HEREWARD SAGA ONE DAY TOURNAMENT
SUNDAY SEPTEMBER 2nd 2018

Rules & Permitted Factions.

The competition will be played using Saga version 2 rules.

Any Warbands in the Saga Age of Vikings universe book, The Age of Crusades and the Age of Invasions supplement revised version. Plus the Skrealings V2.

You are allowed to select any Legendary Units or Mercenary that your Warband is eligible to use. War Banners are also permitted.

Relics & Artefacts are not permitted.

Rules will be as per SAGA Version 2 (2018) with the latest FAQ revisions and corrections applied.

Warbands should be fully painted, or at least sufficiently, to clearly distinguish the troop types.

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 or a Wandering Bard) have to be listed. Free units listed must be used in every game. If you state a Legendary Warlord in your Roster sheet then you must use it in every game. So your Warlord must be stated as a standard Warlord or a Legendary Warlord..

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 and is selected at the time of deploying on the table.. Swords for Hire 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
- Saga v2 rulebook. The Age of Vikings supplement is recommended.
- 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.

Schedule

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.

Sunday

Registration and schedule draw. 9:00 - 9:30

Game 1 - Sunday: 9:30 to 11:15 (1.75 hrs) – Scenario: Village Pillage

Game 2 - Sunday: 11:30 to 13:15 (1.75 hrs) – Scenario: Clash of Warlords

Game 3 - Sunday: 14:00 to 15:45 (1.75 hrs) – Scenario: Hostages

Prize Giving's: 16:00

Finishing game 1 & 3 on time is critical and time will be called on players. game 2 can run over slightly if needed and agreed by both players (its your lunch and shopping break!) Final time on Game 2 will be called at 13:45 maximum.

The draw for Sunday will use a random draw system drawn from two player pools, regular opponents (if you advised one). will be in the same pool and you will not meet them in the draw.

Competition Scoring
Victory points are awarded as follows;

Winner of the scenario 5tp
Drawing the scenario 3tp
Loser of the scenario 1tp
Killing opponents Warlord 1tp
First enemy unit eliminated in Melee 1tp

Prizes will be awarded at the end for the players that have accumulated the most Tournament Points over the 3 games. Tie Breaker system will be the difference between SP kills and SP losess.

Scenario: **Village Pillage   -   Game 1**

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

Layout: Roll to see who is Player 1.

The scenery is partly pre-set with each table having 2 Buildings S from the Long edge and S from the short edge in opposite diagonal corners of the table. In addition now place scenery as per the clash of Warlords Scenario. No piece may be placed within M of the buildings.

Deployment
Deploy units with L of your long edge.
Player 1 deploys half of their units including their warlord, player 2 then deploys his full Warband. Player 1 completes deployment with his remaining units.
Player 1 takes the first turn. In his first turn, Player 1 Rolls the Dice that his Warband Generates. Player 2 rolls 3 dice and may leave them on his board at the end of this turn if they have not been used.

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

Victory Points:
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 end in 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.
A unit may not pick up a pillage token if there are any enemy figures within VS of their unit.
Any type of unit can carry pillage tokens (dogs and camels included).

Unless the game is decided by the no Saga dice rule then scoring is as follows;

- Both players add up their Pillage tokens as described above.

- If a player has scored at least 2 Pillage Tokens, and more tokens than their opponent then they are the Winner & score 5 Tournament Points. Their opponent scores 1 Tournament Point

- If both players have scored at least 2 Pillage Tokens and have scored the same number of Pillage Tokens then it is a draw. Both players score 3 Tournaments Points, otherwise they both lose and score 1 Tournament Point.

Scenario: **Clash of Warlords** - **Game 2**

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

Layout: Place Scenery as per the rules in the V2 Rulebook p.48

Player 1
Roll to see who is Player 1.
Then follow the rules in the Saga v2 rulebook for the Clash of Warlords scenario using Method A for deployment.
Remember that in his first turn, Player 1 cannot roll more than 3 Saga dice maximum in the first turn.

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

Victory Points:
Unless the game is decided by the no Saga dice rule then scoring is as follows;

- Both players add up their Massacre Points as described in the rulebook.

- If a player has scored at least 8 Massacre Points and at least 3 Massacre Points more than their opponent then they are the Winner & score 5 Tournament Points. Their opponent scores 1 Tournament.

- Otherwise the game is a draw and each player scores 3 Tournament Points.

Scenario: **Hostages** - **Game 3**

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

Layout: Place Scenery as per the rules in the V2 Rulebook p.48

Roll to determine Player 1. Then starting with Player 1 each player deploys one unit alternately on the board within L of your own long table edge.

Each player gives 3 models from his Warband to the other player, one model at a time, alternating, starting with player 1. these are allocated to units of 4 or more models for safe keeping. units must still maintain the minimum number of 4 models after removing the hostages from the unit. Each unit may only hold one captive hostage. different model classes are worth different points when rescued so plan carefully when handing over your hostages.

Player 1 starts the game and rolls the dice his Warband generates, Player 2 rolls 3 dice and may leave unspent dice on his board for his turn.

Special Rules:

- A unit holding a hostage may not move faster than the movement of the hostage.
- If the unit holding the hostage is destroyed by any means other than during a melee, the hostage is killed.
- A hostage is released if the unit holding the hostage loses a melee, whether they have to disengage or not.
- rescued hostages are removed from the game and kept off table.

Scoring:

hostages are worth the following Scenario points when rescued.

1 Levy = 2 point
1 warrior = 3 points
1 Hearthguard = 4 points

The player who has scored the most scenario points is the winner and scores 5 Tournament Points. His opponent scores 1 Tournament Point. If both players have scored the same number of scenario points then it is a draw and both players score 3 Tournament points. If neither player rescues any scenario points they both lose and score 1 TP.

Player Warband Roster Sheet

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

Warband Faction: _____

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

1:

2:

3:

4:

5:

6:

7:

Free units: