

Grab The Loot

This morning's battle was extremely gruelling and fierce. Neither side was able to achieve a decisive victory and so both sides had to retreat, completely exhausted, to collect themselves. But no one wants to be satisfied with the pitiful spoils and so the battle breaks out anew....

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 you do not have 2 houses at hand, 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.

