SAGA GRAND MELEE ~ AGE OF CHIVALRY

AGE OF DARKNESS
The SAGA Grand Melee Age of Chivalry is a single day event on Thursday, March 27th.

RULES AND PERMITTED FACTIONS
Use the current SAGA rulebook, the Age of Chivalry (AoCh) book and the most recent FAQ. Any of the 12 main factions are allowed.

Mercenaries and Legendary units or warlords will not be used.

WARBAND ROSTER
Email your roster to TO Rodge at rodgerules@gmail.com at least one week prior to the event, no later than March 20th.

Warbands are 6 points. Indicate your faction (and subfaction if applicable), how many points are spent on Hearthguard, Warriors, and Levy including any swaps for Customized Warband Recruitment. Unique Faction Units should be indicated as well. You will use the same warband configuration in each game.

No need to indicate unit size and equipment - you'll decide this during deployment in each game per normal SAGA rules.

Indicate your gaming club and state to avoid playing your clubmates in the first round and also let us know if you painted the majority of your warband. This does not matter for scoring but only those folks who painted their own warband can win the appearance award.

SCHEDULE
- **08:00am - 08:30** - Check-in!
- **08:30am - 11:00** - Game 1
- **11:00am - 11:30** - Lunch Break
- **11:30am - 02:00** - Game 2
- **02:00pm - 02:30** - Favorite Warband Voting
- **02:30pm - 05:15** - Game 3
- **05:15pm - 05:30** - Awards!

OPTIONAL FIRST ROUND ABSENCE
It can be challenging to make it to the exhibitor hall if you're signed up for tournaments all four days. We understand the difficulty here and will allow players to voluntarily step out Round 1 (and Round 1 ONLY). This will minimize impacts to player matchups.

If you want to take this option, notify TO Rodge at rodgerules@gmail.com or in person PRIOR to Game 1

starting at 08:30am. You will be scored a minimum point loss for Round 1 and we'll expect you to jump back into the fray for Rounds 2 and 3.

SCORING
The player that scores the most Tournament Points will be declared overall winner! There are 100 points up for grabs, broken down as follows:
- 70 points for playing games
- 15 points for warband appearance
- 15 points for sportsmanship

The player who scores highest in each of these categories will also receive an award and, if that wasn't enough, we'll be recording massacre Points for each game. The player with the highest total there at the end of the day also gets recognized!

AWARDS
- **King of the Realm** - Most points
- **The Black Prince** - Most game points
- **The Resplendent Royal** - Most appearance points
- **The Merry Monarch** - Most sportsmanship points
- **The Impaler** - Most massacre points

GAMES
Players earn 15 points for a win, 10 points for a draw, and 5 points for a loss. Additional tournament points can be scored each round, as indicated in the scenario sheet.

SPORTSMANSHIP
The SAGA events at Adepticon are intended to be more casual events promoting camaraderie, celebrating the painting and modeling side of our miniature hobby, meeting new hobbyists and having fun!

While there is a competitive aspect, winning never takes priority over good sportsmanship. Arguments and poor conduct are not tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon. Judges' rulings are final.

Players start the event with 12 sportsmanship points and may lose one or more points for the following:
- Not submitting your army roster on time
- Submitting an incorrect roster
- Not voting for your favorite warband
- Not voting for your favorite opponent
- Not showing up to a round on time
- Excessive slow play
- Poor gaming behavior

This is not an exhaustive list. The TO reserves the right to deduct further points at their discretion.

At the end of the event, each player will vote for their favorite opponent. Each vote received from an opponent will score a player 1 additional point!

APPEARANCE
A warband's appearance is scored according to this checklist:

1 - Is there a placard with the player's name on it?
1 - Are there three painted objective markers?
2 - Is there a display board or tray?
2 - Is there a consistent basing scheme?
2 - Is there a consistent paint scheme?
2 - Is the three color minimum standard exceeded?
2 - Did the warband receive 5 favorite warband votes?

During the event, each player will vote for their 3 favorite warbands. Players may not vote for their own clubmates for this. Getting your warband in the top 3 will score a player additional points! 3 for first, 2 for second, and 1 for third.

WHAT TO BRING
- Rulebook, Book of Battles, AoCH book and all other items needed to play including SAGA dice, battle boards, measuring devices and a pen or pencil.
- A warband that complies with AdeptiCon Model Policy - all models must be WYSIWYG and fully painted.
- Three objective markers. These can be tokens or painted models.
- A couple copies of your warband roster

SUDDEN DEATH
If a player starts their turn and their warband generates no SAGA dice, the game ends immediately. Their opponent wins the game and any remaining models count as eliminated. Calculate the Tournament Points and massacre points at that time.

TERRAIN
Terrain will be provided. Not every terrain piece will be available at every table in every game. This is by design. Players may not bring their own terrain pieces.

BIDDING
Instead of rolling off to determine the first or second player, each player will hide a d6 under their hand. The number they want to bid should be face up on the dice. When both players are ready, they reveal simultaneously.

The player with the highest number decides who will be the first and second player and then immediately gives their opponent bonus massacre points equal to their bid.

If a player doesn't want to bid anything, they can just pretend to hide a die instead. If you're not really sure if going first or second is better, we strongly recommend this approach!

In the event of a tie bid, roll off as normal, re-rolling any ties. The winner decides and still gives points equal to their original bid (if any.)

Lastly, if both players agree that they don't care about bidding and just want to get on with it, they can roll off as normal. That's perfectly fine!

PLACING SAGA DICE BEFORE TURN 1
If a scenario indicates that a player can roll and place Saga dice on their board before the game starts, they can do just that. Note this is outside of the normal Orders or Activation sequence so Orders or Activation abilities, such as Activation Pool, can't be triggered when the dice are placed. Once the game starts, normal Saga rules apply.

OBJECTIVES
Unless otherwise indicated in a scenario, the following rules apply to the objectives:

- Objective markers must be on a round base with a diameter of 30 to 40mm.
- A model may not end its move on top of an objective but it otherwise does not impede movement, line of sight, or count as terrain.
- Terrain may not be placed or moved within **S** of an objective.

SCORING UNITS
Scenarios may reference **Scoring Units**. A Scoring Unit is any unit which generates a SAGA die AND is not exhausted, with the following exceptions:
- Warlord and Hearthguard units are considered **Scoring Units** even if they're exhausted.
- Levy units must have at least 8 figures to be considered **Scoring Units** in addition to the above requirements.
- Note the Hussite Wagon does not count as a Levy unit for **Scoring Unit** purposes.

GAME 3 - KING OF THE HILL

A variant of the Rodge version.
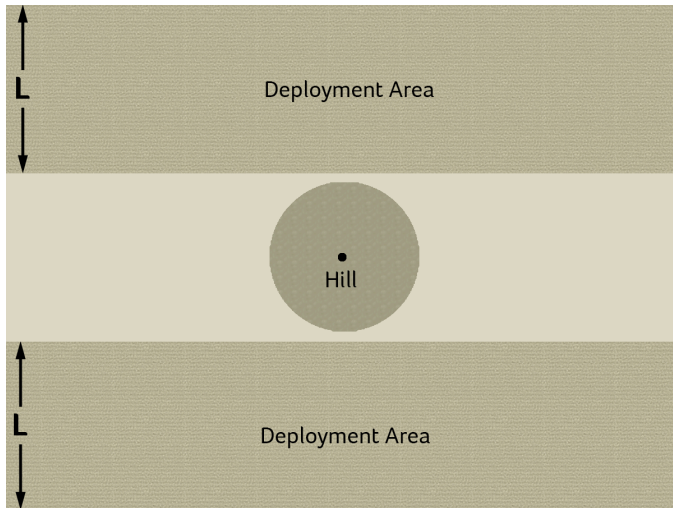
SET UP

Start by placing a large hill in the center of the table (or a steep hill piece since there aren't enough hills to go around - it will count as a regular hill regardless!) Place an objective in the center of the hill.

Bid to determine the first and second player. Place terrain according to the universal method but have the second player start instead of the first.

The large hill does count as one of the three minimum terrain pieces and may not be moved.

DEPLOYMENT

The players' deployment areas are within **L** of their own table edge.

The first player deploys half their warband first. The second player then deploys their entire warband and then the first player deploys their remaining units.

BEGINNING THE GAME

Before the first turn, the second player rolls 3 Saga dice and places them on their battle board.

The first player begins the game but may not trigger the Activation Pool ability on their first turn.

SPECIAL RULES AND SCORING

Starting on Turn 2, players may roll an additional Saga die at the start of their Orders phase if they have a **Scoring Unit** within **VS** of the center objective and there are no enemy **Scoring Units** within **VS.**

At the end of the game, players score 2 bonus points for each of their **Scoring Units** completely on the hill.

END OF GAME

At the end of Turn 5, the second player rolls a dice. On a roll of 4+, the game ends immediately. If play continues, the game ends after Turn 6.

WINNING THE GAME

Each player totals the massacre points they earned by eliminating enemy figures and adds any bonus points due to bidding and special scoring.

The player with the most points wins the game if they have at least 10 points and 3 more than their opponent! Any other result is a draw.

TOURNAMENT POINTS (TP) (25 MAX)

- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a loss.
- Add 1 TP for every 10 points you scored, rounding up. (So 11 massacre points rounds up to 2 TP.) Up to 4 TP are available for this.
- Add 1 TP if your massacre point score was 5 points higher than your opponent or 2 TP if your score was 10 points higher.
- Add 2 TP if your warlord eliminated the enemy warlord.
- Add 2 TP if your warlord completed a charge and survived the game.

GAME 2 - SEIZE THE DAY
A variant of Capture from Studio Tomahawk.
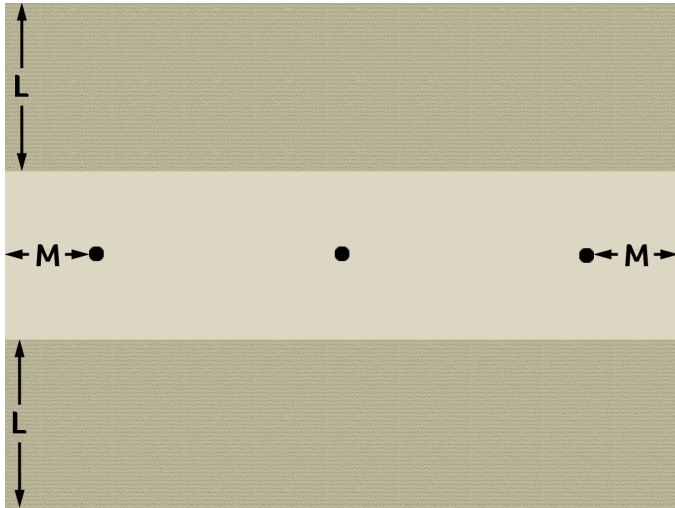
SET UP
Start by placing three objectives on the table along the center line. The first is placed in the center of the table. The other two are placed **M** away from the table edges.

Bid to determine the first and second player. Place terrain according to the universal method but have the second player start instead of the first.

DEPLOYMENT
The players' deployment areas are within **L** of their own table edge.

The first player deploys half their warband first. The second player then deploys their entire warband and then the first player deploys their remaining units.

BEGINNING THE GAME
Before the first turn, the second player rolls 3 Saga dice and places them on their battle board.

The first player begins the game but may not trigger the Activation Pool ability on their first turn.

SPECIAL RULES AND SCORING
Beginning Turn 2, players may capture objectives during their own activation phase (never during the enemy turn).

A player may declare the capture an objective if they have a **Scoring Unit** within **VS** of it and there are no enemy **Scoring Units** within **VS**.

Players make this claim before or after the resolution of activations, not during. (For example, it is not possible to pass within **VS** of an objective, claim it during the move and finish the move further away). Indicate the capture of an objective with a marker. An objective remains captured until an opponent captures it.

Beginning Turn 3, players score 1 bonus point for each objective they control at the end of their turn plus 2 bonus points if they control more than their opponent.

END OF GAME
The game ends on Turn 5.

WINNING THE GAME
Each player totals the massacre points they earned by eliminating enemy figures and adds any bonus points due to bidding and special scoring.

The player with the most points wins the game if they have at least 10 points and 3 more than their opponent! Any other result is a draw.

TOURNAMENT POINTS (TP) (25 MAX)
- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a loss.
- Add 2 TP for each objective you control at the end of the game.
- Add 2 TP if your warlord eliminated the enemy warlord.
- Add 2 TP if your warlord completed a charge and survived the game

GAME 1 - TRIAL BY FIRE
A scenario by Rodge.

SET UP
Bid to determine the first and second player. Place terrain according to the universal method but have the second player start instead of the first.

DEPLOYMENT
The players' deployment areas are within **L** of their own table edge.

The first player deploys half their warband first. The second player then deploys their entire warband and then the first player deploys their remaining units.

BEGINNING THE GAME
Before the first turn, the second player rolls 3 Saga dice and places them on their battle board.

The first player begins the game but may not trigger the Activation Pool ability on their first turn.

SPECIAL RULES AND SCORING
Players place a marker on each of their 10 advanced Battle Board abilities at the start of the game. The first time they trigger each advanced ability, players remove the marker and score 1 bonus point.

The player who removes all 10 of their markers first may immediately roll 2 available Saga dice and place them on their board after removing the 10th marker.

A player can immediately remove their marker from a Shooting/Reaction ability (not a Melee AND Shooting/Reaction ability) if the enemy has no units equipped with ranged weapons. (If the enemy deploys no units equipped with ranged weapons, this happens immediately at the start of the game.)

END OF GAME
At the end of Turn 5, the second player rolls a dice. On a roll of 4+, the game ends immediately. If play continues, the game ends after Turn 6.

WINNING THE GAME
Each player totals the massacre points they earned by eliminating enemy figures and adds any bonus points due to bidding and special scoring.

The player with the most points wins the game if they have at least 20 points and 3 more than their opponent! If neither player scores 20 points or more, both players count the game as a loss. Any other result is a draw.

TOURNAMENT POINTS (TP) (20 MAX)
- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a loss.
- Add 1 TP if you scored more bonus points than your opponent or you triggered all 10 of your advanced abilities.
- Add 2 TP if your warlord eliminated the enemy warlord.
- Add 2 TP if your warlord completed a charge and survived the game.