level playing field.

Battles will be fought on 4' by 3' boards with all scenery being provided. The terrain and any supplementary equipment required for each scenario will be pre-set for each game.

This will be a tournament-style event, so each battle will allow for the accumulation of points via Slaughtering points and the chance to win prizes.

Slaughtering victory points are based on the number of enemy models the opposing Warband has lost during the game and by lost we mean killed in melee or from shooting – none of that old Loki sneakiness.

They are calculated as:

10 for a Warlord,

1 per Hearthguard

1 per 2 Warriors (rounded up)

1 per 3 Levy (rounded up)

Other figures may have specific Slaughtering victory points defined in the rules for that unit e.g. Irish Curaidh 2 points

This is how we used to do it under Saga 1 however as time progresses towards Warfare and as experience of Saga 2 in Ironman settings grows it may change – so make sure to listen at the briefing.

Players keep a record of their Slaughtering Points for each game and the person with the most at the end of the eight games shall be the SAGA Iron Man Extreme.

Determining the first player:

Each player rolls one dice, the player with the highest total (in case of a tie, re-roll) goes first. The winner then deploys a unit up to L in. Players take it in turns to deploy a unit up to L in until all units are deployed. The player who placed the first unit takes first turn. The second player rolls three saga Dice and places them on his Battleboard and the slaughter can commence.



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. The remaining figures on the losing side (e.g. Levy or Curaidh) will not count as lost so it may be in your interest to keep one Saga generating figure alive a bit longer.

Game-length

Games will last for 6 bounds or 1 hour 30 minutes (or at umpires discretion) . Games will end immediately when the umpire calls time.

E-mail enquiries about the Saga Ironman Extreme competition itself to Rich Keenen at richkeen60@gmail.com

any questions regarding the overall competition or Warfare itself please email David Mather at dmather60@gmail.com

Army painting and WYSIWYG::

All figures and terrain will be provided by the organiser.

Painting Competition/Other Prizes:

In addition to the Warfare trophies a number of other prizes are available from Gripping Beast.

Travel Information:

Travel Information by bus, Cycle or car can be found at:

<http://www.reading-travelinfo.co.uk/leisure/rivermead-leisure-complex.aspx>

Address:

Rivermead Leisure Centre, Richfield Ave, Reading, Berkshire, RG1 8EQ