

Official UK SAGA Grand Melee 2022– Player's Pack **V2**

Warfare, Farnborough IECC

12th & 13th November 2022

Thank you for registering for the Official UK SAGA Grand Melee 2022. 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 either markbirch63@live.co.uk or TheBeast@grippingbeast.com and we will do our best to answer your questions.

Factions & Figures

You can enter the UK GM with a SIX point warband from the any of the official historic books (Age of Vikings/Age of Crusades/Age of Invasions/Age of Hannibal) including any of the factions in Old Friends, New Enemies.

The only 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 6 points, however, per the 2021 FAQ you will be able to swap out ½ point of your roster for ½ point not on your roster each game.
Example; John has a 6pt roster of 2pts Hearthguard, 3pts Warriors & 1pt Levy
He plays with his standard roster in his first game, however in his second game he decides he needs more levy & so reduces his Hearthguard by 1/2 point to gain ½ point of levy. So he plays with 1 ½pt Hearthguard, 3 pts Warriors & 1 ½pt levy.
In his next game he decides he need more fighting troops & has ½ pt of warriors but drops ½ pt of levy from his standard roster. He plays with 2pts Hearthguard. 3 ½ pts Warriors & ½ pt levy.
Note that you cannot use this rule on mercenary units as their size is fixed.
- 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 originally issued in the 2019 FAQ
- Relics & Artefacts are not allowed
- Warbanners are permitted if they are a valid equipment option for the Universe your faction comes from
- Ruses are not being used

In addition each player will need to bring 3 Objective markers. These are required for some of the scenarios being used. The Ambush scenario requires 3 baggage elements per game, so we request that all UK based players bring 3 baggage elements. Players from overseas are welcome to bring baggage elements but we recognise that it may not be convenient. We should also have a few spares available.

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, 2 points Hearthguards, 2 points Warriors, 1 point Levy, 1 point mercenaries. Any mercenaries selected must then be stated.

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.

Each player will submit a Warband roster at Registration. You will need to complete this on the Tournament Scoring Sheet that is provided & will also record your score through the competition. At the end of the competition we would like these to be handed in so that we can do some analysis on the results.

While we are at it, don't forget:

- your painted and based Warband
- your painted and based 3 objective markers (per BoB basing is circular 3-4cm diameter)
- your painted & based baggage elements (per BoB the min size is 4cm x 4cm, the max size is 10cm x 5cm)
- 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, 2021 FAQ, Book of Battles & any/all of the 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. Dragging your games out is not only annoying and disrespectful to your opponent, it is also a serious hamper to the smooth running of the tournament.

There will be Judges at the event who will be on hand to answer any rules questions. The Tournament judges are John Fry (known as Ducat on various forums) & Joe Messenger (of Northern Tempest podcast fame). If you need a ruling on a matter involving either of the Judges, then either Andy Lyon or Mark Birch are also available as alternate Judges. 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 2021 FAQ Clarifications & Corrections will be used.

You can download the latest FAQs from the Studio Tomahawk website www.studio-tomahawk.com/en/saga/

Please note that the Tournament Organiser may, in the event of excessive slow play or unsportsmanlike behaviour, deduct tournament points.

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. One day two, pairings will be dictated by the Swiss system so, in theory although unlikely, you may have to play the same player twice.

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.

Prizes

We will be awarding prizes for First Place, Second Place, Third Place & other special prizes.

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 are the first player in your game to kill the enemy Warlord, you will get a bonus 1 TP, even if you don't win the scenario. Only 1 player in each game can get this bonus point. In the event that both warlords are killed in the same combat, no bonus point is awarded. 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. Please check and initial your opponents 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.

Placings are determined by Tournament points won. For the final standings, in the event that 2 players have the same number of Tournament points, then the higher place will be determined firstly by the result of any head to head games played, secondly by the number of Tournament points scored by their opponents, with the higher position going to the players whose opponents have scored more Tournament points. If level after this then Victory points scored are used.

Rules Addendum

Up to/All. When a Saga ability specifies a number of Attack or Defence dice or a combination thereof (eg your opponent must reroll 6 successful Defence dice), the person playing that ability can choose to dilute the effect of the ability & use a lower number. This decision is made at the time of the players choosing. so in the example of rerolling 6 Defence dice, the player can wait until after Defence dice are rolled. The opponent has only made 4 successful saves, so the player dilutes the ability to re-rolling 4 successful Defence dice. Note that if the Saga ability specifies "All", the player may choose a number up to "All".

After discussion, we believe that this interpretation will allow certain abilities to be played in a manner consistent with the rules authors intent.

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. **This Tournament rule does not apply for either players first Turn in the Ambush scenario.**

Note that this is a Tournament Rule which is contrary to the 2021 FAQ

Terrain

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

You must bring your own terrain, 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. **Note that any mercenaries who can adjust terrain can do so in any scenario, but subject to any terrain rules in that scenario.**

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 turn

Schedule

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. **Note that Objective markers do not get any save bonuses for cover. Objectives are low impassable terrain.**

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 Midday – Book of Battles Ambush (P24)

One Player needs to provide 3 Baggage markers for this scenario. One Player also needs to have 3 Objective markers available for this scenario.

This game is decided on Survival points, with 6 additional Survival points awarded for holding an Objective marker at the end of the game.

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 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 Fight Around the Fire (P74)

This game is decided on Massacre points.

This is played as per the Age of Invasions except that when placing fatigue markers under “Tipsy”, no fatigue may be placed on a warlord.

For clarification in Tipsy, starting with player 1, players take turns placing the fatigues one at a time.

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

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

Each Player needs 2 Objective markers for this scenario.

This game is decided on Conquest points. **The text in BoB is a bit confusing re the order of things. For clarification you determine the 1st player, set terrain, place objectives & then deploy units.**

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 the first Player is determined by secret bidding rather than a dice roll. Before terrain placement both players secretly bid 1-6 (we suggest that you cover a dice on the table). The player who bids the lowest becomes Player 1. Player 1 plays their first Turn with the number of Saga dice that they bid to become the first player. If the first secret bid is a tie then players do a second secret bid. In the event that this is also a tie then both players roll to see who becomes Player 1. Whoever becomes player 1 will start the game with the number of Saga dice that both players bid to tie.

To win the scenario a player must score at least 4 points higher than their opponent and a minimum of 10 points.

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!”