SAGA: First Belgian Melee (17th Conflict)

T3 link : https://www.tabletopturniere.de/be/t3_tournament.php?tid=20791

Date
May 19th and 20th 2018

Location
Parish Hall Sint-Cornelius
Rillaarsebaan 134
B-3200 Gelrode

Entering
€25 per person if paid in advance.
€30 per person if paid on site.
This includes a meal voucher for the lunch on both Saturday and Sunday.

Mention **your name** and **SAGA Belgian Melee** if paid in advance.
IBAN: BE86 7512 0083 9550
BIC: AXAB BE 22
AXA Bank Europe
Beneficiary: Conect'r Team Aarschot VZW, Molendreef 50, Rillaar.

On Friday the 18th of May our secretary will make a final list of payments made so make sure your payment has come through before this date. If there should be a discussion about whether the payment has been done and this cannot be proved a player will have to pay the €30 entrée fee. If afterwards it is proven that a payment was correctly made, the €30 will be refunded shortly on your bank account.

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

- a cheese/ham sandwich with soup

- two hot dog sandwiches with toppings

- a vegetarian alternative

We will be serving a wide selection of beverages and food like previous years.
If you require anything specific feel free to warn us and bring your own essentials.

On Saturday evening we will order Belgian fries and accompany this with Belgian homemade stew. We will ask on Saturday in the morning who wants to join in. We will ask a small participation fee for this evening meal.

<u>Disclaimer</u>
You are only sure of your place if you pay in timely fashion and send in your armylist.
In case of questions or in case of problems the day itself, you can always call
Maarten Vanwesemael - Team Conect'R VZW chairman +32 479 871 171.

Also I you want help finding transports and or accommodation you can always mail us at
SAGA@conectr-team.be

<u>Timetable</u>
Saturday the 19th of May

08:00 - 10:20 Registration

10:30 - 13:00 First battle (2h30)

Lunch break (30mins)

13:30 - 15:45 Second battle (2h15)

Break (15mins)

16:00 - 18:15 Third battle (2h15)

Diner break (60 mins)

19:15 – 21:30 Fourth battle (2h15)

Sunday the 20th of May

09:30 - 12:00 Fifth battle (2h30)

Lunch break (30mins)

12:30 - 15:00 Sixth and last battle (2h30)

15:15 – Awards, prices

Army Building

We will be playing with the 12 main armies and battleboards from the Viking age supplement in SAGA v2 rules, which means you can 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 is the most cunning using tactics, battleboard wisdom and army composition rather than using infamous characters, funky mercenaries and powerful items.

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

Please send in your 6 point list composition:

Name – Warband factions

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

Equipment, warbanners, options whether to mount units or not you can choose freely each battle during deployment.
Lists are to be send in to SAGA@conectr-team.be before 12/05/2018.

Tournament points (Max 25)
3 per battle for a total of maximum 18 points, 5 points on painting and 2 on sending your army list on time without errors.

For your final position in the tournament we will rank the players according to total tournament points. In case of an ex aequo battle points will precede, if after that players still rank equally we will look to victory points (slaughtering/…) scored during the battles.

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

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

Matchups
You will play six battles against three different opponents.
The first battle will be paired randomly in such a way you won't play against a fellow club-mate.
From battle two and onwards we follow the Swiss system.

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 selects then 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 manoeuvers.

- 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 peace can never exceed the turn counter score. 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 note 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 to play with.

- 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). This units can never bet the target of SAGA abilities, neither direct or indirect by SAGA abilities played on other units. They move M, can never enter uneven terrain and never can manoeuvre. In melee they can never close ranks.

    o during the first turn of the game the defender can not role more than 3 SAGA dice

- Scenery: As by SAGA v2 rulebook p48-49

- 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

- Scenery: As by SAGA v2 rulebook p48-49

- Deployment: As by SAGA v2 rulebook p49 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 can not role 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

4. Slaughter around the campfire

- Scenery: As by SAGA v2 rulebook p48-49 only no scenery item can be placed within M of the centre of the table

- Deployment: Roll of, the player who rolls the highest 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: roll of to see who has the first player turn. During the first turn of the game the first player can not role 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 the attacker.

    o In total six cattle loot tokens (base sizes from 25x50mm rectangular to 50mm 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 can not be shot or charged, nor be the target for 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 can not role more than 3 SAGA dice.

- Scenery: The defender will place three terrain items from the terrain list on p48 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

- Scenery: As by SAGA v2 rulebook p48-49

- Deployment: As by SAGA v2 rulebook p49 method B

- Special rules: during the first turn of the game the first player can not role 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