

Official UK SAGA Grand Melee 2021– Player’s Pack V1

Warfare, Ascot Racecourse

27th & 28th November 2021

Thank you for registering for the Official UK SAGA Grand Melee 2021. In this document you will find out how the tournament will be organised and which scenarios will be played, including the scoring system. We have tried to make these things as easy to understand as possible, but should you have any questions after reading this pack, or if we have missed anything, please feel free to drop us a line at TheBeast@grippingbeast.com and we will do our best to answer your questions.

Factions & Figures

You can enter the UK GM with a SEVEN point warband from the 3 official historic books (Age of Vikings/Age of Crusades/Age of Hannibal) including any of the factions in Old Friends, New Enemies providing that the faction does not use a battle board found in Aetius & Arthur. The only other exceptions being the 2 factions in AoC a Matter of Peace & Faith, you are also not permitted to use Skraelings.

- Warband rosters will be for 7 points, however, you will only play each game with 6 point Warbands – more on this later. Don’t worry if you can only muster 6 points, just think of it as an extra challenge....
- No Legendary units or Characters are permitted. Note that AoH War Pigs are a Legendary unit & therefore are not permitted.
- Any Mercenaries, Auxiliaries or Swords for Hire are permitted. You can only take these per the rules for your faction. For AoV factions can only take Swords for Hire per the historic table issued in the 2019 FAQ
- Relics & Artefacts are not allowed
- Warbanners are a valid equipment option for AoV & AoC warbands, but not AoH warbands.
- Ruses are not being used

In addition each player will need to bring 3 Objective markers & at least 2 Characters. These are required for some of the scenarios being used.

Players are also being asked to bring their own terrain.

Please note, while this is the Official UK SAGA GM, you are free to use figures from any manufacturer so long as they are What You See Is What You Get (WYSIWYG) so no Space Wolves pretending to be Vikings, no Riders Of Rohan masquerading as Normans..... Furthermore, all figures must be painted and appropriately based. They don’t have to be ‘mini-Mona Lisas’ but any unpainted or unbased figures will not be allowed. For consideration in the Best Painted/ Modelled Warband category, you must have painted/modelled the figures you are using yourself.

Please note that WYSIWYG is going to be important this year (see Warbands below). So, as well as no stand-in figures, please make sure that if you are using any equipment/options that this is also clear to your opponent from the figures you are using – don’t expect them to remember just because you mentioned it during deployment. So, for example, if your Anglo-Dane Huscarls are to be fielded with Dane Axes, make sure the models have Dane Axes. If you might want to field them without their axes, then you will need spear and/or sword armed Huscarl figures as well.

Warband Roster Sheet

Each Warband Roster Sheet must contain the following details: player’s name, faction and the points spend breakdown. By point spend breakdown we mean, for example, 3 points Hearthguards, 2 points Warriors, 2 points Levy. PLEASE NOTE - equipment/options are NOT fixed for the whole tournament so not only may you change the way you field your troop types from game to game (e.g. you could field eight Hearthguard as two units of four in the first game and as one unit of eight in the next,) you may also change the equipment/options between games (e.g. mounted Warriors in game one, dismounted in game two) – under the rules, you need to declare upon deploying a unit what they are and any options you have taken (e.g. “Four model one point Hearthguard Berserkers) This is why WYSIWYG is extra important.

As a good example of the importance of WYSIWYG, Warbanners may be used. Please have a suitable banner-bearing figure to use when fielding the banner, and another figure to match the rest of the unit when not fielding the banner – this will make it clear to your opponent if the banner is being used or not.

Remember that the roster you draw up should be for seven points but that you will play with six points. Try and make your Warband flexible as the scenarios we are using will make different demands and call for different tactical approaches.

Each player will submit a Warband roster at Registration. You will need further copies of this roster so that an opponent may consult it at any time before, during or after the game. Many people like to keep copies of Warband rosters that they have played against so it might be an idea to bring a few!

While we are at it, don't forget:

- your painted and based Warband
- your painted and based 3 objective markers & at least 2 Challenger models
- your terrain pieces
- your dice, SAGA & D6 (if you are using home-made SAGA dice, please make sure the symbols are completely obvious for your opponent. Any knock-off SAGA dice will be ground under foot and the owner's teeth pulled.)
- your completed roster sheets
- your measuring sticks or rulers (if you are not using Official SAGA Measuring Sticks, please check yours against an official set and not the printed examples in the back of the rulebooks as bizarrely there are two versions of these).
- your fatigue tokens
- your Rulebook, FAQ updates, Book of Battles & any/all of the 3 Age books that you may need to refer to
- a pen and some paper (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. We won't allow any inappropriate behaviour and it will be subject to severe sanction. You have been warned!

You will need to play at a suitable pace to ensure your games are finished in the time allocated during the briefing before each round (minimum two and a quarter hours). Dragging your games out is not only annoying and disrespectful to your opponent, it seriously hampers the smooth running of the tournament.

There will be Judges at the event who will be on hand to answer any rules questions. If you don't like or disagree with the Judge's decision, you may of course discuss with the Judge and your opponent at the table but as soon as the Judge leaves the table, the decision will stand, even if it turns out to be wrong.

Please do not involve players from surrounding tables in rules discussions.

Unless specifically over-ruled in this document or by the Judges on the day, the rules as defined in the SAGA v2 rulebook (English language version) & the Official 2019 FAQ clarifications & corrections will be used. You can download the latest FAQs from the Studio Tomahawk website

A note on Conceding.....

RAGNAR REALLY DOES NOT APPROVE!

Please call a Judge before agreeing to concede.

The Judge will agree the Winner's Victory TP, and the conceding player's Loss TP. Standard VP will be those scored at the time of concession. If, in the Judge's opinion, there is collusion between the players, then there will be no TP for either player

Swiss

After the first round, Swiss pairing format will be used to determine opponents and pairings will be based on result, however, on the first day, players will meet each other only once, regardless of relative rankings. On day two, pairings will be dictated by the Swiss system so, in theory although unlikely, you may have to play the same player twice. A results slip will be provided for both players to complete at the end of each game.

First Round Pairings

For the first round, players will be paired randomly. If you have come with chums, please let the Judges know and they will do their best, where possible, to make sure you don't play chums on the first day of the event. On the first day only, you can swap with the tables to either side of you to make sure you play someone different but on Sunday, no swapping is allowed.

Prizes

We will be awarding prizes for First Place, Second Place, Third Place, Last Place, and Judges' Favourite Warband. Each scenario will also have a spot prize that will be announced at the start of each round.

RULES FOR ALL SCENARIOS

Scoring

Unless specifically mentioned in the additional scenario notes below, the scoring is carried out as per the scenario descriptions in the relevant rulebook.

The victor will receive 5 Tournament Points. The loser will get 1 TP. If the scenario ends in a draw, both players will receive 3 TP (unless it is the final game, in which case players will only be awarded 1 TP for a draw)

Please also note that if you kill the enemy Warlord you will get a bonus 1 TP, even if you don't win the scenario. Make sure you note on your result sheet if you killed the enemy's warlord.

Players will also need to record the total VP they score in each scenario on the results sheet. Players' total VP over the Grand Melee will be used in the event of any TP draws. Please check and sign your result sheet before handing it in at the Command Point – once results have been entered they cannot be changed even if both players agree a horrendous miscarriage of justice has occurred.

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 player who does not generate SAGA dice will get 1 TP and their opponent will get 5 TP.

Terrain

The actual playing area will be 36" x 48" for all games.

You must bring your own terrain with you, none will be provided at the event. Terrain should be suitable for playing SAGA & look appropriate for its type. If the umpire is unhappy about any terrain then he can, at his sole discretion, prevent it being used. The event takes place at a busy show with many visitors & we want Saga to look visualing appealing.

Scenery will be placed according to the scenario rules.

Provisional Schedule – subject to review by the tournament organisers

Out of respect to your opponent and other players in the tournament, please try and finish your games within the time limit. Players should also manage the timing of their games such that both players have the same number of turns.

The schedule is provisional, this is simply because of our unfamiliarity with the new venue, so regard the schedule as a statement of intent which we hope to be able to keep to.

Saturday

08.30 - 09.30 Registration & Welcome

09.30 – 11.30 Game 1

11.30 – 11.45 Break

11.45 – 13.45 Game 2

13.45 – 15.00 Lunch & Shopping Break

15.00 – 17.00 Game 3

Sunday

9.15 – 11.15 Game 4

11.15 – 11.30 Break

11.30 – 13.45 Game 5

13.45 – 14.15 Lunch

14.15 – 16.15 Game 6

16.30 Presentations & Closing Remarks

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.

Game 4 – Sunday Morning - Book of Battles Feasting & Pillaging (P20)

Players will need 3 Objective markers for this scenario.

This game is decided on Survival points adjusted for 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.

Clarification; a unit carrying an objective is considered to be making any movements in uneven terrain, as such it cannot make manoeuvres.

Game 5 -Sunday Morning – Book of Battles Claiming Territory (P19)

Each Player needs 2 Objective markers for this scenario.

This game is decided on Conquest points.

This is played as per the Book of Battles except that to win the scenario you must score a minimum of 6 Conquest points & 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 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

ONE FINAL THING!!!

Have you read *all* of this document? Are you sure?

When you hand in your roster at registration, you will be asked to confirm this.

The important thing to take away from this document is that the Judges' decisions are final and there is to be no arguing, even if you think they are patently wrong. The SAGA GM *is* a competitive event for fair players BUT it is also a fun event and the organisers and faithful regulars work hard to ensure this. Any player who spoils this for another player will be asked to leave with no recompense.

Ragnar says, “Good luck and if in doubt, CHARGE!”

Player Warband Roster Sheet

Player Name: _____

No. (____)

Warband Faction: _____

My 7 point war band consists of (Hearthguard, Warrior, Levies & Mercenaries/Swords for Hire) as follows:

1:

2:

3:

4:

5:

6:

7:

Free units: