

Saga Campaign day – Saturday 21st February 2015

1. Introduction

Wyvern Wargamers fourth SAGA tournament day is to be held on Saturday 21st February 2015. There will be 4 games, each lasting up to 1.5 hrs. 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,
Persore,
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 'Stuart Surridge'.

Step 3: When we receive your payment we will send you a final e-mail stating this 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 21st February 2015

- 09:00 – 09:15 – Arrival & booking in
- 09:15 – 09:30 – Introductions
- 09:30 – 11:00 – Game One (1.5 hours)
- 11:00 – 11:15 – Break
- 11:15 – 12:45 – Game Two (1.5 hours)
- 12:45 – 13:15 – Lunch Time (& Painting Competition voting)
- 13:15 – 14:45 – Game Three (1.5 hours)
- 14:45 – 15:00 – Break
- 15:00 – 16:30 – Game Four (1.5 hours)
- 16:30 – 16:45 – A Q&A session (while the game results are compiled)
- 16:45 – 17:00 – 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 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 and Priests as described in The Crescent and Cross rules are allowed.

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

If you include a Priest in your roster, you can only list one. If you include a Warlord Priest (which is a free upgrade) you must show it on the roster and you must use this rather than a standard warlord in all your games. Likewise if you include a Wandering Bard (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 (at least as far as practical) for as long as practical 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 which 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.

Dark Age and Crescent & Cross players will be separated (or at least as far as practical).

Games will last a maximum of 1 hour 30 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 and we will attempt to avoid matching up same club members. The tables will 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 Clash of Warlords.

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.

Kill Points (Slaughtering Victory Points):

kill points (also referred to as 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 Warlord, 1 per Hearthguard, 1 per 2 Warriors (rounded up) & 1 per 3 Levie (rounded up).

Special units and figures have specific Slaughtering victory points defined in the rules for that unit.

For example, the baggage unit (used in one of the scenarios) is worth 3 Kill points.

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: **Clash of Warlords**

Hall and table positions layout

Player results Sheet

Player Roster

Game Details and Layout Chart

Scenario: **Battle at the Ford**

Table: _____

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

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.

Victory Points:

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 that is over the land area, to count). Troop points are calculated in the same way as Troop Kill points. i.e. 3 for a Warlord, 1 per Hearthguard, 1 per 2 Warriors (rounded up) & 1 per 3 Levie (rounded up).

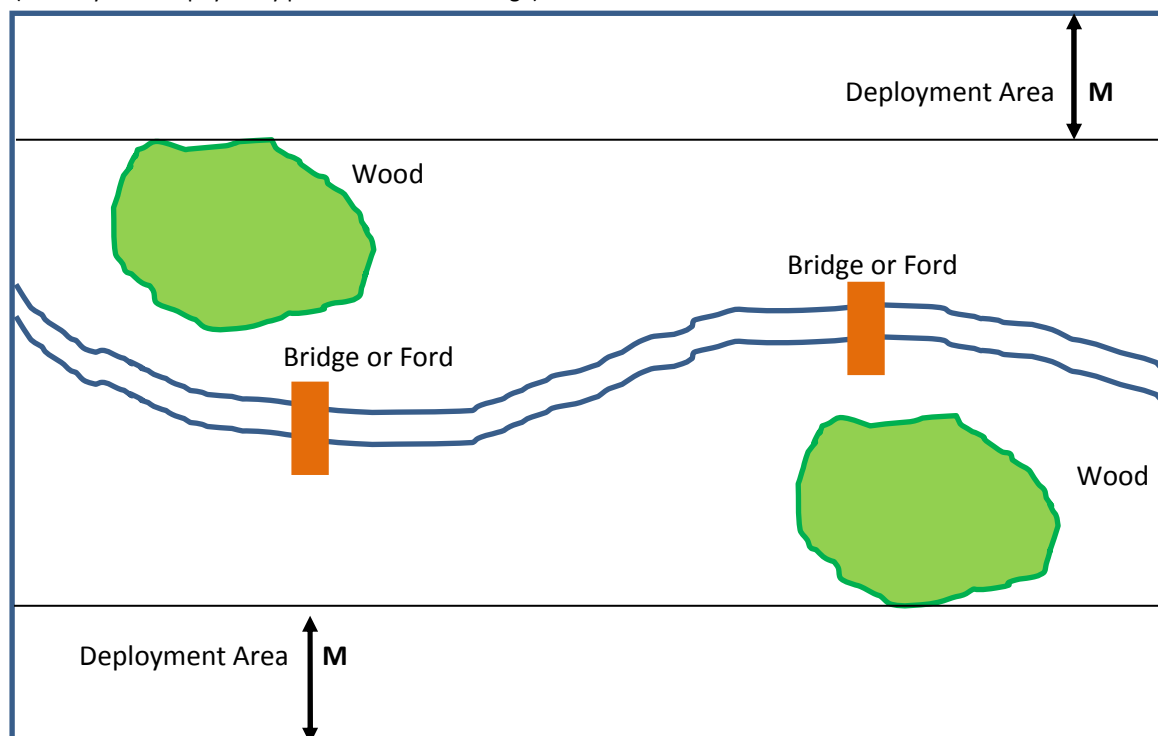
If a player gets more than 4 troop points than his opponent on the opposite side of the river he gets **3 VP's** and his opponent gets **0 VP's**. Otherwise the player with the most troop points on the opposite side of the river gets **2 VP's** and his opponent gets **1 VP**. For a draw, if some figures moved to the enemy side of the river both players get **1 VP**, but if none got across the river both players get **0 VP's**. **In all cases**, if a player kills the enemy Warlord (and his still lives) the player gets **+ 1VP**.

Terrain: (Not shown to scale)

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

The River is impassable and provides no cover.

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



Game Details and Layout Chart

Scenario: **Chance Encounter**

Table: _____

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

Scenario Rules:

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. The winner deploys 1 unit within **M** of the table edge. His opponent then deploys 1 unit within **M** of the opposite table edge. This is repeated till both players have deployed their warband and baggage.

Special Rule: 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 troop kill points if destroyed (like a 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 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 upto '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.

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.

Victory Points:

If both players get their own baggage off the opponent's long table edge (more than half the unit has passed the table edge) then both players get **1VP**. If only one player gets their baggage off the table, that player gets **3VPs** and the other player gets **0VP**.

Also if a player gets more than 4 troop kill points than his opponent he gets **+ 1VP**.

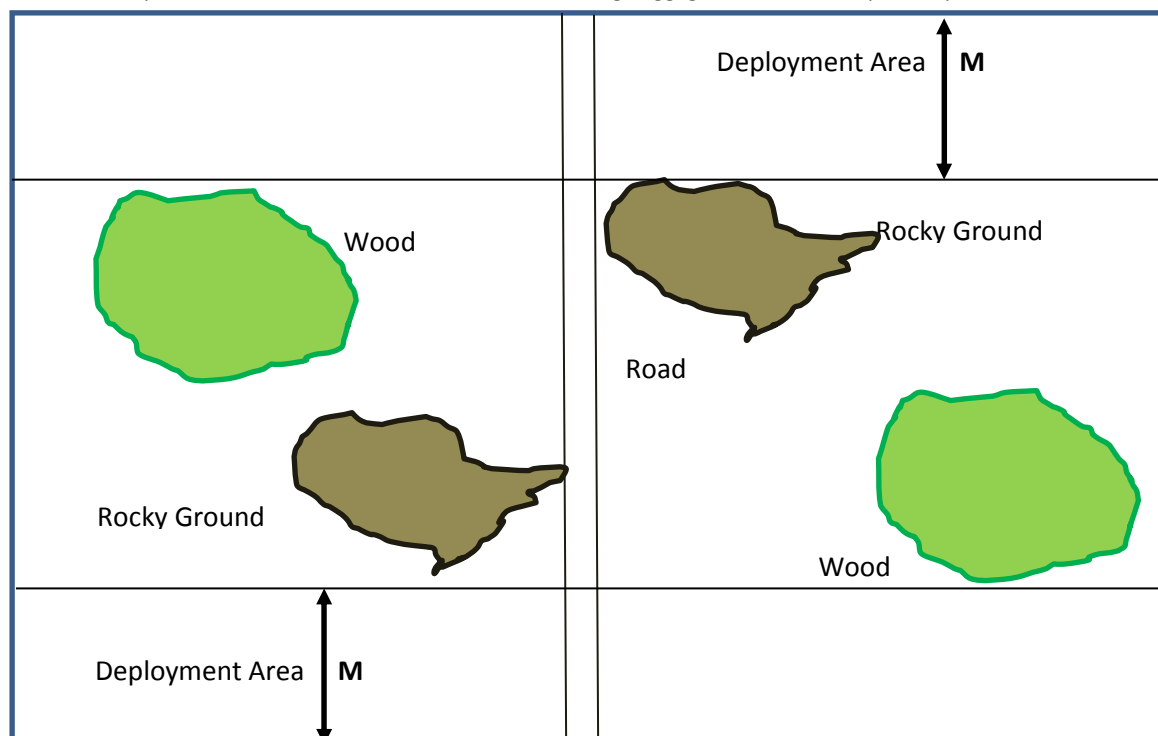
Also if a player kills the enemy Warlord (and his still lives) the player gets **+ 1VP**.

Terrain notes: (Not shown to scale)

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.



Game Details and Layout Chart

Scenario: **Village Pillage**

Table: _____

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

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 1 unit within **M** of the table edge and / or within **S** of the building on his side of the table.

His opponent then deploys 1 unit within **M** of the opposite table edge and / or within **S** of the 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.

Special 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).

Victory Points:

A player with the most pillage tokens gets **3VP'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 **1VP**.

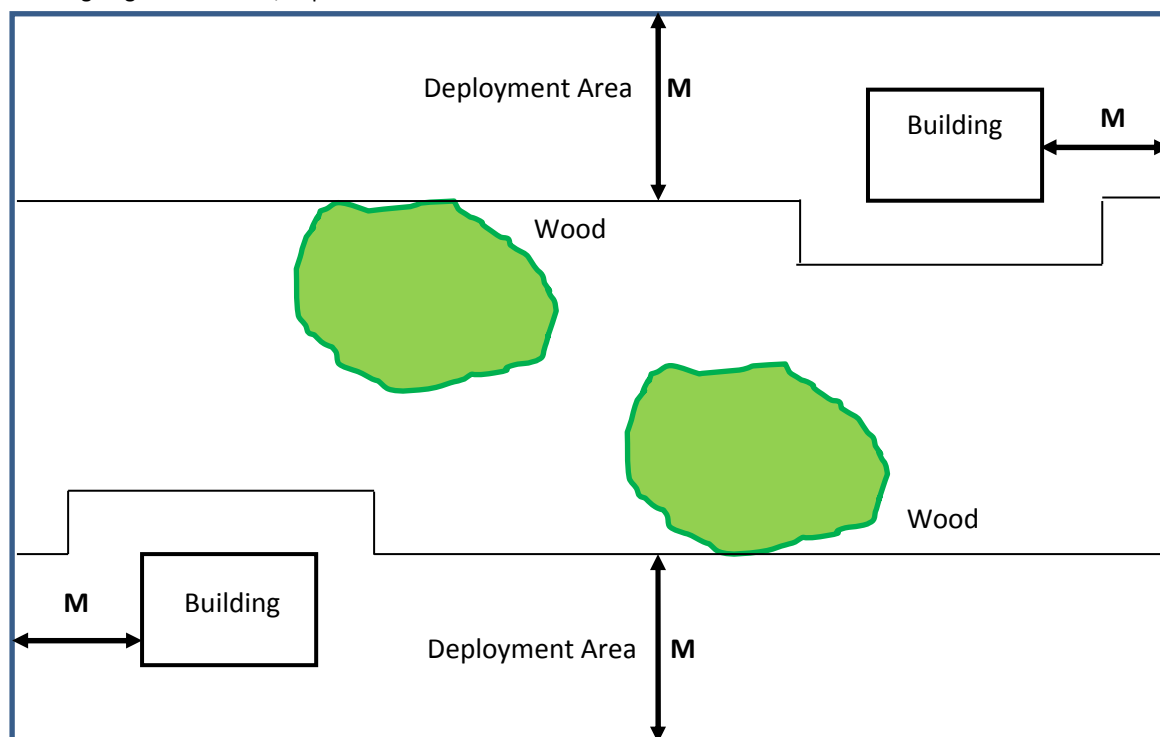
Also if a player gets more than 4 troop kill points than his opponent he gets **+ 1VP**.

Also, if a player kills the enemy Warlord (and his still lives) the player gets **+ 1VP**.

Terrain: (Not shown to scale)

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

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



Game Details and Layout Chart

Scenario: **Clash of Warlords**

Table: _____

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

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 his Warlord within **M** of his choice of long table edge.

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

The first player deploys his Levies and Warriors within **M** of his table edge.

His opponent then deploys his Warriors and Hearthguard units within **M** of his own table edge.

Finally the first player deploys his Hearthguard units within **M** of his own table edge.

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

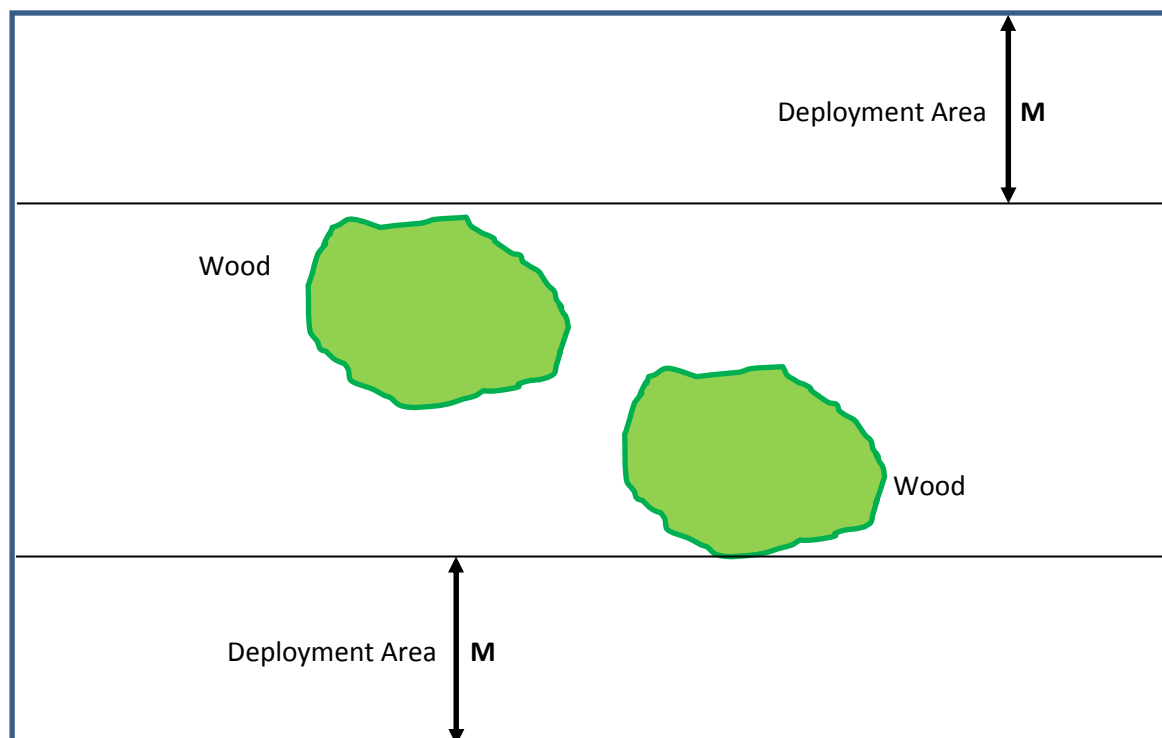
Play through the game and when your game is complete, fill out the Game Results slip with your opponent and hand it in.

Victory Points:

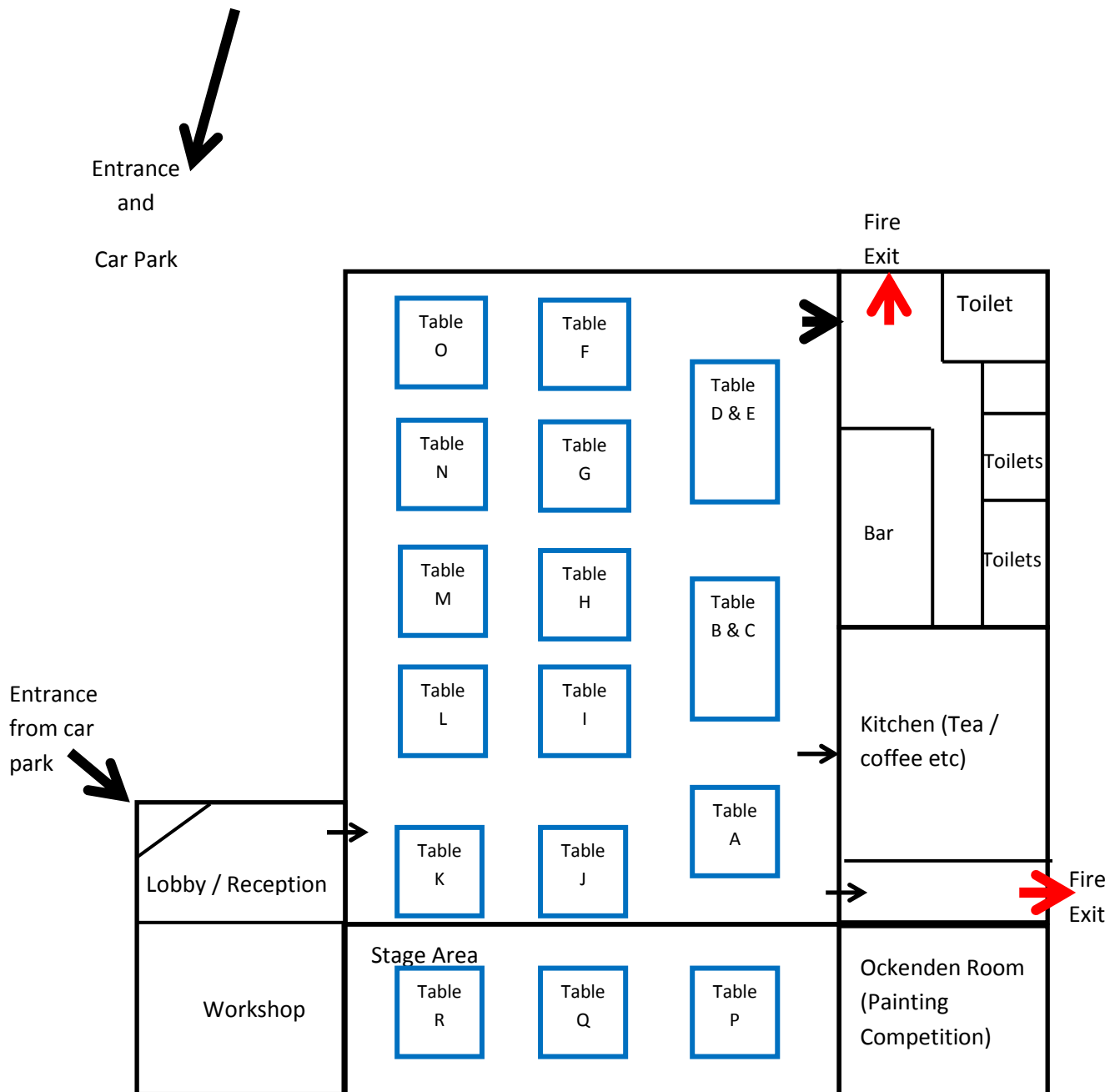
The game ends if a Warlord is killed (it is possible for both warlords to be killed if it occurs in the same melee). A player that kills the enemy Warlord (& his still lives) gets **4VP's** and his opponent gets **0 VP's**. Otherwise (if both warlords die together or none have been killed) if a player gets more than 4 troop kill points than his opponent he gets **3 VP's** and his opponent gets **1 VP**. If a player gets 1 to 4 troop kill points more than his opponent he gets **2 VP's** and his opponent gets **1 VP**.

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. (____)

Troop kill 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 troop points than his opponent on the opposite side of the river he gets **3 VP's** and his opponent gets **0 VP's**. Otherwise the player with the most troop points on the opposite side of the river gets **2 VP's** and his opponent gets **1 VP**. For a draw, if some figures moved to the enemy side of the river both players get **1 VP**, but if none got across the river both players get **0 VP's**.

Also if a player kills the enemy Warlord (and his still lives) the player gets **+ 1VP**. [Y / N]

Your Enemy kill points	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 off the opponent's long table edge (more than half the unit has passed the table edge) then both players get **1VP**. [Y / N]

Otherwise, if only one player gets their baggage off the table, that player gets **3VPs** and the other player gets **0VP**. [Y / N]

Also if a player gets more than 4 troop kill points than his opponent the player gets **+ 1VP**. [Y / N]

Also if a player kills the enemy Warlord (and his still lives) the player gets **+ 1VP**. [Y / N]

Your Enemy kill points	Kill point difference (+ or -)	Your Victory Points	Opponent Victory Points

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

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

A player with the most pillage tokens gets **3VP'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 **1VP**.

Also if a player gets more than 4 troop kill points than his opponent the player gets **+ 1VP**. [Y / N]

Also if a player kills the enemy Warlord (and his still lives) the player gets **+ 1VP**. [Y / N]

Your Enemy kill points	Kill point difference (+ or -)	Your Victory Points	Opponent Victory Points

Scenario: **Clash of Warlords** Table: _____ Opponent: _____

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

A player that kills the enemy Warlord (& his still lives) gets **4VP's** and his opponent gets **0 VP's**. Otherwise (if both warlords die together or none have been killed) if a player gets more than 4 troop kill points than his opponent he gets **3 VP's** and his opponent gets **1 VP**. Otherwise, if a player gets 1 to 4 troop kill points more than his opponent he gets **2 VP's** and his opponent gets **1 VP**.

Your Enemy kill points	Kill point difference (+ or -)	Your Victory Points	Opponent Victory Points

Cumulative scores – Official use only

Cumulative scores	Game 1	Game 2	Game 3	Game 4
Victory Points				
Your Enemy kill points				

Player Roster

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

Warband Faction: _____

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

1:

2:

3:

4:

5:

6:

7:

Free units:

My Warlord is: (Standard / Priest) [If priest specify type: _____]

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. If you include a Warlord Priest (which is a free upgrade) you must show it on the roster and you must use this rather than a standard warlord in all your games. Likewise if you include a Wandering Bard (a free unit) you must show it on the roster and include it in all your games.