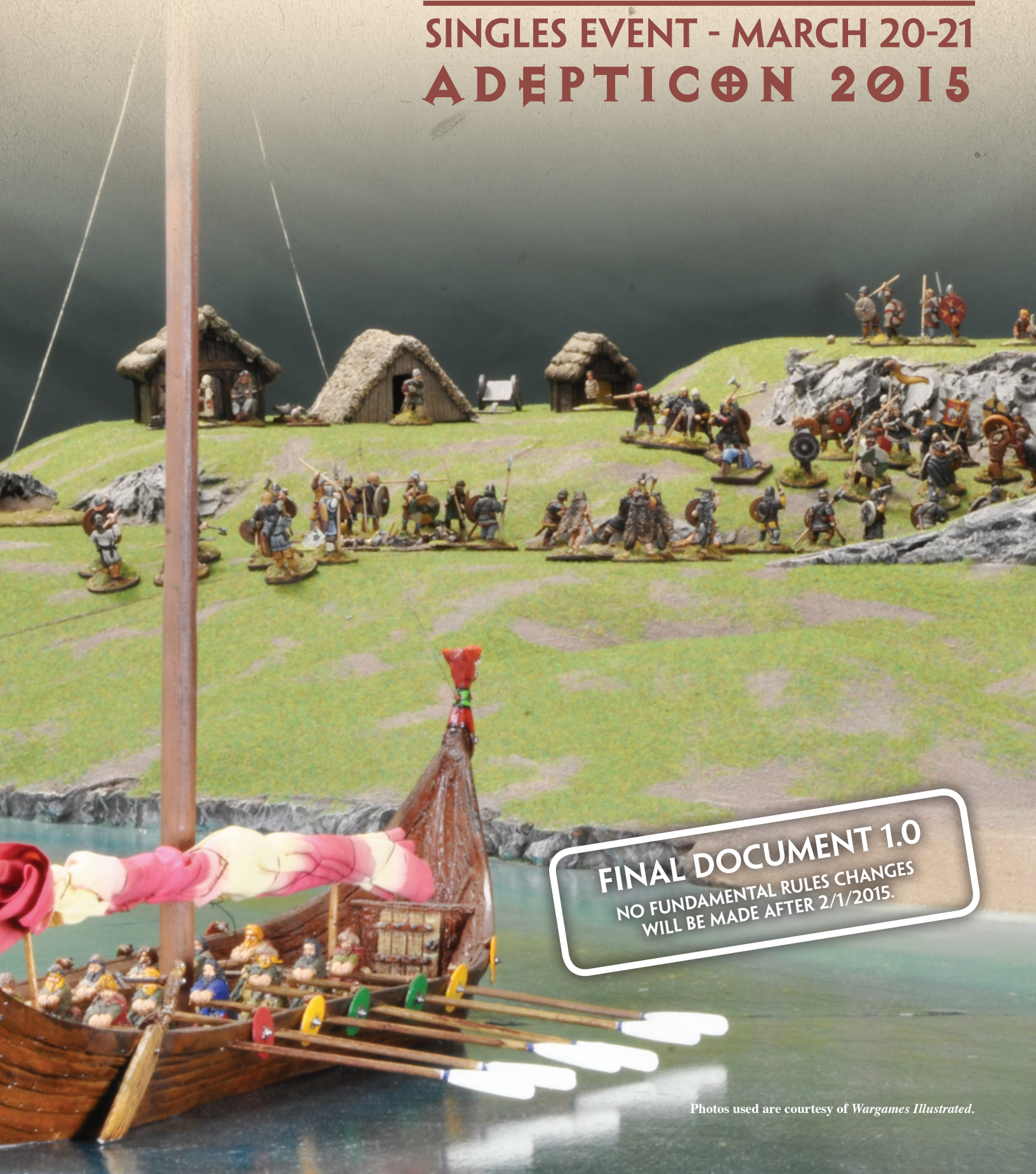


U.S. SAGA GRAND MELEE

SINGLES EVENT - MARCH 20-21
ADEPTICON 2015



FINAL DOCUMENT 1.0
NO FUNDAMENTAL RULES CHANGES
WILL BE MADE AFTER 2/1/2015.

Photos used are courtesy of Wargames Illustrated.

U.S. SAGA GRAND MELEE SINGLES EVENT

MARCH 20TH & 21ST, ADEPTICON 2015

Preliminary Draft - No fundamental rules changes will be made after 2/1/2015.

The following are the preliminary rules for the inaugural **U.S. SAGA Grand Melee**, hosted by AdeptiCon 2015 in conjunction with Studio Tomahawk and Gripping Beast.

While the **U.S. SAGA Grand Melee** is a two-day event. It will be possible for a limited number of players to play single days. Single-day players will be eligible for single-day awards but only two-day players will be eligible for the main awards.

Tickets will be available with the launch of the AdeptiCon webcart in early November. AdeptiCon tickets tend to go quickly, with many of our events selling out within 24-48 hours. More details to follow on the registration process as we get closer to the launch of the AdeptiCon 2015 webcart.

As with all **SAGA Grand Melee** events, exclusive items will be in abundance and available to attendees including but not limited to:

- Exclusive **SAGA Grand Melee** 2015 Figure
- Exclusive **SAGA Grand Melee** 2015 Tokens,
- Official AdeptiCon 2015 **U.S. SAGA Grand Melee** T-Shirt
- Whatever other crazy cool stuff we can come up with

EVENT RULES

U.S. SAGA Grand Melee will be played with 6-point warbands. Your warband may be selected from either the *SAGA* or *The Crescent and the Cross* rulebooks or from any of the official released supplements (*Northern Fury*, *The Raven's Shadow*, *Varajazi & Basileus*). The only exception being that Milites Christi warbands may not include The Poor Fellow Soldiers of Christ and of the Temple of Solomon. The Skraelings and Steppe Tribes are also included in the playable factions, rules are available via these links:

SKRAELINGS

STEPPE TRIBES

Baggage Train

Players should bring 3 painted baggage pieces in addition to their warband.

The latest rules as defined in *The Crescent and the Cross* rulebook will be used along with the latest FAQ document found here:

FAQ

Any other clarifications specific to the **U.S. SAGA Grand Melee** will be found in this document.

A separate printed warband list is required for the judges and each of your opponents (minimum of seven copies required if playing both days).

Each warband list must contain the following details: player name, faction, and the following composition. For each line, please indicate the number of models fielded, class and equipment/options. These equipment/options are fixed for the whole tournament. However, the way they will be organized may change from game to game.

Example: Your roster indicates that out of your 24 Norman Warriors, 10 will be mounted, 8 will have crossbows and 6 do not have any option. You can still organize the 10 mounted Warriors in two units during a game, it is not mandatory to field them in a single unit. See the attached sample warband roster at the end of this packet as an example.

Each player must bring a rulebook, the most current published rules for their warband, and all materials needed to play a game/report the results - including *SAGA* dice, battle board, measuring devices, templates, and a writing implement.

Players who are not playing for single day awards must play the same warband for both days of Grand Melee.

CONDUCT

The **U.S. SAGA Grand Melee** is first and foremost a casual affair that promotes camaraderie, gentlemanly behavior, meeting new hobby enthusiasts and most of all fun! While there is certainly a competitive aspect to this event, winning games should never take priority over good sportsmanship and civilized behavior. In the end, it is all about grown-ups playing with toy soldiers, rolling dice and enjoying it. Don't forget it! So, if you feel that you are taking the game a bit too seriously, head to the bar, get a drink, count to ten and come back to the gaming table relaxed. We will not tolerate inappropriate behavior and all players are expected to abide by the AdeptiCon Conduct Policy.





The models used in your army must comply with the AdeptiCon Model Policy (all models **MUST** be WYSIWYG and 3-colors).

If illegal warbands or rules violations are detected, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited.

U.S. SAGA Grand Melee Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon itself with no refunds allowed.

SCHEDULE

The Grand Melee will consist of six games, three played on Friday and three on Saturday. The preliminary schedule is as follows:

Friday, March 20th

9:00am - 9:30am Registration and Introduction
 9:30am - 11:30am Game 1
 11:30am - 12:30pm Lunch
 12:30pm - 2:30pm Game 2
 2:30pm - 2:45pm Break
 2:45pm - 4:45pm Game 3
 5:00pm - 6:00pm Day 1 - Awards

Saturday, March 21st

9:30am - 11:30am Game 1
 11:30am - 12:30pm Lunch
 12:30pm - 2:30pm Game 2
 2:30pm - 2:45pm Break
 2:45pm - 4:45pm Game 3
 5:00pm - 6:00pm Day 2 - Awards, Final Award Ceremony

PAIRING

For the first round players will be paired randomly. Note that players using warbands from the Crescent and the Cross rulebook will be randomly paired with other players using warbands from the Crescent and the Cross rulebook for the first round.

After the first round, swiss pairing format will be used to determine opponents and pairings will be based on results. Players will meet each other only once, regardless of relative rankings. A results slip will be provided for both players to complete at the end of each game.

SCENARIOS

Day One:

- Scenario 1 **CLASH OF WARLORDS**
- Butcher's Version (From SAGA - pg 62)
- Scenario 2 **HOMELAND** (From SAGA - pg 66)
- Scenario 3 **BATTLE TWILIGHT** (From C&C - pg 111)

Day Two:

- Scenario 1 **THE CHALLENGE** (Modified Scenario, found at the end of this packet)
- Scenario 2 **THE ESCORT** (From SAGA - pg 67)
- this will require players to bring three painted baggage pieces to the tourney.
- Scenario 3 **GOD WILL RECOGNIZE HIS** (From C&C - pg 114)

NO SAGA DICE

A player immediately loses the game if at the start of any turn his warband does not generate any SAGA Dice. Game ends, and VPs are scored, winner determined.

AWARDS

There is a bumper prize pool for the event, with support provided by Gripping Beast, Studio Tomahawk, Architects of War, Warlord, Artizan Designs, Sarissa Precision, 4Ground, Renedra, Ironheart Artizans, Battlefoam, Little Big Man Studio, Krakenskulls and others.

U.S. SAGA Grand Melee Awards

- Overall - King of Sagas
- 2nd Overall - Thane of Sagas
- Best Sportsman - Lord of Branches
- Best Painted Warband - Master of Runes
- Most Warlords Slain - The Berserker
- Least Successful General - Loki's Luck

Additional prizes to be awarded for single-day participants and during each of the six rounds.





SCORING & SLAUGHTER VICTORY POINTS

Our scoring system is simple. The victory condition for each round is determined per the scenario instructions with 5 points for a scenario victory, 3 points if neither player accomplished the scenario victory conditions and 1 point for a loss. Any player who scores at least 8 more victory points than his opponent satisfies a Crushing Victory condition and will earn 6 points for the match rather than 5 points. Total possible VP in a round is 6. Additionally, at the end of each tournament round players will record Slaughter Victory points per the rules on page 108 as a tie breaker for event placing.

PLACING SCENERY

Scenery will be provided at each table, players will perform scenery bids as normal. Terrain will be selected from the pieces available, usually between 8-10 varied pieces. These will be placed according to the terrain rules on pages 106 - 107 of *The Crescent and the Cross* rulebook. In some cases, the scenario in play may modify the terrain placement rules.

CLASH OF WARLORDS - BUTCHER'S VERSION

This is the *Clash of Warlords* of the *SAGA* rulebook. However, only models eliminated during a Melee (from step 0 to step 8) count as eliminated for Victory Points. Other models do NOT count. Set the models eliminated outside a Melee sequence apart, to avoid counting them for VPs.



SPECIAL SCENARIO - THE CHALLENGE

Layout: The game is played on a 48" x 36" table, with players starting from the long edges. Scenery is placed as described above, but no piece may be placed within S of the centre of the table.

Length of Game: The game lasts for 6 rounds.

Deployment: Each player sets aside his Warlord, as they are not deployed at this point.

Starting with the player who placed the first piece of scenery, each player deploys at least half the models in his Warband within M of his table edge. Each player then deploys the rest of his models, in the same order.

Randomly determine who goes first. The first player then places his Warlord within S of the centre of the table. His opponent then places his Warlord within S of the centre of the table, and more than VS away from the enemy Warlord.

Victory Conditions: At the end of the 6th round, each player totals his Slaughtering Victory points, and adds the bonuses described below. If a player has scored at least 2 VPs more than his opponent, he wins a victory.

Special Rules: In this scenario, Warlords cannot be killed, nor suffer any effect that would result in them being sacrificed, killed or removed from the game. No opponent may play any ability, or use any special rule, that would kill, sacrifice or remove your Warlord from the game, even if that ability or special rule is subject to a choice on the behalf of the targeted Warlord.

The area that extends within S of the centre of the table is called the Challenge Ground. This area is impassable to all models other than Warlords. The area outside the Challenge Ground is impassable to Warlords, so they will remain within the Challenge Ground throughout the game and other units will not enter.

The Warlords fighting within the Challenge Ground are subject to the following special rules:

- They do not benefit from their "We Obey" special rule
- They may not use the "Side by Side" special rule, nor may they sacrifice any model from outside the Challenge Ground with their "Resistance" special rule to avoid being eliminated.
- They may not shoot at, nor be shot at by, units outside the Challenge Ground.
- If the Warlord unit consists of more than one model (as is the case with some Heroes of the Viking Age) they are all deployed in the Challenge Ground.
- Any special rule that would force another unit to be deployed within "X" of their Warlord is ignored entirely.
- Warlords are immune to opponent *SAGA* abilities. They may never be targeted by *SAGA* abilities and ignore all effects of such when played by an opponent. So they may play such abilities and gain the benefits (such as extra attack dice, etc) but may not play those that affect the enemy Warlord such as reducing his dice pool or armour value, etc). Such abilities may still be played to affect several units, they just don't affect the Warlord.

Simply consider the table and Challenge Ground as two separate game areas, sharing only the *SAGA* dice.

Each time a Warlord takes a hit or game effect that should eliminate him, the player that inflicted that hit or triggered that effect gains a Might Token. At the end of the game, each Might Token is worth 1 VP.