



Thank you for registering for the sixth German Grand Melee. In this tournament guide you will find all relevant information for the tournament such as organisational matters, rules, the scenarios played and the scoring system. We have tried to make everything as simple and understandable as possible. However, if you have any questions, please feel free to send them to mirco@stronghold-terrain.de . We will take care of answering them as soon as possible.

VENUE:

Freilichtmuseum Oerlinghausen (Saxon Longhouse)
<http://www.afm-oerlinghausen.de/>
Am Barkhauser Berg 2
33813 Oerlinghausen
Germany

TIME FRAME:

Saturday:

09:15 Registration
09:45 Opening speech
1. Scenario: 10:00 am – 12:30 pm
2. Scenario: 01:30 pm – 04:00 pm
3. Scenario: 04:30 pm – 07:00 pm
19:00 Barbecue

Sunday:

4. Scenario: 09:30 am – 12:00 pm
5. Scenario: 12:45 pm – 03:15 pm
16:00 Awards ceremony

FOOD:

Self-catering is the general rule. In the park, which is really not that big, there are small snacks and drinks.

In the evening we are planning a barbecue at the longhouse. Anyone who wants to can join us for a contribution. We will send a separate email about this.

REGISTRATION:

Please prepare a complete army list and provide us with a copy (more detailed information on the army list can be found below).

APPROVED FACTIONS & RULES:

- Everyone needs a 7-point army from which 6 points are selected for each scenario. This is done as soon as the scenario and the opponent have been determined.
- When selecting the 6-point army, "half" points may be selected according to the current FAQ. The 7-point army, on the other hand, must consist of "full" points.
- All factions from Age of Vikings, Age of Crusades, Age of Invasions and Skraelings are allowed.
- The factions from the chapter Old Friends New Enemies are not allowed.
- In addition, mercenaries can be used as desired, whereby the respective mercenary matrix (for the Age of Vikings, see the current FAQ) must be observed.
- Legendary units and heroes, relics and artefacts are not allowed.
- Please indicate at T3, if not already done, which army you want to play. If you want to change your army, you can do so until Sunday, 31 July. Please send me an email, as only I can change the armies (mirco@stronghold-terrain.de) Later change requests will not be considered, and in the worst case, if the originally registered army is not available, this can lead to the player's elimination.

In case of doubt, the German regulations take precedence over those in other languages. The current FAQ must be observed.

MINIATURES:

Only fully painted models are admitted (hopefully there is no need to explain exactly what this means in detail). In addition, each model must be clearly recognisable in terms of its equipment, please no fantasy models such as chaos barbarians as Vikings or Rohirim as Normans, etc. We reserve the right not to admit unpainted, partially painted or inappropriate (i.e. fantasy models). This does not mean that models have to be historically authentic, it should only fit halfway.

In addition, only armies that have been painted by the players themselves are eligible for evaluation as the most beautiful army. We trust in your honesty and your honour as a Viking or knight!

ARMY LIST:

Please bring 2 copies of your army list with you. One for the organisation and one for the respective player.

The army list must contain the following:

- Players name
- Faction
- Points set up e.g. 3 points veterans, 3 points warriors, 1 point peasants. Mercenaries must also be clearly noted.
- **Equipment of all models:** You do not have to decide on the equipment of your units. You only decide when you set up the unit whether it is mounted/on foot or armed with crossbows, for example. You can decide this anew in each scenario. War banners count as an equipment option and can be varied.
- Unit upgrades such as the Berserker or the Curaidh are valid for the entire tournament and must be noted on the army list.

WHAT YOU SHOULD BRING:

- Your completely painted army.
- Your dice (SAGA and normal dice).
- Two complete army lists.
- Your measurement sticks or measuring tapes, fatigue markers.
- All the rule books you need
- Pen and paper.
- Mission objective markers (e.g. boxes, bags, barrels, etc.). The Orga will provide some mission target markers for emergencies.
- 3 baggage units (e.g. carts) The Orga provides some baggage units for emergencies.
- Challenger models for the "Old Feud" scenario

CODE OF CONDUCT:

We definitely want to have a relaxed tournament as possible, where things are calm, relaxed and above all fun for everyone. So please behave like gentlemen. The focus should be on getting to know new supporters of our common hobby in the game and not on winning to the death. We will punish inappropriate behaviour and reserve the right to exclude someone from the tournament as a last resort.

We will have several referees at the tournament to answer your questions. Their statements are ultimately binding, even if they are wrong.

SWISS SYSTEM:

From the second game onwards, the opponents are assigned according to the Swiss system, i.e. players with the same amount of tournament points meet each other, whereby no one can meet the same player twice.

PAIRINGS IN THE FIRST GAME:

In the first game (and only in the first) everyone gets a randomly determined opponent.

AWARDS:

The three best-placed warlords receive a trophy.

Furthermore, the most beautiful army is awarded a trophy and places 2-3 also receive an honour.

The legendary Berserker of the Year is also awarded (player who has eliminated the most enemy warlords. In case of a tie, the player who has lost the most of his own will decide).

Besides fame and glory for your very own SAGA, there will definitely be prizes from Stronghold Terrain. Gripping Beast and Footsore Miniatures have also announced that they will sponsor further prizes. Each player will receive a prize.

POINTS & SCENARIOS:

PLAY TIME:

A total of 5 scenarios will be played. Saturday 3 and 2 on Sunday. You will have 150 minutes per game. For the sake of fairness, please try to finish your games within the given time. Ragnar hates draws ...

CHESS CLOCKS:

With the start of the second scenario, chess clocks are used in the top 5 games. Each player has 60 minutes at his disposal. The chess clocks are started at the beginning of the first turn of the starting player. In Melees and Shooting activations, the time is paused. If time runs out for a player, he still generates SAGA dies, but can only place them on the combat pool. Factions without a regular combat pool, such as the Norse Gaels, can fall back on a regular one. In

any other game, you can agree with your playing partner on the use of a chess clock. In this case, you should have a corresponding APP installed on a mobile device.

TOURNAMENT POINTS:

The winner is determined analogously to the respective scenario description in the rules text.

- The winner of each scenario receives five tournament points.
- The loser receives one tournament point.
- In the event of a draw, both players receive three tournament points.
- Additional points:
 - Eliminating the opponent's warlord earns an additional tournament point in each scenario.
 - Outstanding victory: If the conditions for an outstanding victory specified in the respective scenarios are fulfilled, one additional tournament point is awarded for this.

TIE BREAKER:

The added tournament points of your opponents become your Tie Breaker i.e. the secondary ranking next to your tournament points. This means that if two players have the same number of tournament points, the quality of the opponents decides who is better placed. This is a dynamic system and is automatically recalculated after each game.

SCENARIO POOL:

Below you will find a list of 10 scenarios, which together form the scenario pool. Before each game, one scenario will be randomly selected centrally and then removed from the scenario pool.

SCENARIOS:

Prized Possessions (P. 18 Book of Battles)

Outstanding victory: At the end of the game, a player has either destroyed all three baggage units or moved all 3 baggage units from the table, depending on whether he is the attacker or defender.

Feasting and Pillaging (P.20 Book of Battles)

Modifications:

Objective markers: Units with a mission marker cannot leave the board.

At the end of the game, markers give victory points as follows:

- 3 points for each objective marker carried by one of your units at the end of the game and not in contact with your table edge.
- 6 points for each objective marker that one of your units carries at the end of the game and is in contact with your table edge.

Outstanding victory: A player controls all 3 objective markers at the end of the game and 2 of them are in contact with his table edge.

Ambush! (P.24 Book of Battles)

Modifications: 6 rounds will be played instead of 5.

Outstanding victory: A player controls all 3 objective markers at the end of the game.

Guard the Loot (P.25 Book of Battles)

Outstanding victory: At the end of the game, a player controls his own 3 objective markers as well as at least 2 opposing ones.

Clash of Warlords (P.48 SAGA Rulebook)

Outstanding victory: A player has scored at least 20 victory points more than his opponent at the end of the game.

Desecration (P.26 Book of Battles)

Modification: The objective markers do not get any cover in the terrain.

Objective markers may not be placed within **M** of the 4 corners of the table.

Outstanding victory: A player has scored at least 24 Victory points at the end of the game and has won the game. Note that this requires destroying at least 2 enemy objective markers.

Change of Plans (P.31 Book of Battles)

Outstanding victory: A player has scored at least 30 more victory points than his opponent at the end of the game.

Old Feud (P.28 Book of Battles)

Outstanding victory: A player has eliminated the opponent's challenger at the end of the game and his own has survived. In addition, the winner has scored at least 20 victory points.

Battle of Heroes (Scenario Generator)

Modifications: From the selection table, the scenario is determined at random, which then applies to all players. We do not play with all the variants, but with the following selection:

Scenario: Bleak Moor, Uplands, Rough Ground

Deployment: Vanguard, March Column, Confusion

Game Length: Unknown Length, Pitched Battle, Cautious

Special Rule: A good day to die, A dash of Nostalgia, Hostile land

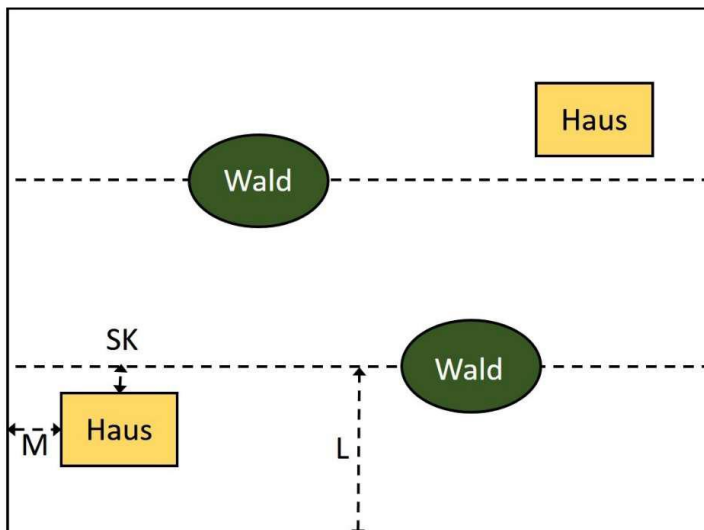
Victory Conditions: Subjugation, Overrun, Target

Outstanding victory: A player has scored at least 24 more victory points than his opponent at the end of the match.

Grab the loot

SET-UP:

The terrain is placed exactly as shown in the sketch. It is important that both buildings are as equal in size as possible. If there are not enough houses for all pairings, take 2 pieces of terrain of the same size, e.g. cornfields or similar.



DEPLOYMENT AND BEGINNING OF THE GAME:

As usual, determines the starting player. Starting with the starting player, the units are placed alternately and completely within **L** of their own table edge. All units with ranged weapons are deployed first. Next come all the mounted units and finally the infantry units.

The starting player begins the game. He has a maximum of 6 SAGA dice at his disposal in his first turn. His remaining SAGA dice are removed from the game for the first turn. The starting player may NOT use any SAGA advanced abilities in his first turn.

The second player rolls 3 SAGA dice before the game starts and may place them on his battleboard.

DURATION:

6 rounds.

SPECIAL RULES:

The houses cannot be entered and count as impassable high terrain.

If, during the course of the game, an enemy unit touches the enemy house with at least one model at the end of a movement activation, that unit gets a loot marker. A unit can also collect several loot markers per turn in this way, but as usual it gets fatigue from multiple activations.

Each unit can carry as many loot markers as it has models (ignore Charisma). If the unit loses models during the game, any excess loot markers are removed from the game. If a unit loses a melee, its loot markers are removed from the game.

The movement range of a unit with a loot marker is reduced to **K**.

END OF THE GAME:

Each loot marker is worth one victory point. The player with the most loot markers wins the game. If both players have the same number or none at all, the game ends in a draw.

Outstanding victory: A player has at least 10 loot markers at the end of the game and has won the game.



**Ragnar speaks: Good luck and in case of doubt:
CHARGE!**