

# US SAGA GRAND MELEE

Team Event ~ AdeptiCon 2016 ~ April 1st





# U.S. SAGA GRAND MELEE TEAM EVENT

**April 1st, AdeptiCon 2016**

The following are the preliminary rules for the U.S. SAGA Grand Melee Team Tournament, hosted by AdeptiCon 2016 in conjunction with StudioTomahawk and Gripping Beast.

The U.S. SAGA Grand Melee Team Tournament is a one day event, tickets will be available with the launch of the AdeptiCon webcart in Late 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 2016 webcart.

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 2016 Figure
- Exclusive SAGA Grand Melee 2016 Tokens
- Official AdeptiCon 2016 U.S. SAGA Grand Melee T-Shirt
- Official AdeptiCon 2016 U.S. SAGA Grand Melee Glass

## EVENT RULES

Teams will consist of two players or team members.

Each team member will construct and play a 4-pt warband.

Each team members warband may be selected from either the SAGA or The Crescent and the Cross rule books or from any of the following supplements; Northern Fury, The Raven's Shadow, Varajazi & Basileus. Steppe Tribes are also included in the playable factions.

Members warbands may include Heroes of the Viking or Crusading Age. However, only one team member may select one.

Each Dogs of War (or Swords for Hire) unit may only be used once per side. So you will not be able to have two units of Turcoman on your side, for example.

For movement, within each team, all units are considered as friendly units. However, a player may only activate, or play SAGA abilities on, his own units as he does not control his partner's units. Your SAGA abilities may never affect your partner's units, unless these abilities affect all units on the table.

When a SAGA ability or special rules refers to "an opposing Warband" you will have to choose which of the two enemy Warbands you will target. On the other hand, "all opposing Warbands" game effects would affect both opposing Warbands.

Rather than playing a turn for each player, each side will take their turn. During a side's turn each of its members plays the phases simultaneously. So, for example, during the Orders Phase, each player of that side generates and rolls his SAGA Dice uses Orders abilities, etc ..

However, for the sake of clarity, each SAGA ability or special rule must be triggered and resolved before triggering another ability or special rules. This should keep the game flowing smoothly, and give time for the opponent to react to the triggering of the abilities or game effects.

During the Activation Phase, players of a side can play Activation abilities or trigger special rules one at a time. Each Activation or special rules must be entirely resolved before moving to the next one. We recommend a strict application of this rules, as it prevents confusion and misunderstanding.





One team members warlord should be designated as the General. If a scenario mentions a Warlord as being the objective, you should understand that the scenario speaks about the General and not other "lesser" Warlords.

Each team member will maintain their own saga dice pool with a maximum starting saga dice pool of 6.

If both players use the same SAGA dice, the players in that team may exchange their SAGA Dice during the Orders Phase. They may not exchange SAGA dice that have been placed on their Battle Board, and for each SAGA Die given, one SAGA die must be received in exchange.

The rules as defined in The Crescent and the Cross rule book will be used along with the latest FAQ document.

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 Five copies required.

Each warband list must contain the following details: player name, faction, and the following warband 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.*

Each team must bring a rule book, 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.

## 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 or your team mate 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.

## MODELS

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.

## PAIRING

For the first round players will be paired randomly.

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.

## SCHEDULE

The Grand Melee Team Tournament will consist of 3 games played on Friday. The preliminary schedule is as follows:

### Friday, April 1st

9:00am - 9:30am Registration & Introduction  
9:30am - 11:30am Game 1  
11:30am - 12:30pm Lunch  
12:30pm - 2:30pm Game 2  
2:30pm - 3:00pm Break  
3:00pm - 5:00pm Game 3  
5:00pm - 5:30pm - Awards & Thank you

## 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 Team Awards

- Overall Team- Kings of Sagas
- 2nd Overall Team - Champions of the King
- Best Sportsmen - Lords of Branches
- Best Painted Team - Master of Runes
- Most Slaughter Victory Points - The Crusaders
- Players Choice - The Banner Men



## SCENARIOS

- Scenario 1 - Brothers in Arms - C&C pg 116
- Scenario 3 - Battle for the Hoard - (Custom Scenario)
- Scenario 3 - Sacred Ground - SAGA pg 64 (Modified Scenario)

Custom and Modified Scenarios are explained further in the document.

## NO SAGA DICE

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

## SCORING & SLAUGHTER VICTORY POINTS

Our scoring system is simple. The victory condition for each round is determined per the scenario instructions with 6 points for a scenario victory, 3 points if neither player accomplished the scenario victory conditions and 1 point for a loss.

Any team who scores at least 8 more victory points than his opponents satisfies a Crushing Victory condition and will earn 7 points for the match rather than 6 points. Total possible VP in a round is 7.

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. Both teams will have a sheet to track SVP themselves and their opponent. This will be turned in at the end of the battle. It is important to keep track of both teams points since *The Crusaders* award is based off the total.

## PLACING SCENERY

Scenery will be provided at each table. Teams will perform scenery bids as normal, with each player secretly selecting his number of scenery pieces, with a maximum of two rather than three per player. Terrain will be selected from the pieces AVAILABLE at each table. There will be between 7-9 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.

## SCENARIO - SACRED GROUND

This scenario uses all the rules listed in the *Saga* Rule book on page 64 with the following modifications:

### Victory Conditions

At the end of a teams turn, that team counts the number of VPs scored. The number of VPs is based on the models that are in any of the three terrain pieces placed on the table and according to the instructions on pages 61 (i.e. your Warlord gives you 3VPs, each Hearthguard 1VP, one VP for every two Warriors, etc...).

There is a maximum amount of VPs that can be gained per turn. This maximum is equal to one VP times the turn number per terrain piece regardless of how many models are in.

*example: The team has 2 Hearthguard in one terrain piece, 3 warriors in another and 8 warriors in the third terrain piece. At the end of the first turn they get 3 VPs. One point maximum for each terrain piece as it's turn 1. At the end of turn 2 if the same models were in they would get 6 points- 2 points for the 2 hearth guard, 2 points for the 3 warriors and 2 points for the 8 warriors.*

The number of VPs gained each turn are added to the VPs scored in previous turns.

At the end of the 8th turn, the team that scored the most VPs wins the game.





## SCENARIO - BATTLE FOR THE HOARD

**Description:** Rumours of a vast ancient treasure hoard recently discovered by a shepherd have reached the ears of two powerful families in the region. Both muster their warriors to claim the prize and take it home.

**Special Rules:** This scenario is designed to be played with two teams of two players each. Warbands of four to six points for each player are optimal. Size of warbands, allowable factions, Heroes and Swords for Hire are dictated by the overall tournament rules. All the other special rules in the Brothers in Arms scenario from the C&C rule book are in effect.

**Battlefield:** This scenario is fought on a 72" x 48" battlefield with a piece of pre-set terrain placed in the exact center of the table. The terrain piece is a piece of uneven ground representing either a crop field or rocky ground. It is L in length and M in width and placed in such a way that the length is parallel to the short table edges. Inside this piece of terrain are three treasure tokens. One placed in the center of the terrain piece and the other two placed 3" on either side of the first in a line parallel to the short table edges. This pre-set terrain piece may not be moved or removed by any subsequent action. Teams then place other terrain in accordance with the rules in the Brothers in Arms scenario in the C&C rule book.

**Deployment:** Each player rolls a D6, and the team with the higher combined score selects a long table edge for deployment and places their Warlords within L of their selected long table edge. The other team then deploys their Warlords and Levy within L of the opposite long table edge.

The first team then deploys their Levy and Warriors within L of their long table edge. The other team then deploys their Warriors and Hearthguard within L of their long table edge.

The first team then deploys their Hearthguard within L of their long table edge.

Each player then rolls another D6 and the team with the higher combined roll will take the first turn. The players on the other team each roll 3 SAGA dice and place them on their boards before the start of the first turn.

**Hoard Token Special Rules:** Picking up and dropping the treasure: Any unit that has at least two human models remaining in the unit, can pick up a Hoard Treasure Token, but the activation to pick up the token can only be done as the last activation for that unit in the turn and the action must not cause the unit to become exhausted.

Type of Unit	#of Fatigue to become exhausted
Hearthguard	4
Warriors	3
Levy	2

Picking up a token is done by activating a unit in contact with the token for a movement action. The unit must spend the entire activation stationary and may not perform other actions associated with move actions (e.g., throw javelins, etc.,). A unit can hold a maximum of one Hoard Token. The Hoard Token stays with the unit that picked it up until it is required to disengage from a melee or until it is completely eliminated. In these cases the Hoard Token is dropped by the unit and placed in the middle of the space previously occupied by the unit. An exhausted unit must also immediately drop the token and is required to rest sufficiently such that picking up the token again will not immediately exhaust the unit.

**Moving with the treasure:** Each time a unit carrying a hoard token moves, in either player's turn, it gains 1 Fatigue. This fatigue is in addition to other fatigue gained by SAGA rules or abilities. For example, a unit with a hoard token is activated for movement as its first activation and gains 1 Fatigue for moving with the hoard token. If that same unit is activated for a second movement, it gains 2 fatigues for this second activation; one for the hoard token and another for the second movement activation. SAGA abilities that do not generate fatigue for movement will still generate 1 Fatigue for units carrying a hoard token.

**Game Length:** 6 Turns or 1.5 hours (whichever comes first). Game finishes at the end of the second player's turn. No new pair of turns if less than 10 minutes left.

**Victory Conditions:** The team with the most scenario victory points wins the scenario.

3 Victory points - Each unit in possession of a Hoard token that exits ANY table edge.

2 Victory points - Each unit in possession of a hoard token on the table at games end.

1 Victory point - To the side with the most slaughter victory points if neither team possesses any tokens at the end of the game.

