Central London

SAGA Tournament

Rules for all Scenarios

Games will last for 6 turns or 1.5 hours (whichever happens first)

In each scenario game the second moving player will roll 3 SAGA Dice at the start of the first moving player's turn and allocate them onto his Battleboard. They can only be placed in Boxes for Shooting Reaction, Melee Reaction and/or Combat Pool. Any remaining on the Battleboard at the start of the second moving player's turn **must** be removed before he rolls his SAGA dice.

Game Results

Each game will record the following result for each player:

1. Points - 3 points if game won. 1 point if game drawn. 0 points if game lost

2. For - 3 for enemy Warlord killed, 1 per enemy Hearthguard or every 3 Levy killed. 0.5 per Warrior and 1 or 2 Levy killed

3. Against - same as **For** but for own figures killed

Battle at the Ford

Layout

Terrain will be pre set. There will be a 4" wide river in the middle of the table running straight across. There will be two 4" square Fords on both sides of the centre line and 10" from each side table edge.

The river is impassable except at the Fords. Each Ford counts as a 4" square of uneven ground which doesn't count as cover.

There will not any other terrain

Deployment

Each player rolls a D6 to choose the order of deployment (re-roll a draw). The winner deploys at least half of his figures (rounded down) within 12" of his long table edge. His opponent deploys all of his warband within 12" of his long table edge. Finally, the first player deploys the rest of his warband within 12" of his long table edge.

Each player rolls a second D6 and the winner moves first (re-roll a draw).

Victory Conditions

Victory Points will be awarded **at the end of each player turn** for the figures of that player's Warband that are on the other side of the River (Warlord 3, Hearthguard 1, Warriors 0.5, Levy 0.5 for 1 and 2 and 1 for 3)

For example, let's say that in your turn you cross the river with 4 Hearthguards. At the end of your turn you will gain 4 Victory Points. In his turn, your opponent attacks those 4 Hearthguard and eliminates 2 of them At the end of his turn, you will gain a further 2 VPs. (this Variant gives VPs at the end of each players turn to encourage players to cross the river earlier)

Winners and Losers

Win - at least 5 more VPs than the other player

Draw - less than 5VPs between the two players

Lose - when the other player won (!)

Homeland

Layout

Terrain will be pre set. There will be a Large Building (capacity of 12 figures) in the centre of the table (18" to the front of each from one long table edge). There will be two Walled Enclosures (capacity of 8 figures) with one on one side of the Large Building (6" away from it) and one on the other side (also 6" away)

There will be no other terrain.

The Large Building cannot be entered by mounted figures. If at least one defending figure remains in the building after a melee combat the attacking unit must disengage (even if the defender lost more figures in the melee combat).

However, if the defending figures in a Walled Enclosure lose more figures in a melee combat, they must disengage out of the Walled Enclosure altogether.

The Building and the Enclosures count as hard cover for the occupants.

Special Rules

In this scenario, one of the players will defend his vill;age and the other player will be the attacker. Each player secretly bids how many Warband points (between 2 and 6) he thinks he needs to defend the village. Both players simultaneously reveal their bid. The player that is ready to defend the village with the least points becomes the defender and his opponent the attacker. If the players tie for the bids, roll a D6 each and the highest roller becomes the defender and his opponent the attacker.

The defender will only play this scenario with the number of points he has written down. If the defender has already prepared his Warband, he might have to remove models from his Warband to fit the number of points he has specified on his bid. The attacker gets his regular 6 points Warband.

Deployment

The defender starts by deploying all his models within 18" of his long table edge. His units can start within the building and/or walled enclosure/s or outside.

The attacker deploys all his models on the table, no closer than 12" from any building, walled enclosure or enemy unit.

The attacker starts the game.

Winners and Losers

Attacker Win - no Defenders in the big building or in either enclosure

Defender Win - Defenders in 2 or 3 of the 3 features (big building and 2 enclosures)

Draw - Defenders in one of the buildings only

Attacker Lose - when Defender wins (!)

Defender Lose - when Attacker wins (!)

The Escort

Layout

The terrain will be pre set. There will be 4 pieces of terrain all of which will be uneven ground and 2 of which will provide cover. There will be a 4" wide space with a road right down the middle of the table and two further spaces approximately 6" from each side table edge without roads. The 2 terrain pieces on either side of the "road space" will be on the defender's side of the centre line across the table. The other 2 terrain pieces will be against the side table edges (one on each side) and on the attacker's side of the centre line.

Special Rules

In this scenario, one of the players will defend the Baggage and the other player will be the attacker. Each player secretly bids how many Warband points (between 2 and 6) he thinks he needs to defend the Baggage. Both players simultaneously reveal their bid. The player that is ready to defend the Baggage with the least points becomes the defender and his opponent the attacker. If the players tie for the bids, roll a D6 each and the highest roller becomes the defender and his opponent the attacker.

The defender will only play this scenario with the number of points he has written down. If the defender has already prepared his Warband, he might have to remove models from his Warband to fit the number of points he has specified on his bid. The attacker gets his regular 6 points Warband.

Three baggage pieces will be provided to the defender. His Warband must protect the baggage at all times and they must endeavour to move at least two of them off the attacker's long table edge.

Each baggage counts as a unit of his own. It is activated like a Hearthguard unit, has an Armour of 5 in Melee and an Armour of 6 against Shooting and cancels the first hit suffered during a shooting or a melee in the same way as the Warlords do with their Resilience rule. It rolls 3 Attack Dice in

melee and may never benefit or be targeted by SAGA abilities. They move 6" like foot units but may never enter uneven ground or buildings

Deployment

The escorting warband starts by deploying all his models (including the three baggage pieces) within 12" of his long table edge. His opponent then deploys all of his models on the table within 12" of his long table edge.

The escorting player starts the game.

Winners and Losers

Attacker Win - all 3 baggage destroyed or no baggage off the Attacker's long edge

Defender Win - Defender gets 2-3 baggage off the Attacker's long edge

Draw - no baggage off the Attacker's long edge but also no baggage destroyed

Attacker Lose - when Defender wins (!)

Defender Lose - when Attacker wins (!)

Clash of the Warlords

Layout

The terrain will be pre set. There will be a hill in the centre of the table. There will be 2 pieces of uneven ground (one on each side) equidistant from both the hill and the side table edge. One of these pieces will provide cover.

Deployment

Each player rolls a D6 to see who starts deployment (re roll draws). The winner deploys his Warlord within 12" of his long table edge. His opponent then deploys his Warlord within 12" of his long table edge followed by his Levies (also within 12").

The first player then deploys his Levies and then all of his Warrior units within 12" of his long table edge. His opponent then places all his Warriors and then his Hearthguard units (again within 12").

Finally, the first player deploys his Hearthguard units (again within 12").

Each player rolls another D6 and the winner starts the game (re-roll draws).

Winners and Losers

Win - enemy Warlord killed but own Warlord not or 5+ **For** total

Draw - neither or both Warlords killed and **For** totals less than 5 difference

Lose - when the other player won (!)