

SAGA Rise of the Northmen

Age of Invasions & Age of Vikings Grand Melee

The SAGA Rise of the Northmen: Invasions & Vikings Grand Melee is a single day event on Saturday, March 28th.

RULES AND PERMITTED FACTIONS

Use the current SAGA rulebook, the Age of Vikings (AoV), Age of Invasions (AoI), books and the most recent FAQ. Any of the main factions in the aforementioned books may be taken.

Legendary units, Old Friends/New Enemies, War Banners, Ruses, Acts of Faith, and Relics & Artifacts will not be used.

WARBAND ROSTER

Your roster may include 7 points, 6 of those points will be fielded for each match.

You may include 1 point of mercenaries on your roster. Gall-Gaedhil is not for hire. The Angry Monks will be played using the 2024 Age of Crusades Fanatical Pilgrims FAQ changes.

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

Customized recruiting, aka the half-point switch from the 2022 FAQ will be in effect each game.

Email a copy of your roster to st.hollowell@gmail.com no later than March 14th.

SCHEDULE

8:00 am - 8:30 am Check-In
8:30 am - 10:30 am Round 1- Treacherous
10:30 am - 10:45 am Break
10:45 am - 12:45 pm Round 2 - To Settle a Grudge
Display Warband
12:45 pm - 1:45 pm Lunch
1:15 pm - 2:00 pm Warband Voting
2:00 pm - 4:15 pm Round 3 - Take and Hold
4:30 pm - 5:00 pm Awards & Appreciation

AWARDS

Grand Champion - Most tournament points
The Grognard - Excellence in all aspects of the hobby
Players Choice - Players choice warband
Best Sport - Player vote

GRAND CHAMPION SCORING

The winner of the tournament will be based solely on the Tournament Points scored.

There will be 51 points available in three scenarios.

Players earn 15 points for a win, 10 for a draw, and 5 points for a loss.

Additional points can be scored in games two and three for secondary goals.

GROGNARD SCORING

The Grognard is a combination of 40% Tournament points, 30% Players Choice voting, and 30% Sportsmanship.

SPORTSMANSHIP SCORING

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 6 sportsmanship points and may earn 3 more points via votes by their opponents and may lose 1 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 favorite opponent
- Not showing up to a round on time
- Poor gaming behavior
- Excessive slow play

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!

PLAYERS CHOICE SCORING

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

- 2 - Is there a placard with the player's name on it?
- 2 - 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?

During the event, each player will vote for their three favorite warbands. A vote received is worth 1 additional point. An additional 3-2-1 points will be earned by 1st, 2nd, and 3rd place.

WHAT TO BRING

Rulebook, relevant Age book and all other items needed to play including SAGA dice, battle boards, measuring devices and a pen or pencil. The Book of Battles is strongly recommended to reference the additional rules you need to know (indicated below).

A warband that complies with AdeptiCon Model Policy - all models must be WYSIWYG and fully painted. If illegal warbands or rules violations are found, the models in violation will be removed from subsequent play.

Tournament points may be deducted and award eligibility forfeited.

Three objective markers. See the Book of Battles for the legal objective marker base sizes. These can be painted miniatures (for 2 extra paint points!) or simple tokens.

Warband roster to share with your opponents upon request.

SUDDEN DEATH

If a player starts their turn and their warbands generates no SAGA dice, the game ends immediately. The opposing player wins the game. Calculate the Tournament Points and massacre points at that time.

TERRAIN

Terrain will be provided by the TOs. 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.

OBJECTIVES

In any scenario where players capture objectives, these additional rules also apply:

- Mercenaries may not control objectives
- Exhausted units, and units that don't generate a Saga die may not control or contest objectives
- To control an objective, the unit must be within VS of the objective..
- To contest an objective, the unit must be within S of the objective
- Objectives are considered low, and open terrain and do not impact the Saga Unit cohesion rule.

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.

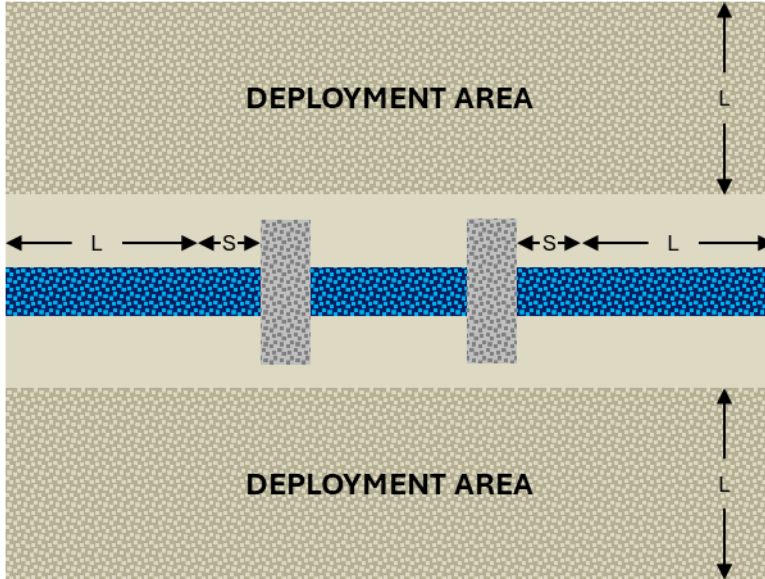
HERO UNITS

In accordance with the latest SAGA FAQ, hero units are considered the following: Any figure that includes the keyword "hero" in the description or special abilities. All heroic units are considered a hero unit.

GAME 1

TREACHEROUS

A scenario by Steven Hollowell SNAGC Modified for Adepticon



SETUP

Start by placing your river across the length of the table. Then place each bridge $L+VS$ in from each short table edge, spanning the river.

Bid to determine the first and second player and then set up terrain using the universal method. No large terrain pieces may be used. No terrain may be used outside of the deployment zones or within S of a bridge.

DEPLOYMENT

The player's deployment zones are within L of their table edge but outside of S of any portion of the bridge.

The first player divides their warband into two even groups and then deploys one of those groups.

The second player deploys their whole warband. Then the first player deploys the rest of their warband.

BEGINNING THE GAME

Before the first turn, the second player roll 3 SAGA dice and place them on their battle board.

The first player begins the game.

SPECIAL RULES

The river begins in a frozen state. Units crossing the river will be slowed to an S move. No Saga or unit abilities ignore the short move.

Beginning on Turn 2 players roll a die at the beginning of their Order Phase. If a player rolls a 2 or less the river becomes treacherous for both players for the rest of the game. On Turn 3, if players roll a 3 or less the river becomes treacherous. From Turn 4 until the end of the game, any roll of 4 or less will make the ice treacherous.

Any unit that activates or ends an activation on a Treacherous river must make a roll to see if they suffer casualties to a fall through the ice. (Units of 7 or more roll

two dice and may lose two figures). Any roll less than the unit's melee armor suffers a casualty or fatigue if resilient. Mount-X units suffer a -1 to their roll. No Saga or unit abilities ignore the treacherous state roll.

SPECIAL SCORING

Any unit not entirely across the water at the end of the game is considered destroyed.

END OF GAME

At the end of turn 5, the second player rolls a die. On a roll of 4+ the game continues one more turn.

WINNING THE GAME

Each player totals the massacre points they earned by eliminating enemies, including enemies lost to the river and enemies unable to cross the river in time. The player with the most points wins the game if they have at least 10 points and 3 points more than their opponent. Any other result is a draw.

TOURNAMENT POINTS (TP) (15 MAX)

- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a Loss.

GAME 2

TO SETTLE A GRUDGE

A scenario by J.Raszynski, Polish GM Adapted for Adepticon



SETUP

Bid to determine the first and second player and then continue setting up terrain using the universal method.

DEPLOYMENT

The player's deployment zones are within L of their table edge.

The first player divides their warband into two even groups and then deploys one of those groups. If you have an odd number of units, deploy the larger group.

The second player deploys their whole warband. Then the first player deploys the rest of their warband.

BEGINNING THE GAME

Before the first turn, the second player roll 3 SAGA dice and place them on their battle board.

The first player begins the game.

SPECIAL SCORING

In addition to Massacre Points, players can score additional Massacre Points by the following methods which should be immediately recorded and scored as they occur:

- +1 bonus Massacre Point for winning a melee (causing the most casualties)
- +1 for eliminating an enemy unit or hero by any means
- +1 for killing 4 to 7 figures in a single melee
- +2 for killing 8+ figures in a melee

END OF GAME

The game ends after both players turn 5.

WINNING THE GAME

Each player calculates the Massacre Points for eliminating

enemy figures. Then add in any bonus points from special scoring and/or bidding.

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.

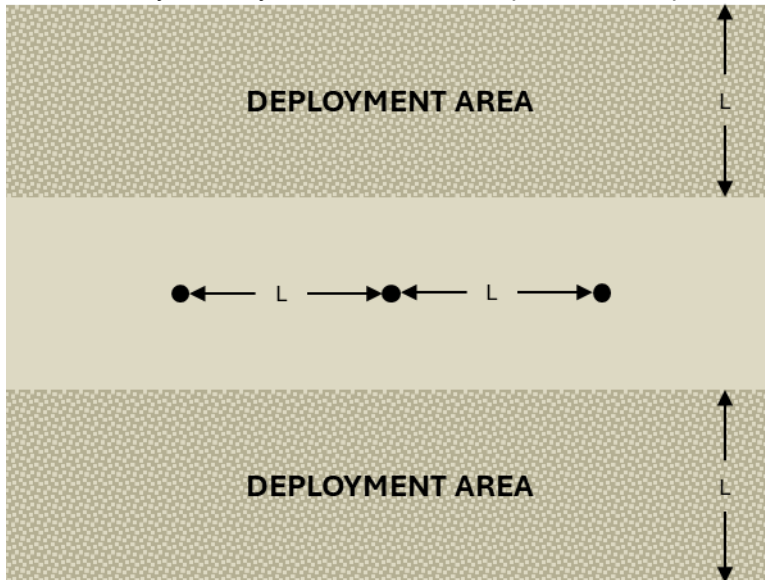
TOURNAMENT POINTS (TP) (18 MAX)

- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a Loss.
- Score 1 TP for getting 5+ Special Scoring Points
- Score 1 TP for killing the Enemy Warlord
- Score 1 TP for getting 15+ massacre points

GAME 3

TAKE AND HOLD

A scenario by J.Raszynski, Polish GM Adapted for Adepticon



SETUP

Start by placing one objective marker in the center of the table. The other objective markers are placed to the left and right exactly L from the center objective.

Bid to determine the first and second player and then continue setting up terrain using the universal method. All terrain must be more than S from the objectives and no solid cover may be used.

DEPLOYMENT

The player's deployment zones are within L of their table edge.

The first player divides their warband into two even groups and then deploys one of those groups. If you have an odd number of units, deploy the larger group.

The second player deploys their whole warband. Then the first player deploys the rest of their warband.

BEGINNING THE GAME

Before the first turn, the second player roll 3 SAGA dice and place them on their battle board.

The first player begins the game.

SPECIAL RULES

To control an objective, a player must have a non-exhausted unit that generates a Saga dice within VS of an objective, and their opponent does not have a unit that generates a Saga dice within S.

Units may only control or contest one objective.

SPECIAL SCORING

In addition to Massacre Points for killing the enemy, players can score additional massacre points by controlling objectives at the end of their opponent's turn, beginning turn 2.

In addition, units may score 1 additional massacre point for each melee they win with an enemy unit when at least one of the models from either unit is within S of an objective.

END OF GAME

The game ends after both players turn 5.

WINNING THE GAME

Each player calculates the massacre points for eliminating enemy figures. They then add in any bonus points from objectives and/or bidding.

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) (18 MAX)

- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a Loss.
- Score 1 TP for holding 1 Objective at the end of the game
- Score 1 TP if your Warlord charged in the first four turns
- Score 1 TP for getting 15+ massacre points