

It's the Skalds' work...

A campaign system for SAGA© from
Tomahawk Studios & Gripping Beast.
Rich Jones April 2012

SAGA is the innovative Dark Age gaming system from Tomahawk Studios & Gripping Beast. Keeping the campaign system as user friendly and elegant as the original rules has been the main objective when writing this campaign pack. The main areas in which this pack add to the core rules are:

- Advancement for the individual Warlord and their Warband.
- Wounds and injuries for the Warlord.
- A reason for playing from game to game (building up Renown so eventually they will sing your name and enable immortality through writing your story as a *saga*).
- New and tweaked scenarios for the campaign. Probably not as balanced or competition friendly as the 'official versions'.

It was also the aim that the campaign does not rely on lots of map or book-keeping. In line with the Sagas themselves the 'narrative' behind all the campaign action is up to the player themselves, although obviously the 'spinners' will help out.

As Saga is a skirmish game it is deemed the Warband will be seeking loot and plunder in nearby territories and also abroad in more exotic climes (like Scotland, Ireland and France). In this way any of the factions in the Saga rules and supplements may be used.

Gathering a Warband

Getting people to follow one on a trail of looting and pillaging is a thankless task. As Saga uses a force pool approach with units only being formed at the deployment phase it is the Warband number as a whole that the campaign system revolves around. Warlords start with 6 Points of Forces in their Warband number (force pool). Due to casualties after games this pool may well decrease for a game. In exceptional circumstances this may mean that a Unit may

not be able to be formed with a minimum of 4 figures. For example if you have only four

Hearthguard in your pool but two are off injured then a Hearthguard unit can not

be deployed. In this case these figures can be used in another 'unit' of a lesser

troop type for the next game. This has no actual benefit apart from being able to field units etc.



When a Warlord gets to be a better known figure (ie they have a higher Renown) they will be able to increase their Warband number (Force Pool) which will give them a certain leeway when choosing six points for the game.

Who plays whom?

There are a number of systems that can be found to pair players off in a 'campaign' whether it is an ongoing concern or a one of day campaign. I tend to split the players into two groups depending on how they are doing. The high scorers play each other randomly as do the low scorers. In this way the points board will fluctuate nicely.

Once the players have been paired off for the next game in the campaign it must be decided who is to act as the aggressor for the campaign move. Each player rolls a die and adds to it the number they have chosen between one and six (yes, hide a d6 with the chosen number on). Highest total is the aggressor. In this way Warlords should be able to have a decent 'say' as to whether they are the aggressor or defender BUT there is always an uncertainty. If one ends up being the aggressor when one really didn't want to then think of it as the Warband having too fulfil and oath or feud etc.

Across the whale road they did sail...

Crossing any body of water, or indeed marching over hills and mountains (thus keeping out of sight and mind of the owning forces) in the Dark Ages was fraught with both real and perceived danger.

The aggressor rolls 2d6 to see how well the journey went. Again the actual details will be up to the 'spinners' to flesh out. All we are