

Saga Campaign day – Saturday 27th February 2016

1. Introduction

Wyvern Wargamers fifth SAGA tournament day is to be held on Saturday 27th February 2016. There will be 4 games, each lasting up to 1 hr 45 mins. 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. Games will be played with 6 point warbands from a 7 point roster.

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 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 'Wyvern Wargamers'.

Step 3: When we receive your payment we will send you a final e-mail 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 27th February 2016

- 08:30 – 09:00 – Arrival & booking in
- 09:00 – 09:15 – Introductions
- 09:15 – 11:00 – Game One (1 hr 45 mins)
- 11:00 – 11:15 – Break
- 11:15 – 13:00 – Game Two (1 hr 45 mins)
- 13:00 – 13:30 – Lunch Time (& Painting Competition voting)
- 13:30 – 15:15 – Game Three (1 hr 45 mins)
- 15:15 – 15:30 – Break
- 15:00 – 16:45 – Game Four (1 hr 45 mins)
- 16:45 – 17:15 – A Q&A session (while the game results are compiled)
- 17:15 – 17:30 – 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 points have been spent has to be indicated, not the equipment, 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.

War Banners and Priests as described in The Crescent and Cross rules are allowed, but to make this competition a bit different, only Standard Warlords can be used (No Priest Warlords).

War Banners are **not** specified on the roster as these are allocated to units as the unit is deployed, but you must have a substitute appropriate banner figure and make their use clear to your opponent.

For this tournament, if you include a Priest in your roster, you can only list one and it must be specified as a point in your roster (i.e. You cannot use a Priest as your Warlord).

If you include a Wandering Bard/Troubadour (a free unit) you must show it on the roster and include it in all your games.

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

Permitted Crescent & Cross Factions are: Crusaders, Saracens, Milites Christi, Mutatawwi'a, Spanish, Moors.

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.

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

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

Dark Age and Crescent & Cross players will be separated for the first two games, but for the last two games, players will be matched in order of ranking based on their score so far.

5. Rules Queries

All the rule clarifications and changes described in The Crescent and The Cross book will be applied and as per the latest rule amendments described in the official FAQ. So for example, if a horse mounted unit ends its movement in uneven ground it takes an extra fatigue.

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 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. Scenarios

The terrain and any supplementary equipment required for each scenario will be pre-set for each game. 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.

Games will last a maximum of 1 hour 45 minutes. At the end of this time the game must end. Players must try to ensure each player has the same number of turns. If there is not sufficient time for both players to complete another turn, then the game should be ended at that point.

For the first 2 rounds we will have 2 scenarios in play at once, opponents will have been randomly pre-drawn but we will attempt to avoid matching up same club members. The tables will then 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 Chance Encounter.

The 3rd round will be Village Pillage.

The 4th round will be Champions of God on a misty day.

Some of these scenarios will sound familiar and are based on ones previously published but it is essential to read the words in this document as there are differences.

Determining the first player:

As defined in The Crescent & The Cross rules, unless otherwise stated in the scenario, the following rule is used to determine who goes first. After deployment, each player rolls one dice and adds the number of SAGA dice his warband generates as it is deployed. This may be more than 6. The player with the highest total (in case of a tie, re-roll) **chooses** who will go first.

After the first player is determined, his opponent may role 3 SAGA dice and places them on his Battleboard. This is not an orders phase, no re-rolls or abilities can be used at this point, 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 the second player roles SAGA dice as normal on his first turn.

Slaughtering Victory Points:

Slaughtering victory points are based on the number of enemy models the opposing Warband has lost during the game and are calculated as: 3 for a Standard Warlord, 1 per Hearthguard, 1 per 2 Warriors (rounded up) & 1 per 3 Levie (rounded up) and 4 for a Priest.

Special units and figures have specific Slaughtering victory points defined in the rules for that unit. Note: The baggage unit in the Chance Encounter scenario is worth 3 Slaughtering victory points.

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. Irrespective of the scenario rules, the loser gets no Scenario Victory Points. The opponent player (the winner) gets at least 5 Scenario Victory Points, 6 if he met the scenario conditions for 6.

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: **Chance Encounter**

Game Details and Layout Chart for the: **Village Pillage**

Game Details and Layout Chart for the: **Champions of God on a misty day**

Hall and table positions layout

Player results Sheet

Player Roster

Painting Competition Vote sheet

Painting Completion Nomination forms

Tournament Scoring and Prize allocation details

Scenario: **Battle at the Ford**
Game Length: **7 turns or time out reached**

Table: _____

Layout: The scenery is pre-set (as shown below).

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.

After deployment determine who starts (using the procedure defined in the rule pack).

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

Scenario Rules:

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

The River is impassable and provides no cover.

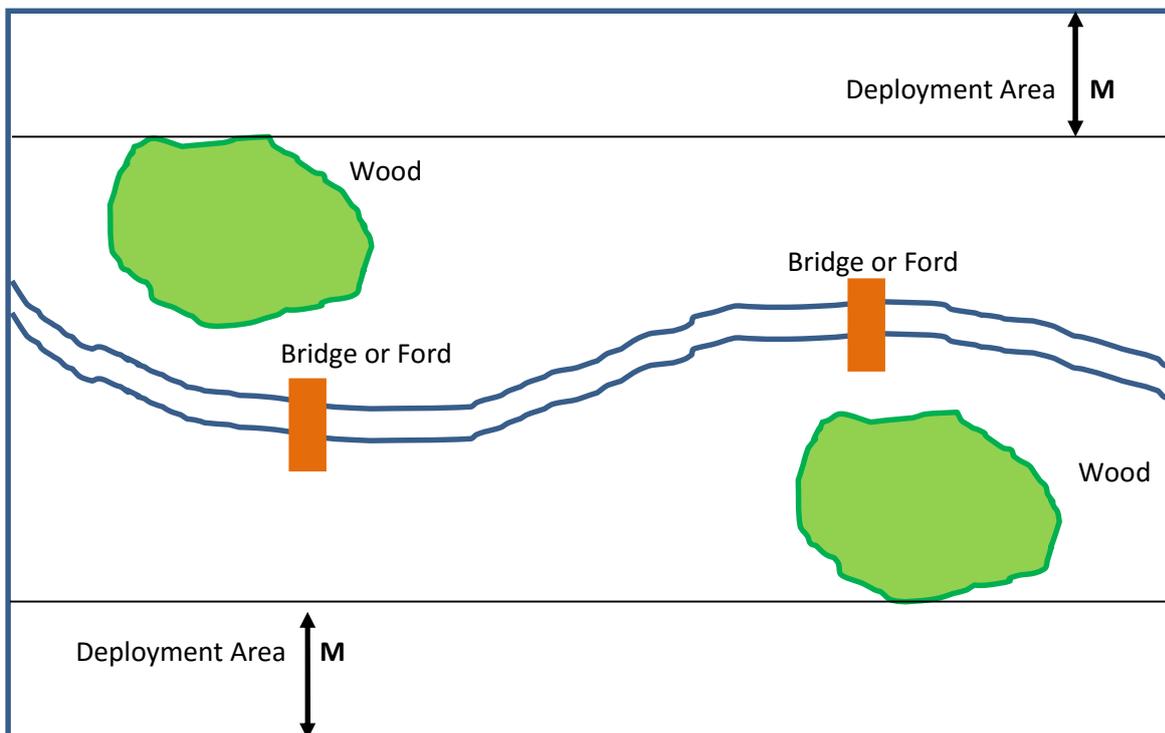
The fords are Open terrain and provide no cover. Three models (including mounted) can cross abreast (even if you can't physically place them on the bridge).

Scenario Victory Points:

Scenario 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/ford that is over the land area, to count) and are calculated with the same numerical values as Slaughtering victory 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 Scenario Victory points than his opponent on the opposite side of the river he gets **6 VP's** and his opponent gets **0 VP's**. Otherwise the player with the most Scenario points on the opposite side of the river gets **4 VP's** and his opponent gets **2 VP's**. For a draw, if some figures moved to the enemy side of the river both players get **2 VP's**, but if none got across the river both players get **1 VP**.

Terrain: (Not shown to scale)



Scenario: **Chance Encounter**
 Game Length: **7 turns or time out reached**

Table _____

Layout: The scenery is pre-set (as shown below).

Deployment:

In this scenario, each player has 1 baggage unit in addition to his 6 point warband.

Do not alter the scenery before your game, just roll to see who deploys first and hence has choice of table edge and also deploys 1 unit on his table side within **M** from the table edge. His opponent then deploys 1 unit within **M** from the opposite table edge.

This is repeated till both players have deployed their warband and baggage.

After deployment determine who starts (using the procedure defined in the rule pack).

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

Scenario Rules:

The baggage unit

- generates 1 SAGA dice (in the same way as a Hearthguard unit does)
- has armour 5 in melee and 6 against shooting (like a Warlord)
- is worth 3 Slaughtering Victory points if destroyed (like a standard Warlord)
- generates 3 attack dice and has upto 3 extra defence dice in melee or shooting (so with 1 hit it gets 2 defence dice)
- may cancel 1 unsaved hit (but a second unsaved hit eliminates it)
- receives fatigue and uses fatigue as for a hearthguard unit. i.e. It is exhausted when it has 4 fatigue
- is unaffected by any SAGA ability by either player, except it can be activated as a Hearthguard unit (or by a Warlord with the We obey command) to rest or move. However, units attacking it can use SAGA abilities on themselves (i.e. to affect their own attack dice)
- when activated it can only be moved up to 'S' unless it's entire move is along the road when it can be moved upto 'M' with each activation. Baggage activations may never be cancelled with SAGA abilities as SAGA abilities cannot affect the baggage unit.
- cannot move into or through difficult ground, or into melee or end within VS of an enemy unit. If it starts within VS of an enemy unit (or within S for subsequent moves), it cannot move.

Terrain notes:

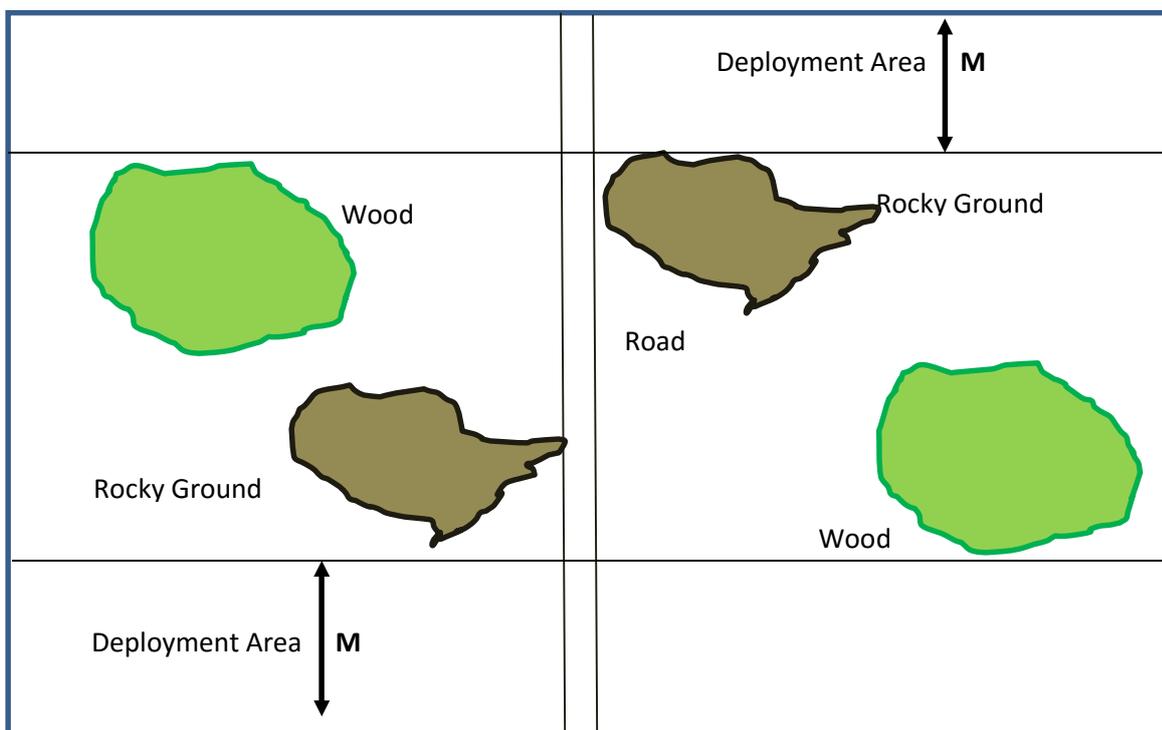
- The Rocky Ground areas are Low Area Terrain, Hard Cover and Uneven ground. Baggage units cannot enter.
- The Woods are High Area Terrain, Soft Cover and Uneven ground. Baggage units cannot enter.
- The Road is open terrain and has no effect other than allowing baggage units to move upto 'M' per activation.

Victory Points:

If both players get their own baggage to the opponent's long table edge (any part of the unit has passed the table edge) then both players get **2VP's**. If only one player gets their baggage to the opponent's long table edge, that player gets **4VP's** and the other player gets **0VP**. If both players fail the get their baggage to the opponent's long table edge, both get **0VP**.

Also if a player gets more than 4 Slaughtering victory points than his opponent he gets **+ 2VP's**.

Otherwise if a player gets more Slaughtering victory points than his opponent (but not more than 4) he gets **+ 1VP**.



Scenario: **Village Pillage - Game 3**
 Game Length: **6 turns or time out reached**

Table _____

Layout: The scenery is pre-set (as shown below).

Deployment:

Do not alter the scenery before your game, just roll to see who deploys first and hence has choice of table edge and also deploys 1 unit on his table side within **M** from his table edge or within **VS** from his building. His opponent then deploys 1 unit on his table side within **M** from his table edge or within **VS** from his building. This is repeated till both players have deployed their warband.

After deployment determine who starts (using the procedure defined in the rule pack).

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

Scenario Rules:

A building is placed M away from a table corner in two opposite corners. Each player 'owns' the building on his side of the table. These buildings are considered high area terrain but are impassable (in this scenario). Models may move freely within VS of the buildings and touch the buildings.

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 involve 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.

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.

Any type of unit can carry pillage tokens (dogs and camels included).

Terrain notes:

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

Building: High Area Terrain, Impassable terrain in this scenario.

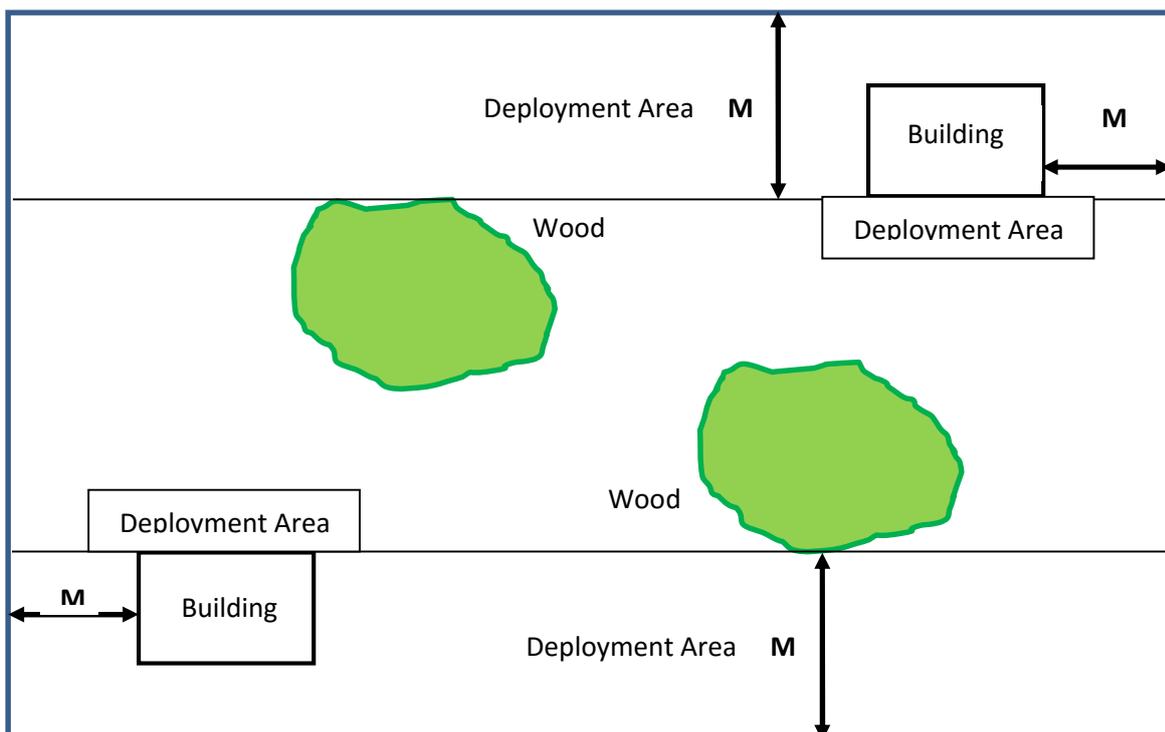
Scenario Victory Points:

A player with the most pillage tokens gets **4VP's** and their opponent gets **1VP** if they have at least 1 pillage token, otherwise they get **0 VP's**.

Otherwise, if both players have the same number of pillage tokens (1 or more) they both get **2VP's**.

Also if a player gets more than 4 Slaughtering victory points than his opponent he gets **+ 2VP's**.

Otherwise if a player gets more Slaughtering victory points than his opponent (but not more than 4) he gets **+ 1VP**.



Scenario: **Champions of God on a misty day** - Game 4

Table _____

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

Layout: The scenery is pre-set (as shown below).

Deployment:

Do not alter the scenery before your game, just roll to see who deploys first and hence has choice of table edge and also deploys his Warlord within **M** of his choice of long table edge.

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

Then starting with the player that deployed his Warlord first, each player must deploy one unit, players alternate the deployment of their units until all units are deployed. However, the following deployment sequence must also be adhered too: *foot units with ranged weapons then mounted units with ranged weapons then other foot the other mounted units.*

After deployment determine who starts (using the procedure defined in the rule pack).

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

Scenario Rules:

It's a misty day and all shooting is restricted to a range of 'S'. This includes shooting via saga abilities such as the Pagan Rus – Eastern Anger or Strathclyde – Harassment (to name a few).

Mounted troop movement is restricted to 'M' unless the unit takes a risk. If a mounted unit moves more than 'M' (with a single activation), the owner rolls 1 dice and on a result of a 1 or 2 takes a fatigue (which is in addition to any normal fatigue requirements).

Victory Points:

If a player gets 8 or more Slaughtering Victory Points than his opponent he gets **6 VP's** and his opponent gets **0 VP's**.

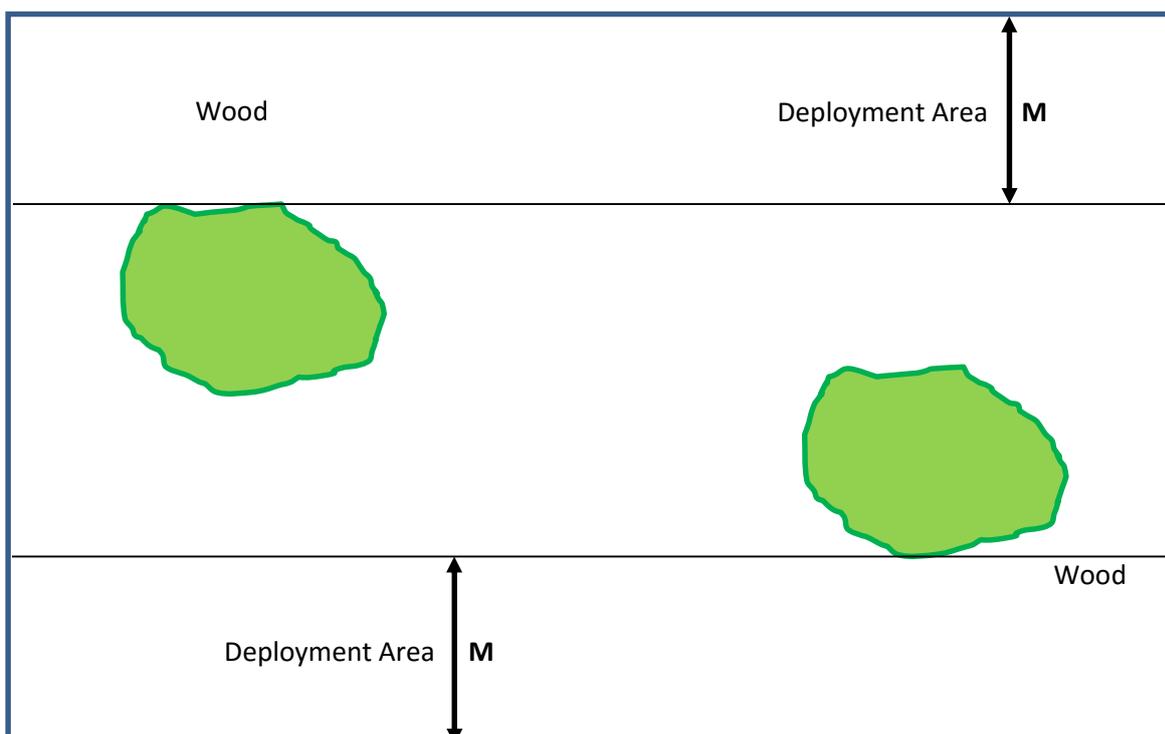
Otherwise if a player gets 3 or more but less than 8 than his opponent he gets **5 VP's** and his opponent gets **1 VP**.

Otherwise if a player gets 1 or more but less than 3 than his opponent he gets **3 VP's** and his opponent gets **1 VP**.

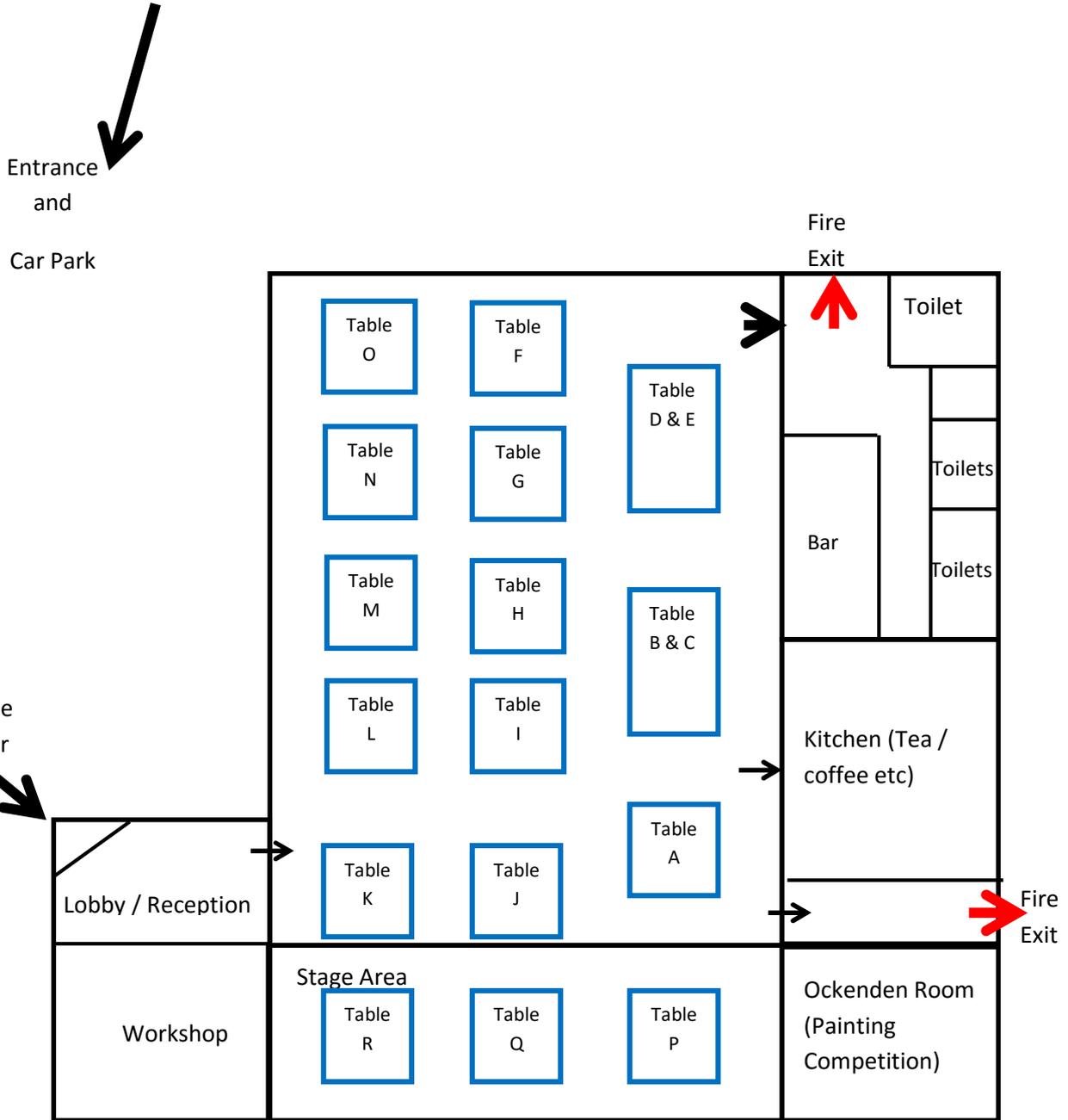
Otherwise it's a draw and both players get **2 VP's**.

Terrain: (Not shown to scale)

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



Appendix D: Hall Layout



Player Results Sheet

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

Slaughtering Victory 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 Scenario Victory points than his opponent on the opposite side of the river he gets **6 VP's** and his opponent gets **0 VP's**. Otherwise the player with the most Scenario points on the opposite side of the river gets **4 VP's** and his opponent gets **2 VP's**. For a draw, if some figures moved to the enemy side of the river both players get **2 VP's**, but if none got across the river both players get **1 VP**.

Your Slaughtering VP's	Your troops over the river	Your Victory Points	Opponent Victory Points

Scenario: **Chance Encounter** Table: _____ Opponent: _____

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

If both players get their own baggage to the opponent's long table edge (any part of the unit has passed the table edge) then both players get **2VP's**. If only one player gets their baggage to the opponent's long table edge, that player gets **4VPs** and the other player gets **0VP**. If both players fail to get their baggage to the opponent's long table edge, both get **0VP**.

Also if a player gets more than 4 Slaughtering victory points than his opponent he gets **+ 2VP's**.

Otherwise if a player gets more Slaughtering victory points than his opponent (but not more than 4) he gets **+ 1VP**.

Your Slaughtering VP's	Your Victory Points	Opponent Victory Points

Scenario: **Village Pillage** Table: _____ Opponent: _____

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

A player with the most pillage tokens gets **4VP's** and their opponent gets **1VP** if they have at least 1 pillage token, otherwise they get **0 VP's**.

Otherwise, if both players have the same number of pillage tokens (1 or more) they both get **2VP's**.

Also if a player gets more than 4 Slaughtering victory points than his opponent he gets **+ 2VP's**.

Otherwise if a player gets more Slaughtering victory points than his opponent (but not more than 4) he gets **+ 1VP**

Your Slaughtering VP's	Your pillage tokens	Your Victory Points	Opponent Victory Points

Scenario: **Champions of God** Table: _____ Opponent: _____

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

If a player gets 8 or more Slaughtering Victory Points than his opponent he gets **6 VP's** and his opponent gets **0 VP's**.

Otherwise if a player gets 3 or more but less than 8 than his opponent he gets **5 VP's** and his opponent gets **1 VP**.

Otherwise if a player gets 1 or more but less than 3 than his opponent he gets **3 VP's** and his opponent gets **1 VP**.

Otherwise it's a draw and both players get **2 VP's**.

Your Slaughtering VP's	Your Victory Points	Opponent Victory Points

Cumulative scores – Official use only

Cumulative scores	Game 1	Game 2	Game 3	Game 4
Victory Points				
Your Slaughtering VP's				

Player Roster

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

Warband Faction: _____

Standard Warlord plus

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

1:

2:

3:

4:

5:

6:

7:

Free units (present in all games):

Notes:

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.

War Banners are **not** specified on the roster as these are allocated to units as the unit is deployed.

If you include a Priest in your roster, you must show the type and can only list one. Likewise if you include a Wandering Bard/Troubadour (a free unit) you must show it on the roster and include it in all your games.

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 -

Warband Name:

Player No.

Painting Competition -

Warband Name:

Player No.

Painting Competition -

Warband Name:

Player No.

Painting Competition -

Warband Name:

Player No.
