



SAGA

OFFICIAL BELGIAN MELEE

2ND EDITION - 6 BATTLES



19 EN 20 MEI 2018
PAROCHIEZAAL GELRODE

OFFICIAL SUPPORT
BY GRIPPING BEAST

VENUE

The first official Belgian Saga Melee will take place on Saturday the 19th and Sunday the 20th of May at the Parish Hall Sint-Cornelius, Rillaarsebaan 134, B-3200 Gelrode.

ENTRY FEE

Players can participate to the tournament by paying €25 in advance, or a €30 admission fee at the door. This includes a meal voucher for your lunch on both Saturday and Sunday.

Advance payments should be sent by bank transfer to our bank account:

IBAN: BE86 7512 0083 9550
BIC: AXAB BE 22
AXA Bank Europe
Beneficiary: Conect'r Team Aarschot VZW,
Molendreef 50, Rillaar.
Comment: your name + SAGA Belgian Melee

The deadline for advance payments is **Friday the 18th of May**, when our secretary will make a final list of payments. Make sure your payment has come through before this date. If on the day itself you're not on our list, still claim to have transferred the €25 but cannot prove this, we will ask you to pay the €30 entrance fee which will be refunded if evidence of your payment is provided after the tournament.

FOOD AND DRINKS

At lunch time, each meal voucher will let you choose between:

- A cheese/ham sandwich and soup
- Two hot dogs with toppings
- A vegetarian alternative

If you have any other dietary requirements please feel free to warn us and bring your own essentials. On Saturday evening we will order Belgian fries and accompany this with some homemade Belgian stew for dinner. On Saturday morning we'll ask who wants to join in. We will ask a small participation fee for this meal.

SCHEDULE

Saturday

08:00 – 10:20	Registration
10:30 – 13:00	First Battle
<i>Lunch break</i>	
13:30 – 15:45	Second Battle
<i>Break</i>	
16:00 – 18:15	Third Battle
<i>Dinner Break</i>	
19:15 – 21:30	Fourth Battle

Sunday

09:30 – 12:00	Fifth Battle
<i>Lunch Break</i>	
12:30 – 15:00	Sixth and last battle
15:15 – ...	Award ceremony

RULES

During this tournament the rules as defined in the **English** Saga Rulebook (v2) will be used.

Your warband will be 6 points strong, and chosen from any of the 12 warbands from the **Ages of the Vikings** supplement.

This means you will be able to choose from: Anglo-Saxons, Welsh, Normans, Vikings, Anglo-Danes, Last Romans, Norse-Gaels, Irish, Pagan Rus, Scots, Carolingians or Jomsvikings.

We would like to match vanilla armies and see which warlord can make the most cunning use of tactics, battleboards and army composition rather than who has the most infamous special characters, funky mercenaries and powerful items.

Swords for hire, legendary heroes or units and relics & artefacts are not allowed for this tournament.

WARBAND COMPOSITION

Please send in your 6 points strong warband to SAGA@conectr-team.be before 12/05/2018:

"Name – Warband factions

X points Hearthguard; X points warriors; X points levies; specials such as berserkers and Curaidh."

Equipment options, mounts and warbanners can be chosen freely each game during your deployment.

RANKING

Players can win Tournament Points each match: 3 for a win and 1 for a draw; for a total of 18 points. Players will also receive 2 extra bonus Tournament Points for sending in their army list on time and without error!

With painting, an additional 5 Tournament points can be earned.

For your final position on the ranking at the end of the tournament, we will rank players according to their total Tournament Points. In case of a tie, we will take battle points into account. If after this some players are still ranked equally, we will look to victory points earned during the battles (slaughtering points/...).

PAINTING

The following points can only be earned if your whole army is painted and based:

- 1TP: Your army is fully painted
- 1TP: Your army has extra details. Techniques used like highlighting, inking, drybrushing, etc.
- 1TP: Your bases have extra details on them.
- 1TP: Your army has a theme and looks like a whole.
- 1TP: Your army has matching objective markers such as supply wagons and such.

PAIRING

You will play your 6 battles against 6 different opponents.

For the first round players will be paired with those from a different club or organisation, using a different warband if possible. From battle two and onwards we will follow the Swiss system. However, you won't have to play the same person twice during the tournament.

TERRAIN

We will provide a large amount of terrain to be used by the players.

DISCLAIMER

Your spot in the tournament can only be reserved if you pay and send your armylist on time.

In case of questions or problems before or on the day itself, you can always contact:

Maarten Vanwesemael - Team Conect'R VZW
Chairman +32 479 871 171.

Jasper Van Rensbergen - Team Conect'R VZW
Secretary +32 488 478 427

If you need help finding transport and/or accommodations, you can always mail us at SAGA@conectr-team.be.

SCENARIOS: TO SAY FAREWELL TO THE OLD RULEBOOKS WE WILL PLAY SOME SCENARIOS WHICH WILL FEEL FAMILIAR...

1. SACRED GROUND ESCALATION VERSION

- Scenery: A hill is placed on the exact centre of the table. Each player then selects 1 large wood or 1 large field, roll off and the player with the highest D6 places this scenery piece between L and 2L from any long table edge and minimum M from the centre hill. The other player does the same with his scenery piece. No other scenery is placed.

- Deployment: The player who placed his scenery piece first chooses one of the long table edges and deploys one of his units within M of the chosen long table edge. The other player then places his first unit in his deployment zone also within M of the long table edge. Players then alternate deploying one unit at a time within M of their own long board edges until all units have been deployed. The player who finished deploying first will start the game.

- Special rules: During the first game turn neither player can use manoeuvres.

- Game length: This game will last for seven turns.

- Victory conditions:

- At the end of each player's turn the opponent will count the number of VPs he scored this turn. The number is based on the figures that are in any of the three terrain pieces. (A warlord scores 4VP, a hearthguard 1 VP, each 2 warriors score 1VP and each 3 levies score 1 VP.) In the first turn

no player scores any points and in consequent turns the VP score per terrain piece can never exceed the turn number. For example, the second turn the maximum score a player can score per terrain piece is 2.

- At the end of the eight turn add up all the players VP scores and compare. If a player has 3 or more VP's more than the opponent he wins the game, any other result is a draw.

2. THE ESCORT

- Before the game: both players secretly write down a number from 2 to 6. This are the points with which you will defend the three baggage pieces in the scenario. The players simultaneously reveal their bids, the player with the lowest bid will be the defender. In case of an equal bid, roll of to see who will be the defender. The defender will pick the amount of army composition points equal to points of the bid.

- Special rules:

o Escorting the baggage train: the defender adds three baggage units to his army (each model is based on a single base ranging from 40mm diameter round to 50x100mm rectangular). Each baggage unit is a unit on its own. It is activated as a hearthguard unit, has an armour of 6 against shooting, an armour of 5 in melee, generates three attack dice in melee and has resilience (1). These units can never be the target of SAGA abilities, neither direct or indirect by a SAGA ability played on other units. They move M, can never enter uneven terrain and cannot use a manoeuvre.

o The defender starts the game. During the first turn of the game the defender cannot roll more than 3 SAGA dice.

- Scenery: As by SAGA v2 rulebook p 48-49.

- Deployment: The escorting warband = the defender starts by deploying all his models (including the three baggage units) within L of a chosen long table edge.

The attacker then deploys all his models on the table within L of the opposite table edge. The defender starts the game.

- Game length: this game will until either two or more baggage units left the table or all baggage units have been destroyed.

- Victory conditions:

- If the defender manages to move at least two baggage units from his opposing long table edge (moving into contact with the board edge) he scores a win.
- If the attacker manages to destroy all three baggage units, the attacker wins.
- Any other result is a draw.

3. CHAMPIONS OF GOD AT DAWN

- Determine first player by a roll off.
- Scenery: As by SAGA v2 rulebook p 48-49.
- Deployment: As by SAGA v2 rulebook p 49 method A with the addition that each player has to deploy his units following the next rule:
 - o The warlord has to be deployed first.
 - o Foot units with ranged weapons are placed next.
 - o Mounted units with ranged weapons are placed next.
 - o Foot units without ranged weapons are placed next.
 - o Mounted units without ranged weapons are last.
- Special rules:
 - o During the first two turns, no player can shoot or charge more than M.
 - o During the first turn of the game the first player cannot roll more than 3 SAGA dice.
- Victory conditions:
 - Determine the winner as described on p 49 of SAGA v2 rulebook.
 - Inform the TO of the massacre points scored by each player.
- Game length: this game will last for 6 turns.

4. SLAUGHTER AROUND THE CAMPFIRE

- Determine the first player as on rulebook p 48.
- Scenery: As by SAGA v2 rulebook p 48-49, except that no scenery item can be placed within M of the centre of the table.

- Deployment: The first player deploys his warlord within M of the centre of the table. His opponent then places his warlord within M of the centre of the table but at least M away from the enemy warlord. The players then deploy alternately anywhere on the table as long as they are deployed at least M from enemy units. Units with ranged weapons also have to be deployed first.

- Special rules:

o Slaughter: At the end of the game, each of your units which was completely destroyed brings an extra 2 massacre points to the opponent.

o Tipsy: everyone has been drinking a bit too much. Each player allocates two fatigues to one or two of his units. Then each player allocates two fatigues to one or two of the opponents units.

o Start of the game: First player goes first. During the first turn of the game the first player cannot roll more than 3 SAGA dice.

- Game length: this game will last for 6 turns.

- Victory conditions:

- Determine the winner as described on p 49 of SAGA v2 rulebook.
- Inform the TO of the massacre points scored by each player.

5. CATTLE RAID

- Special rules:

o Before the game agree or roll off to see who will be the defender and who will be the attacker.

o In total six cattle loot tokens (base sizes from 25x50 mm rectangular to 50 mm round) are to be deployed. Players alternate deploying them starting with the defender. Tokens are placed between L and 2L of the long table edges and at least M from each other. Loot tokens cannot be shot at or charged, nor be the target of SAGA abilities. The tokens however do count as impassable objects.

o Capture loot: Only the attacker can capture loot. To capture loot, a unit must finish its move in contact with a loot token. Once made contact, this unit may not be activated for the rest of the activation phase. It may be reactivated as normal after this activation phase has ended. A unit with a loot token can only move maximum M with one activation. If the unit carrying the token is destroyed the token remains where the unit left it.

o Thief! As soon as the attacker captures the first loot token or starts his third turn, whichever comes first, the defenders' warlord and two point reserves enter the defenders long table edge and are placed anywhere within S of that long table edge.

o During the first turn of the game the attacker cannot role more than 3 SAGA dice.

- Scenery: The defender will place three terrain items from the terrain list on p 48 of the SAGA v2 rulebook. The attacker can then move one of this terrain items up to M. All scenery items must be placed at least S from any loot tokens.

- Deployment: The defender deploys 4 points from his warband within M of his table edge. The other two points and the warlord will arrive later. Then the attacker deploys his whole warband with M of his table edge.

- Game length: The attacker starts the game. This game will last for 6 turns.

- Victory conditions:

- The attacker must capture as many loot tokens as he can. At the end he gains a point for every unit in his warband with a loot token within L of his table edge.
- If the attacker scores 0-2 points he has lost.
- If the attacker scores 3-4 points the game is a draw.
- If the attacker scores 5-6 points he wins the game.

6. CLASH OF WARLORDS

- Determine first player by roll off.
- Scenery: As by SAGA v2 rulebook p 48-49.
- Deployment: As by SAGA v2 rulebook p 49 method B.
- Special rules: During the first turn of the game the first player cannot roll more than 3 SAGA dice.
- Game length: This game will last for 6 turns.
- Victory conditions:
 - Determine the winner as described on p 49 of SAGA v2 rulebook.
 - Inform the TO of the massacre points scored by each player.