

SAGA Clash of Ages

Historical Doubles Grand Melee

The SAGA Clash of Ages: Historical Doubles Grand Melee is a single day, 3-game event on Saturday, March 28th.

RULES AND PERMITTED FACTIONS

Use the current SAGA rulebook, the Age of Vikings (AoV), Age of Invasions (AoI), Age of Crusades (AoC), Age of Hannibal (AoH), Age of Alexander (AoA) books or Age of Chivalry (AoCh) 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, Mercenaries, Ruses, Acts of Faith, and Relics & Artifacts will not be used.

WARBAND ROSTER

Teams consist of two players each fielding a different 4-point warband from the same "Age of" SAGA Supplement. The intent for the event is to have two different warbands on each side.

When creating your Team roster, decide how many points to allocate to Hearthguard, Warriors, etc. and use that same allocation in all of your games. Any swaps for Customized Warband Recruitment must be indicated on the roster.

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 darrell.andrews.en@gmail.com at least one week prior to AdeptiCon, no later than March 14th.

SCHEDULE

8:00 am - 8:10 am	Check-In
8:00 am - 8:30 am	Warband/Display Setup
8:30 am - 9:00 am	Warband Voting/Judging
9:00 am - 11:30 am	Round 1 - Between the Hazelrods
11:30 am - 1:00 pm	Lunch
1:00 pm - 3:30 pm	Round 2 - A Tale of Myth and Might
3:30 pm - 3:45 pm	Break
3:45 pm - 6:15 pm	Round 3 - Pillage and Plunder
6:15 pm - 6:45 pm	Awards & Appreciation

AWARDS

Phalerae Victoria - Grand Champion (medal)
Phalerae Veteranus - Grognard (medal)
Phalerae Artificis - Best Painted Warband (medal)
Phalerae Gratus - Players Choice Warband (medal)
Phalerae Duelli - Most Heros Killed by Warlords
Spatula Lignea - Player with least tournament points

GRAND CHAMPION SCORING

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

Teams earn 15 points for a win, and 8 points for a loss. Additional tournament points can be earned achieving the scenario secondary goals.

Teams can earn a maximum of 60 Tournament Points.

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 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 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!

BEST PAINTED SCORING

The army that wins this award will go on to represent SAGA at the Adepticon Armies on Parade. This awards will be determined by a small panel of judges.

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.

An additional Champion figure per team, to be used in the **Between the Hazelrods** scenario.

An additional Bard figure per team, to be used in the **A Tale Myths and Might** scenario.

Warband roster to share with your opponents upon request.

TEAM PLAY

Units on a team are considered friendly. You may only activate or play SAGA abilities on your own units. Your abilities may never affect your teammate's units unless the ability affects all units on the table. When a SAGA ability refers to "an opposing warband," choose an enemy warband to target.

Turns are taken per side. During a side's turn, teammates play simultaneously (teammates roll their SAGA dice, use Orders abilities, etc.). During the Activation Phase, teammates play Activations one at a time. Each Activation must be resolved before moving to the next. We recommend the strict application of this rule to prevent confusion and misunderstanding.

If teammates use SAGA dice with the same symbols, they may NOT exchange rolled SAGA dice during the Orders Phase.

SUDDEN DEATH

If a team starts their turn and one of their warbands generates no SAGA dice, the game ends immediately. The opposing team 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.

All pre-placed terrain cannot be moved, removed for any reason.

OBJECTIVES

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

- When a unit captures an objective (either by moving in base contact or taking it from an enemy unit), it can't be activated again for the rest of that player's turn.
- 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.

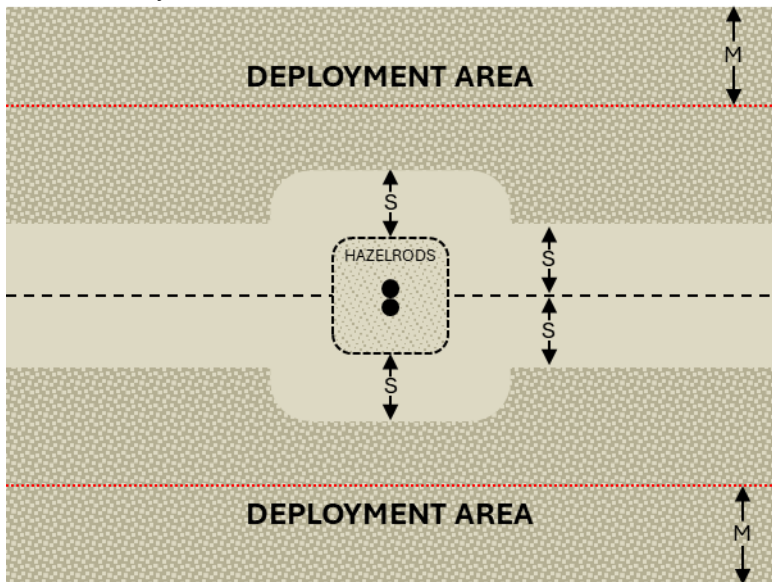
HERO UNITS

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

BETWEEN THE HAZELRODS

A scenario by Ealdorman Andrews



SETUP

Start by place the tournament provided Hazelrod terrain in the direct center of the playing mat. The hazelrod terrain piece may not be moved.

Each team then places their Champion in the direct center of the hazelrod terrain in the center, in base-to-base contact with each other.

Each teammate rolls a single D6 die. The team with the highest overall sum will determine if they place terrain first or if they will be first player.

The team that places terrain first places a single piece of small terrain chosen by their opponents. This practice will then be reversed for the team that is placing the second piece of terrain. Once this is complete, starting with the team placing terrain first, place a single piece of small terrain. Once complete, each team may then elect to move a single piece of placed terrain (other than the hazelrod terrain piece) up to **S**, then terrain placement is over. All terrain must be at least **S** from another piece of terrain.

DEPLOYMENT

Deployment areas are any area outside of **S** of the center of the playing mat; and **S** of the hazelrod terrain piece.

The team that placed terrain second will deploy their warbands within the designated deployment area. The second team will then deploy their warbands.

BEGINNING THE GAME

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

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

In addition, during both teams' first turn, each player must nominate which enemy warband they are targeting at the end of their Orders phase. They can't target the same warband. They may only declare charges and shooting attacks against the warband they've targeted. After the first turn, this restriction is lifted.

The first player team begins the game.

SPECIAL RULES

At the beginning of each turn, the Champions in the middle of the hazelrod terrain piece will conduct a basic melee where both are the attacker. Dice are rolled simultaneously. Each team then rolls the appropriate defense dice. All wounds are recorded as a separate tally that will influence the performance of a single teammate's army for that turn and award additional tournament points at the end of the scenario.

Wounds are not cumulative. The maximum amount a single team can earn per turn is five wounds. Dice are placed during each team's orders phase.

Champions do not fall back or charge. Champions remain stationary for the duration of the game.

Champions Boons

Wounds	Boon
1	Add 1 additional non-rare die to your combat bonus
2	Add 1 additional common die to your inactive SAGA Dice
3	Add 1 additional uncommon die to your inactive SAGA Dice
4	Roll 1 additional SAGA die from your available SAGA Dice
5	Add 1 additional rare die to your inactive SAGA Dice

The Champion

SAGA Dice	Armour	Aggression	Equipment
0	5 (5)	5	-
Special Rules			
None			

Terrain

Type	Classification	Size
Hazelrod Field	Low, Impassable	Small

SPECIAL SCORING

Score Victory Points as follows:

Points	Condition
1	Each time a Warlord wins a melee
3	For eliminating an enemy unit
5	For inflicting the most wounds with your Champion
1	For each enemy figure within M of the their teams starting edge at the end of turn 5

END OF GAME

The game ends after both teams turn 5.

WINNING THE GAME

The team with the most victory points at the end of turn 5 wins the game. If each team has the same amount of victory points, then the team that has the most wounds in the duel of champions wins the game. If this number is the same, then the team with the most hero unit kills is the winner (there are no draws).

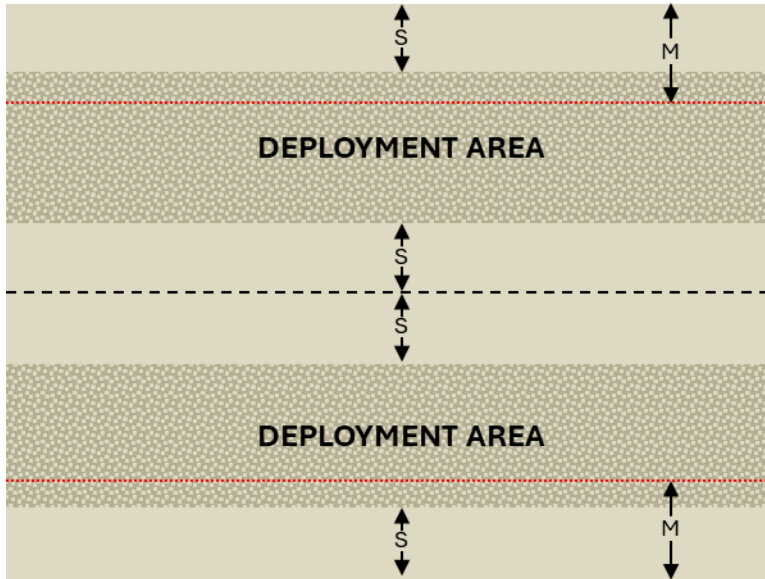
TOURNAMENT POINTS (TP) (20 MAX)

- Score 15 TP for a Win, 8 TP for a Loss
- Add 1 TP for each warlord eliminated by one of your warlords
- Add 1 TP for the team that has the most wounds in the duel of champions
- Add 1 TP for each Warlord on your team that completed a charge and survived the game

GAME 2

A TALE OF MYTH AND MIGHT

A scenario by Ealdorman Andrews



SETUP

Each teammate rolls a single D6 die. The team with the highest overall sum will determine if they place terrain first or if they will be first player.

The team that places terrain second will select single piece of small terrain for the team that places terrain first. This practice will then be reversed for the team that is placing the second piece of terrain. Once this is complete, starting with the team placing terrain first, place a single piece of small terrain. Once complete, each team may then elect to move a single piece of placed terrain up to **S**. All terrain must be at least **S** from another piece of terrain.

DEPLOYMENT

Deployment areas are any area outside of **S** of the center of the playing mat; and **S** of the team's starting edge of the playing mat.

The team that placed terrain second will deploy their warbands within the designated deployment area. The second team will then deploy their warbands.

BEGINNING THE GAME

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

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

In addition, during both teams' first turn, each player must nominate which enemy warband they are targeting at the end of their Orders phase. They can't target the same warband. They may only declare charges and shooting attacks against the warband they've targeted. After the first turn, this restriction is lifted.

The first player team begins the game.

SPECIAL RULES

Each team has a single Chronicler/Poet/Bard/Troubadour that is there to record and tell the tale of their lord's deeds in battle.

This figure is deployed as a **Hero unit** by one of the teammates in the deployment phase. The teammate that deploys the figure controls the figure as part of their warband; but the effects of *Hallowed Antiquity* will be on both warbands.

Chronicler/Poet/Bard/Troubadour

SAGA Dice	Armour	Aggression	Equipment
0	3 (4)	2	-
Special Rules			
Determination, Resilience (1), Loyal, Hallowed Antiquity, Hero			

Hallowed Antiquity

During the orders phase, the teammate controlling this Hero rolls a single D6 and consults the table below. All effects last until the beginning of the teams next turn.

Roll	Great Deeds
1	Warlords add "S" to their first movement
2	Warlords remove 1 fatigue
3	Warlords gain a +1 to all defense dice rolled during this turn
4	Warlords gain a +1 to all attack dice rolled during this turn
5	Warlords gain a +1 to all dice rolled this turn
6	Warlords gain resilience (2)

SPECIAL SCORING

Score Victory Points as follows:

Points	Condition
1	Each time a Warlord wins a melee
3	For eliminating an enemy unit
5	For Eliminating the Enemy Chronicler/Poet/Bard/Troubadour
1	For each enemy figure within M of their teams starting edge at the end of turn 5

END OF GAME

The game ends on after both teams turn 5.

WINNING THE GAME

The team that still has their scenario hero still alive wins the game. If both team's scenario heroes are alive, then the team with the most victory points at the end of turn 5 wins the game. If each team has the same amount of victory points, then the team that eliminated the most units wins the game (there are no draws!).

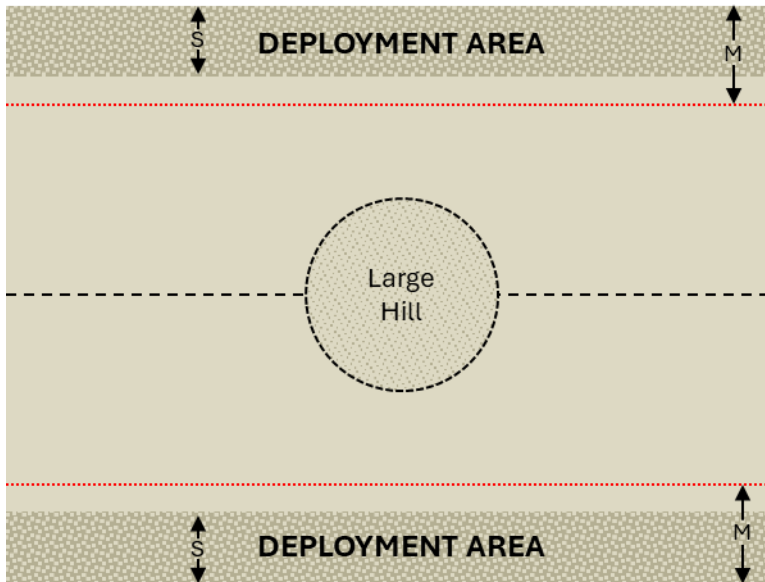
TOURNAMENT POINTS (TP) (20 MAX)

- Score 15 TP for a Win, 8 TP for a Loss
- Add 1 TP if you eliminate the enemy's Chronicler/Poet/Bard/Troubadour
- Add 1 TP for each enemy Warlord eliminated by one of your warlords
- Add 1 TP for each Warlord on your team that completed a charge and survived the game

GAME 3

KINGS OF THE MOUNTAIN

A variation of Saga Ohio Origins "Kings of the Hill" Scenario



SETUP

Place a large hill in the center of the table.

Each teammate rolls a single D6 die. The team with the highest overall sum will determine if they place terrain first or if they will be first player.

The team that places terrain second will select single piece of small terrain for the team that places terrain first. This practice will then be reversed for the team that is placing the second piece of terrain. Once this is complete, starting with the team placing terrain first, place a single piece of small terrain. Once complete, each team may then elect to move a single piece of placed terrain up to **S**. All terrain must be at least **S** from another piece of terrain and within **M** of the center line of the playing mat.

DEPLOYMENT

The teams' deployment areas are within **S** of their table edge.

The first player team deploys their warbands. The second player team then deploys their warbands.

BEGINNING THE GAME

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

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

In addition, during both teams' first turn, each player must nominate which enemy warband they are targeting at the end of their Orders phase. They can't target the same warband. They may only declare charges and shooting attacks against the warband they've targeted. After the first turn, this restriction is lifted.

The first player team begins the game.

SPECIAL RULES

A team controls the hill by having at least two non-exhausted, SAGA die generating units on the hill AND having more non-exhausted SAGA die generating units on the hill than their opponents.

SPECIAL SCORING

At the end of each team turn, starting with the 2nd turn, each team scores victory points for having scoring units entirely on the center hill.

A scoring unit is a non-exhausted Hero, Hearthguard, or Warrior unit entirely on the center hill.

Score victory points as follows:

Points	Condition
2	Team has one warband with a scoring unit entirely on the hill
5	Both warbands for the team have a scoring unit on the hill each
3	If opposing team has no scoring units on the hill while the scoring team has at least one scoring unit on the hill
1	Each time a Warlord wins a melee
1	For eliminating an enemy unit on the hill
1	For each enemy figure within M of their teams starting edge at the end of turn 5

END OF GAME

The game ends on after both teams turn 5.

WINNING THE GAME

The team with the most victory points at the end of the game is the winner. In the event of a tie, the team with the most hero unit kills is the winner, in the event this is a tie, the team that controls the hill at the end of the game is the winner. If this is also a tie, the team with the most Warlord Melee victories is the winner (there are no draws!).

TOURNAMENT POINTS (TP) (20 MAX)

- Score 15 TP for a Win, 8 TP for a loss
- Add 1 TP for each Warlord still alive
- Add 1 TP for each enemy warlord eliminated by one of your Warlords
- Add 1 TP for controlling the hill at the end of the game