

Saga Campaign day – Saturday 22nd February 2014

1. Introduction

Wyvern Wargamers third SAGA tournament day to be held on Saturday 22nd February 2014. There will be 4 games, each lasting up to 1.5 hrs. All game scenarios and terrain will be pre-set. All you need to do is bring your painted warband, clearly showing their class (Levies, Warriors, Heathguards and Warlord), dice, some Fatigue Markers, Saga dice and Measuring Sticks.

The venue is a modern build village hall that has plenty of free on-site parking and the majority of the Hall premises are accessible to wheelchair users. The Facilities TAB on the Wyvern Wargamers Website (Note that this is a new Web address since last year) provides additional details.

<http://wyvernwargamers.org.uk/>

Tea and coffee will be available all day and a limited quantity of crisps, cans and a like will be available to purchase during the day. Please bring with you any other food you require.

Venue Details: The event is being held at:

**Bishampton Village Hall,
Broad Lane,
Bishampton,
Pershore,
Worcestershire,
WR10 2LY**

2. Registration Process

The event costs £8:00. To be able to take part you must register before the event. There is no cancelation process after registration and hence no refund available, however, if you find you are unable to attend we would be grateful if you let us know as soon as possible (using the same e-mail address as you used for registration) and we will discuss the situation with you.

To register for the event:

Step 1: Send the details listed below to the following e-mail address:
Christopher.churchill@yahoo.com

Name (that will be used on our score board):

Contact Tel Number (needed in the unlikely event we need to contact you):

e-mail address: (We need this to be able to process the registration)

Club or group name: (Used to avoid playing you against your own club members in the 1st round)

Please also state if you require disabled parking or any other requirements we should know.

Step 2: We will reply to your e-mail to let you know if we still have places available. If we do, we will also send you the address to send your cheque of £8 which should be payable to 'Stuart Surridge'.

Step 3: When we receive your payment we will send you a final e-mail stating this as confirmation that you are booked in. Your name will also be listed as a player on the Wyvern Wargamers Website and the Saga forum '[Challenge to Battle](#)' section. We then look forward to seeing you on the day.

3. Event Timetable: Saturday the 22nd February 2014

- 09:00 – 09:15 – Arrival & booking in
- 09:15 – 09:30 – Introductions
- 09:30 – 11:00 – Game One (1.5 hours)
- 11:00 – 11:10 – Break
- 11:10 – 12:40 – Game Two (1.5 hours)
- 12:40 – 13:20 – Lunch Time (& Painting Competition voting)
- 13:20 – 14:50 – Game Three (1.5 hours)
- 14:50 – 15:00 – Break
- 15:00 – 16.30 – Game Four (1.5 hours)
- 16:30 – 16:45 – A Q&A session (while the game results are compiled)
- 16:45 – 17:00 – Presentations

4. Armies & Army lists

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 complete a roster 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. You also don't indicate how the units are going to be organised as you can change the unit sizes deployed between games.

Permitted factions are: Vikings, Normans, Anglo-Danes, Welsh, Jomsvikings, Anglo-Saxons, Bretons, Scots, Franks, Irish, Norse-Gaels, Strathclyde, Byzantines, Pagan Rus and Rus Princes.

Swords for Hire units are allowed subject to any restrictions listed in their rules, (including Thunders of the Viking age) but please also ensure you bring a copy of their rules with you for your opponent to read.

War Banners as described in the Raven's Shadow SAGA supplement are allowed using the new rule amendment described in the official FAQ.

No 'Hero of the Viking Age' or 'Hero of the Byzantine'.

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

5. Rules Queries

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 this does not satisfy you or 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.

6. The Battlefield

We will supply the terrain and any supplementary equipment required for a specific scenario which will be pre-set for when you arrive. All games will be played on tables 26 ½" deep (rather than 36") so the scenario setup rules are slightly changed to accommodate this. The game width will be the normal 48". As a consequence some abilities need to be addressed so they reflect the original intension. For example the Strathclyde Abilities of 'Harassment' and 'Cornered' for this tournament you should use 'M' from the Long table edges and 'L' from the short table edges.

For the first 2 rounds we will have 2 scenarios in play at once and we will attempt to avoid matching up same club members. The tables will be re-set so everyone gets to play the 3rd and then the 4th scenario at the same time. For the 3rd and 4th game there will be a straight playoff in order of ranking at that point so you might (or might not) end up playing someone you have already played.

The first two rounds will consist of the following: Battle at the Ford and The Escort.

The 3rd round will be Clash of Warlords.

The 4th round will be Battle for the Hoard.

Appendices: All of the following information will be provided on the day but is listed below for information to players in advance.

Game Details and Layout Chart for the: **Battle at the Ford**

Game Details and Layout Chart for the: **The Escort**

Game Details and Layout Chart for the: **Clash of Warlords**

Game Details and Layout Chart for the: **Battle of the Hoard**

Player Warband details and result Sheet

Hall and table positions layout

Painting Competition Vote sheet

Painting Completion Nomination forms

Tournament Scoring and Prize allocation details

Game Details and Layout Chart

Scenario: **Battle at the Ford**

Table: _____

Game Length: **7 turns or time out reached**

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 at least half his figures within **M** of the table edge.

His opponent then deploys all his warband within **M** of the opposite table edge.

Finally the first player deploys the rest of his warband within **M** of his table edge.

Then roll again to see who starts.

After the first player is determined, his opponent rolls 3 SAGA dice and places them on his Battleboard. No re-rolls 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 player's turn they are removed so his opponent rolls SAGA dice as normal on his 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:

VP's are based on the figures moved to the enemy side of the river (which must be across and clear of the river but may still be on a bridge that is over the land area, to count). Troop points are calculated in the same way as Troop Kill points. i.e. 3 for a Warlord, 1 per Hearthguard, 1 per 2 Warriors (rounded up) & 1 per 3 Levie (rounded up).

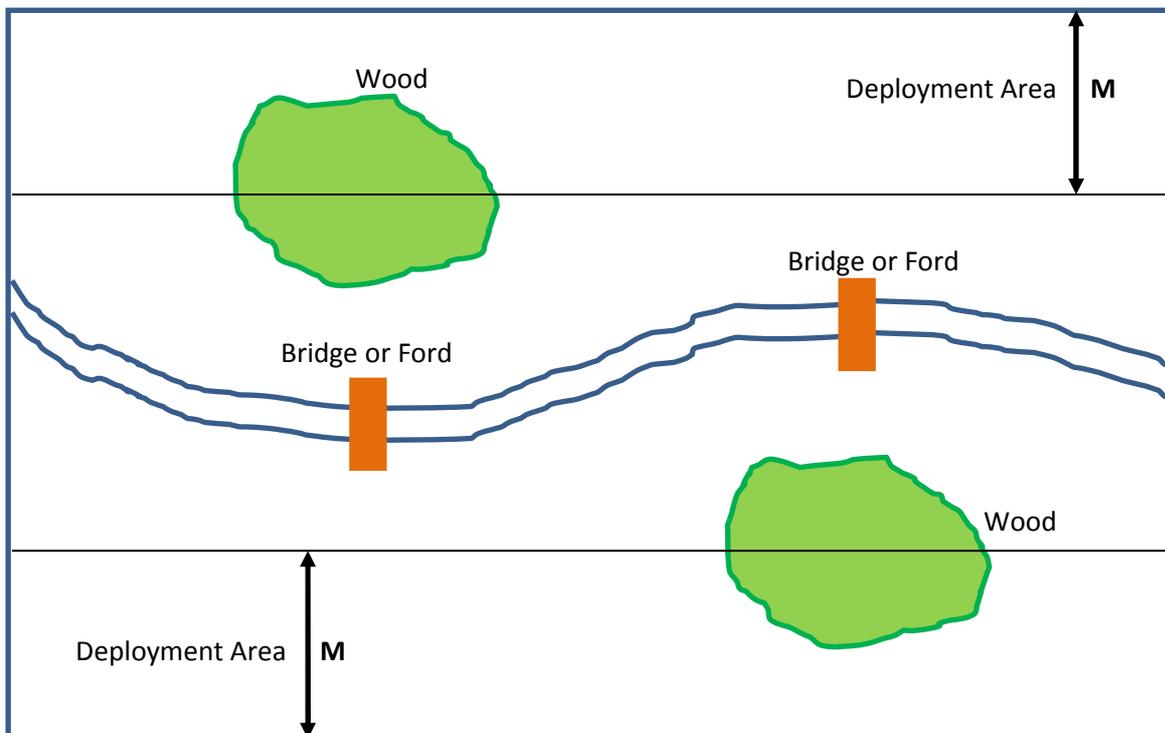
If a player gets more than 4 troop points than his opponent on the opposite side of the river he gets **3 VP's** and his opponent gets **0 VP's**. Otherwise the player with the most troop points on the opposite side of the river gets **2 VP's** and his opponent gets **1 VP**. For a draw, if some figures moved to the enemy side of the river both players get **1 VP**, but if none got across the river both players get **0 VP's**.

Terrain: (Not shown to scale)

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

The River is impassable and provides no cover.

The bridge and ford are both Open terrain and provide no cover & three models (including mounted) can cross abreast (even if you can't physically place them on the bridge).



Game Details and Layout Chart

Scenario: **The Escort**

Table: _____

Game Length: **Once victory condition met or time out reached**

Scenario Rules:

Do not alter the scenery before your game. In this scenario, one player defends (escorts) 3 baggage units and the other is the attacker. Each player secretly bids how many Warband points (between 2 and 6) he thinks he needs to escort the baggage. Both players simultaneously reveal their bid. The player bidding the least points becomes the defender and escorts the baggage using the bid number of Warband points. His opponent is the attacker with 6 Warband points. If the bids tie, each player rolls a D6 and the highest roller becomes the defender and his opponent the attacker. The defender uses the bid value and the attacker uses 6 Warband points.

The defender deploys first (with the three baggage units and choice of table edge) with all his models **within 'S'** of the long table edge he has chosen. The attacker then deploys all his models **within 'L'** of the opposing table edge.

Note: The defender only has to move the baggage 22 1/2" (instead of the standard 24") but see special movement rule and the opposing forces can be as little as 10" apart because of the table dimensions.

Special Rule: Baggage can only be moved upto 'S' unless it's entire move is along the road when it can be moved upto 'M' with each activation.

After deployment, the attacker rolls 3 SAGA dice and places them on his Battleboard. No re-rolls 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 his opponent rolls SAGA dice as normal on his first turn.

The defender (escorting player) then starts the game.

The game ends when the time limit is reached OR all 3 baggage are destroyed OR 2 baggage reach the opposite table edge.

Note: Baggage units cannot gain benefits from Saga abilities except they can be activated with the Heathguard activation ability and they generate Saga dice. They cannot enter Uneven ground.

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

Victory Points:

For a win: The Escorting player gets **3VP's** for getting 2 baggage off the table but the attacker gets 1 VP if 1 baggage was destroyed otherwise he gets **0 VP's**.

The Attacker gets **3 VP's** for destroying 3 baggage and the escorting player **0 VP's**.

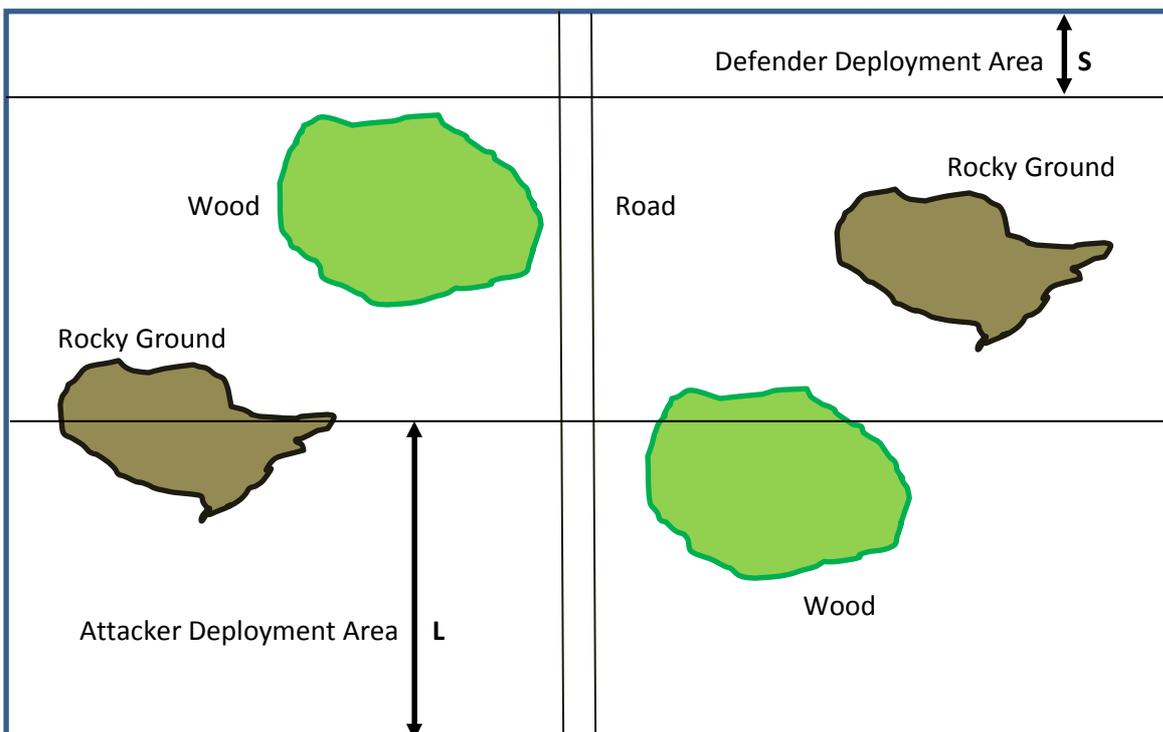
Otherwise (it's a draw) the escorting player gets **1VP** if 1 baggage left the table and the attacker gets **1 VP** for each baggage destroyed. Also for a draw, the player scoring the most enemy kills gets **+ 1 VP**.

Terrain notes: (Not shown to scale)

The Rocky Ground areas are Low Area Terrain, Hard Cover and Uneven ground. Baggage units cannot enter.

The Woods are High Area Terrain, Soft Cover and Uneven ground. Baggage units cannot enter.

The Road is open terrain and has no effect other than allowing baggage units to move upto 'M' per activation.



Game Details and Layout Chart

Scenario: **Clash of Warlords**

Table: _____

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

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 within **M** of his choice of long table edge.

His opponent then deploys his Warlord and Levies within **M** of the opposite table edge.

The first player deploys his Levies and Warriors within **M** of his table edge.

His opponent then deploys his Hearthguard units within **M** of his own table edge.

Finally the first player deploys his Hearthguard units within **M** of his own table edge.

Then roll again to see who starts.

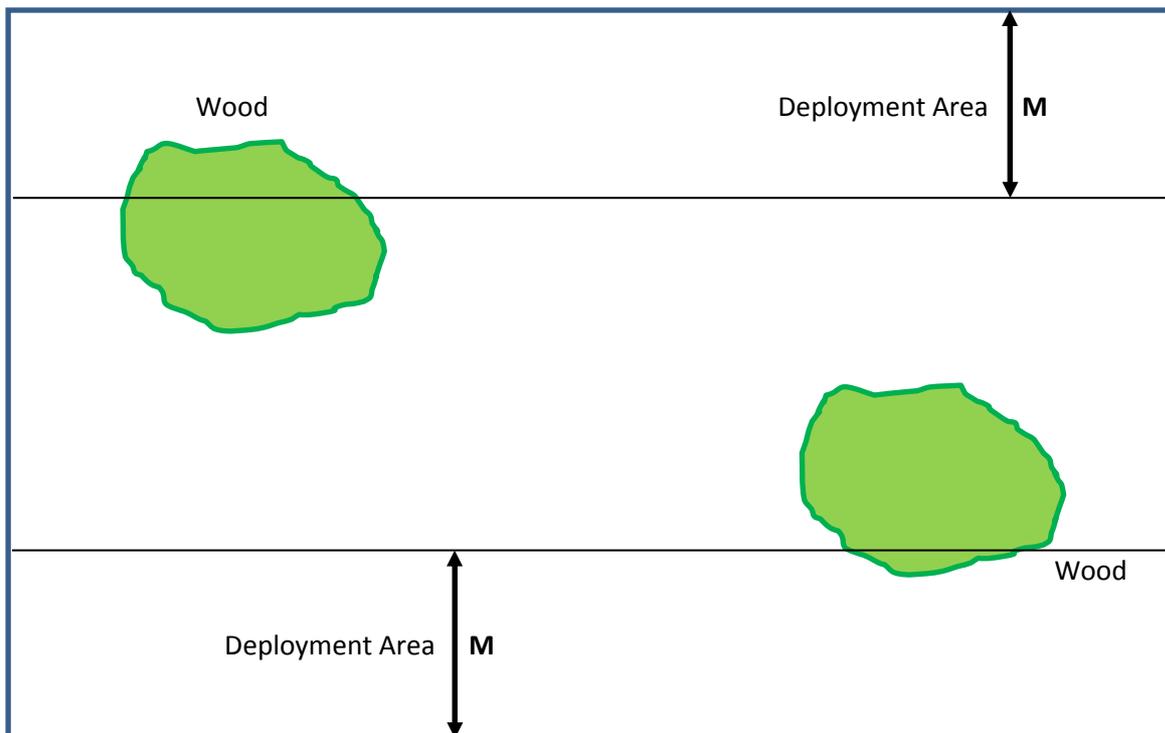
After the first player is determined, his opponent rolls 3 SAGA dice and places them on his Battleboard. No re-rolls just place the three dice rolled on the board to get some defensive abilities in the first turn of the game. Note: If any of these dice are unused after the first player's turn they are removed so his opponent rolls SAGA dice as normal on his 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:

A player that kills the enemy Warlord (& his still lives) gets **3VP's** and his opponent gets **0 VP's**. Otherwise (if both warlords die together or none have been killed) the player scoring the most enemy kills gets **2 VP's** and his opponent gets **1 VP**.

Terrain: (Not shown to scale)

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



Game Details and Layout Chart

Scenario: **Battle for the Hoard**

Table: _____

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

Scenario Rules:

Do not alter the scenery before your game.

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

Deployment

Roll a D6 to see who chooses a table edge. In the event of a tie the player with the most impressive facial hair chooses.

Next, 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 within **M** of his table edge and at least **L** away from the marsh. The opponent then deploys his warband with the full number of points within **M** of the opposite edge and at least **L** from the marsh.

After the first player is determined, his opponent rolls 3 SAGA dice and places them on his Battleboard. No re-rolls 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 his opponent rolls SAGA dice as normal on his first turn.

Special Rules

At the end of a player's turn if they have a model on the Hoard token that model is deemed to have picked up the Hoard (place the token under that model). **Hence picking up the Hoard completes the players turn.** Any unit with the Hoard has its maximum move reduced **to 5 (this cannot be increased by any ability)**. A model retains the Hoard token until killed and cannot give it up voluntarily. If this model is killed in 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. A player cannot move the hoard token from model to model but the usual rules about which models are removed as casualties still apply.

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

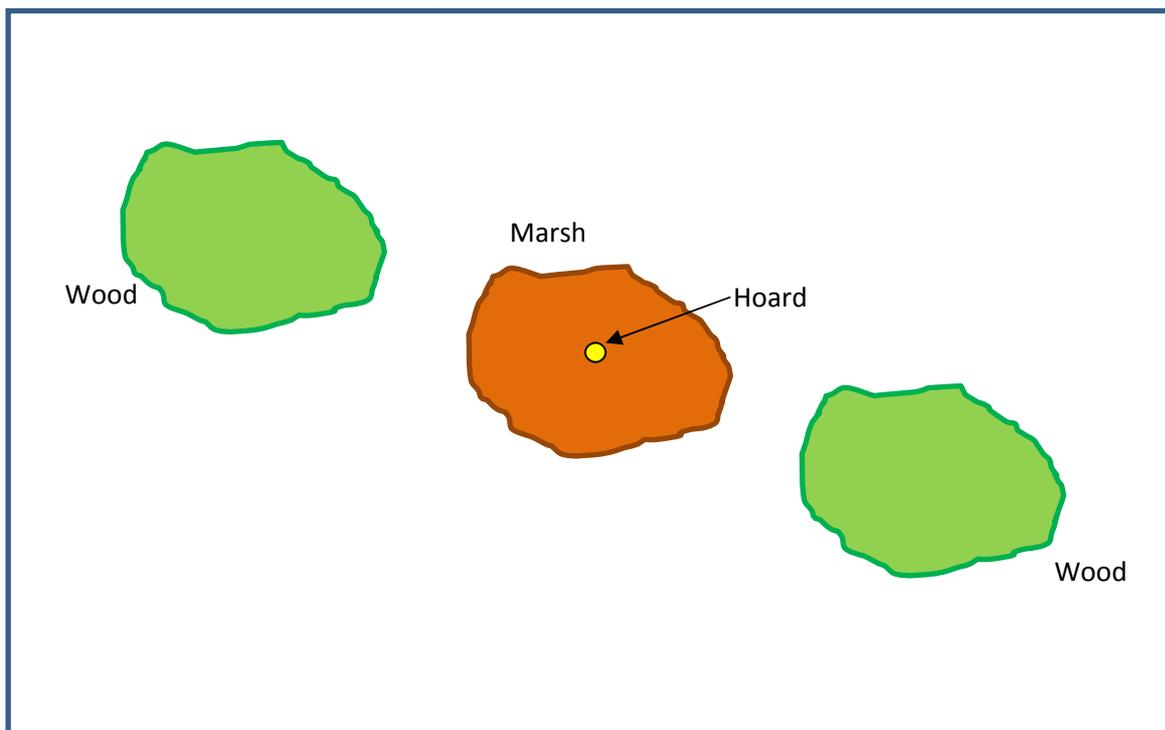
Victory Points:

If a player is in possession of the Hoard at the end of turn 6 (or time out is reached) he gets **3VP's** and his opponent gets **0 VP's**. Otherwise it's a draw and the player scoring the most enemy kills gets **2 VP's** and his opponent gets **1 VP**.

Terrain: (Not shown to scale)

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

The Marsh is Low Area Terrain and Uneven ground.



Player Name: _____ Group () / No. ()

Warband Faction: _____

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

- 1:
- 2:
- 3:
- 4:
- 5:
- 6:
- 7:

Troop kill points are calculated as: 3 for a Warlord, 1 per Hearthguard, 1 per 2 Warriors (rounded up) & 1 per 3 Levie (rounded up). Record your score in the charts below for each game:

Scenario: **Battle at the Ford** Table: _____ Opponent: _____

Game Length: **7 turns or time out reached**

If a player gets more than 4 troop points than his opponent on the opposite side of the river he gets **3 VP's** and his opponent gets **0 VP's**. Otherwise the player with the most troop points on the opposite side of the river gets **2 VP's** and his opponent gets **1 VP**. For a draw, if some figures moved to the enemy side of the river both players get **1 VP**, but if none got across the river both players get **0 VP's**.

Your troop points over the river	Your Victory Points	Opponent Player Victory Points

Scenario: **The Escort** Table: _____ Opponent: _____

Game Length: **Once victory condition met or time out reached**

For a win: The Escorting player gets **3VP's** for getting 2 baggage off the table and the attacker gets **1 VP** if 1 baggage was destroyed otherwise he gets **0 VP's**. The Attacker gets **3 VP's** for destroying 3 baggage and the escorting player **0 VP's**. Otherwise (it's a draw) the escorting player gets **1VP** if 1 baggage left the table and the attacker gets **1 VP** for each baggage destroyed. Also for a draw, the player scoring the most enemy kills gets **+ 1 VP**.

Your Enemy kill points	Your Victory Points	Opponent Player Victory Points

Scenario: **Clash of Warlords** Table: _____ Opponent: _____

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

A player that kills the enemy Warlord (& his still lives) gets **3VP's** and his opponent gets **0 VP's**. Otherwise (if both warlords die together or none have been killed) the player scoring the most enemy kills gets **2 VP's** and his opponent gets **1 VP**.

Your Enemy kill points	Your Victory Points	Opponent Player Victory Points

Scenario: **Battle of the Hoard** Table: _____ Opponent: _____

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

If a player is in possession of the Hoard at the end of turn 6 (or time out is reached) he gets **3VP's** and his opponent gets **0 VP's**. Otherwise it's a draw and the player scoring the most enemy kills gets **2 VP's** and his opponent gets **1 VP**.

Your Enemy kill points	Your Victory Points	Opponent Player Victory Points

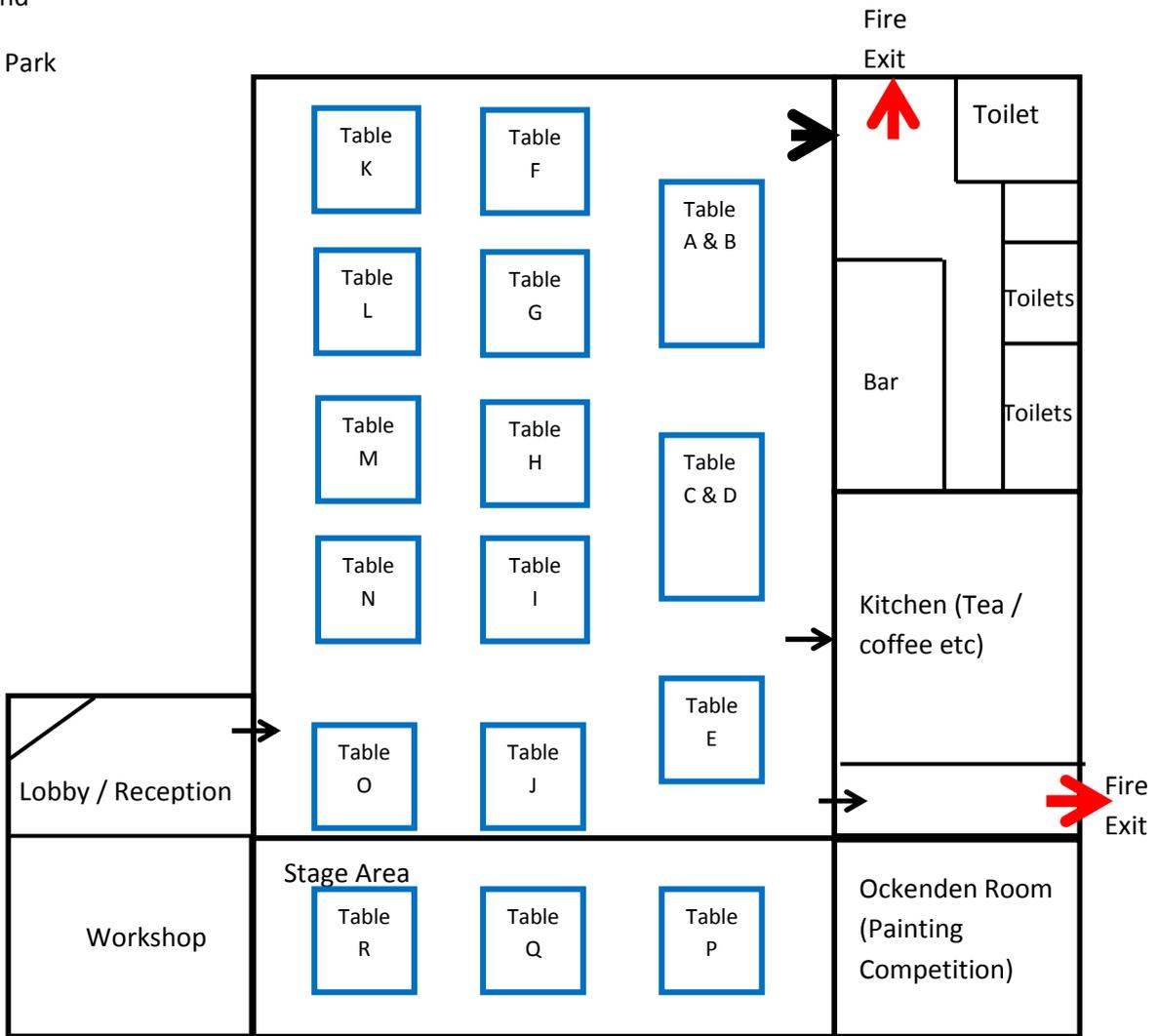
Cumulative scores – Official use only

Cumulative scores	Game 1	Game 2	Game 3	Game 4
Victory Points				
Your Enemy kill points				

Appendix D: Hall Layout

Entrance
and
Car Park

Entrance
from car
park



Painting Competition Vote

I nominate the following army as the best painted & presented army:

Submission made by (sign) _____ Player No. _____

Painting Competition Vote

I nominate the following army as the best painted & presented army:

Submission made by (sign) _____ Player No. _____

Painting Competition Vote

I nominate the following army as the best painted & presented army:

Submission made by (sign) _____ Player No. _____

Painting Competition - Nomination

Warband Name:

Player No.

Painting Competition - Nomination

Warband Name:

Player No.

Painting Competition - Nomination

Warband Name:

Player No.

Painting Competition - Nomination

Warband Name:

Player No.

Tournament Scoring and Prize allocation details

Allocation of Prizes

- 1st Prize: Steppe Nomads (12 mounted)
- 2nd Prize: Angry Monks (12 foot)
- 3rd Prize: Sons of Death (8 foot)
- 4th Prize: Harold, Gyrth & Leofwine(3 foot)
- 5th Prize: William the Bastard
- 6th Prize: Alfred The Great
- 7th Prize: Gunnar Hamundarson
- 8th Prize: Hereward The Wake
- 9th Prize: Maredudd ab Owain
- 10th Prize: Fatigue Markers
- 11th Prize: SAGA Measuring Sticks
- 12th Prize: SAGA Measuring Sticks

- 1st Place: The overall winner after 4 rounds accumulating points as described below for each scenario.
- 2nd Place: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 3rd Place: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 4th Prize: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 5th Prize: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 6th Prize: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 7th Prize: Best at the 'Battle at the Ford' Scenario but has not won a previous placed prize.
- 8th Prize: Best at the 'The Escort' Scenario but has not won a previous placed prize.
- 9th Prize: Best at the 'Clash of Warlords' Scenario but has not won a previous placed prize.
- 10th Prize: Best at the 'Battle for the Hoard' Scenario but has not won a previous placed prize.
- 11th Prize: The best presented/painted warband (judged by all players)
- 12th Prize: The worst overall result accumulated over 4 rounds

The scoring of each Scenario is as follows:

For 'Battle at the Ford' / 'The Escort': For matching up of the next player for the next game. Players are ranked within their scenario group based on the number of VP's achieved and not played the same player before. If there is a draw, the player with the higher kill points is ranked higher.
[Note: For the 'Battle at the Ford' scenario, troop points across the river are counted as if they were kill points].

For prize selection, after elimination of previous winners, the winner is the player with the greater number of VP's and if there is a draw, the player with the higher kill points is ranked higher.

For 'Clash of Warlords': For matching up of the next player for this game. Players are ranked based on the number of VP's achieved in the previous 2 scenarios. If there is a draw, the player with the higher kill points is ranked higher.

For prize selection, after elimination of previous winners, the winner is the player with the greater number of VP's and if there is a draw the player with the higher kill points is ranked higher.

For 'Battle of the Hoard': For matching up of the next player for this game. Players are ranked based on the number of VP's achieved in the previous 3 scenarios. If there is a draw, the player with the higher kill points is ranked higher.

For prize selection, after elimination of previous winners, the winner is the player with the greater number of VP's and if there is a draw the player with the higher kill points is ranked higher.

Overall winner places (prizes 1 to 6) are based on the accumulated score of the VP's gained from each scenario. If a position is drawn by more than one player, then the following rules will be applied to separate out the players. The player with the higher total kill points is ranked higher and then the player with the most Wins. If still a draw, the player with the best Clash of Warlords result. Finally if still a draw, give up and dice for the winner.