



# SAGA 2ND EDITION

## OFFICIAL MELEE

### AGE OF CRUSADES - 3 BATTLES



ZO 5 MEI 2019

PAROCHIEZAAL GELRODE

18TH KONFLIKT

GRIPPING BEAST PRIZE SUPPORT



## T3 LINK

## DATE

May 5th 2019

## LOCATION

Parish Hall Sint-Cornelius  
Rillaarsebaan 134  
B-3200 Gelrode

## ENTERING

€15 per person if paid in advance.

€17 per person if paid on site.

This includes a meal voucher for the lunch

Mention **your name** and **18th conflict SAGA** 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 3th 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 €17 entrée fee. If afterwards it is proven that a payment was correctly made, the €17 will be refunded shortly on your bank account.

## CONSUMABLES

The 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.

Please don't be a cheapskate and bring your own things.

If you require anything specific feel free to warn us and bring your own essentials.

## DISCLAIMER

You are only sure of your place if you pay in timely fashion.

In case of questions or in case of problems the day itself, you can always call

Sven Van Peteghem - Team Conect'R VZW  
Tshonka@yahoo.com  
+486/64.29.73

Also if you want help finding transports and or accommodation you can always mail us at Tshonka@yahoo.com



## TIMETABLE

08:00 - 10:00 Registration

10:00 - 12:30 First battle (2h30)

Lunch break (30 mins)

13:00 - 15:15 Second battle (2h15)

Break (15 mins)

15:30 - 17:45 Third battle (2h15)

18:00 Award Ceremony

## ARMY BUILDING

We will be playing with the 12 main armies and battle boards from the Crusades age supplement in SAGA v2 rules, which means you can choose from:

Crusaders, Saracens, Military Orders, Mutatawwi'a, The Spanish, The Moors, Teutonic Knights, Russian Princedoms, Baltic Pagans, Mongols, Later Byzantines and The Poles.

We would like to match vanilla armies and see which warlord is the most cunning using tactics, battle board wisdom and army composition rather than using infamous characters and powerful items.

**Legendary heroes or units and relics & artefacts are not allowed for this tournament. Mercenaries are allowed according to the rules (so max half of your points mercenaries)**

You can present your 6 point list composition in the morning:

**Name – Warband factions**

**Warlord; X points Hearthguard; X points warriors; X points levies; specials)**

Equipment, warbanners, options whether to mount units or not you can choose freely each battle during deployment.

## TOURNAMENT POINTS (MAX 12)

**3 per battle for a total of maximum 9 points, 3 points on painting.**

For your final position in the tournament we will rank the players according to total tournament points. In case of an ex aequo tournament points will precede, if after that players still rank equally we will look to victory points of your opponent

## 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 are painted and have some form of details (tufts, rocks, ....)



## MATCHUPS

You will play three 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:

**We will play 3 scenario's from the Battle Book.**

**Like mentioned the lists are 6 points lists from the Crusades book with mercenaries allowed.**

**You will receive the information at the first pairing.**

Some hints:

- It will include scenario's with survival and slaughtering points (remember the impact of mercenaries!)
- You will have to think and judge your opponents actions!
- Terrain setup can be surprising!

## PRIZES:

Surprise but as usual we will provide a nice package of prizes like best general, best painted, Wooden spoon, .... No one will leave empty handed. Official prize support by Gripping beast.

See you all

Team Conect'R Aarschot