



*Thank you for registering for the seventh 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 rating 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](mailto:mirco@stronghold-terrain.de). We will take care of answering them as soon as possible.*

## **Venue:**

Oerlinghausen Open-Air Museum (Saxony Longhouse)

<http://www.afm-oerlinghausen.de/>

Am Barkhauser Berg 2

33813 Oerlinghausen

## **Time frame:**

### **Saturday:**

09:15 Registration

09:45 Opening speech

1st scenario: 10:00 a.m. - 12:30 p.m.

2nd scenario: 1:30 pm - 4:00 pm

3rd scenario: 4:30 p.m. - 7:00 p.m.

Rating most best painted army

### **Sunday:**

4th scenario: 09:30 h - 12:00 h

5th scenario: 12:45 hrs - 15:15 hrs

16:00 Award Ceremony

## **CATERING:**

Catering will be provided by the Larp Tavern zum gebrochenen Panzer right next to the Longhouse. During the day there will be finger food and drinks (yes, coffee too) at fair prices.

There will be a barbecue on Saturday evening. There will be fried Ärdäppels with onions, grilled meat and salad. We will also have drinks for everyone who buys from us 2 -4 0.33 beers depending on how many join in the more. Non-alcoholic drinks are also available on request.

For those who have renounced meat, we will bring courgette, tomatoes, cheese and one or two other alternatives to the table. For Saturday evening we would be priced at 16 - 20 euros. The money is due when you register for the tournament.

## **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 the Age of Vikings, Crusades, or Invasions and Skraelings are eligible.
- The factions from the chapter old friends new enemies are **not** allowed.
- In addition, mercenaries can be used according to the SAGA rulebook, whereby the respective mercenary matrix (era of the Vikings see current FAQ) must be observed.
- Legendary units and heroes are permitted but must then be played in each scenario.
- Relics and artefacts are **not** permitted.
- 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, 7 May. Please send me an email, because only I can change the armies ([mirco@stronghold-terrain.de](mailto:mirco@stronghold-terrain.de).) Later change requests will not be considered, in the worst case, if the originally registered army is not available, this can lead to the elimination of the player.

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

## **LEGENDARY UNITS:**

**Peter** (Crusader): Chess clock compulsory.

**Note:** As legendary units can be very special, there are always ambiguities. If you are not sure about the meaning of a special rule for a legendary unit you want to play, please clarify this in advance (not at the tournament) with us by email.

## MINIATURES:

Only completely painted models are admitted (hopefully it does not have to be explained exactly what this means in detail). In addition, each model must be clearly identifiable 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 other player. The army list must include the following:

- Name of the player
- Faction
- Points e.g., 3 points hearth guard, 3 points warriors, 1 point levies. 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 Berserkers, Ballistae or the Curaidh are valid for the entire tournament and must be noted on the army list. However, unlike legendary units, they do not have to find their way into your 6-point army.

## WHAT YOU SHOULD BRING WITH YOU:

- Your completely painted army
- Your dice (SAGA and normal dice).
- Two complete army lists.
- Your measurement sticks or measuring tapes, fatigue tokens.
- All required rulebooks
- Pen and paper.
- **Mission objective markers (e.g. boxes, bags, barrels, etc.).**
- **3 baggage units (e.g. carts)** The Orga provides some trough units for emergencies.
- **Challenger Models** for the Old Feud Scenario

## CODE OF CONDUCT:

We want to have as relaxed a 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 as many points as possible 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 best painted army will be awarded a trophy and places 2-3 will receive a citation.

The Berserker of the Year is also awarded (player who has eliminated the most enemy warlords. Legendary heroes count double). In the event of a tie, the player who has lost the most of his own decides).

Besides glory and honour for your very own SAGA, there will be material prizes from Stronghold Terrain. Gripping Beast and Footsore Miniatures and Sarissa have also announced that they will sponsor further prizes.

## **EVALUATION & 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. The time is paused in melees and ranged attacks.

If time runs out for a player, the current activation is still ended normally. Afterwards, all SAGA dice remaining on the battle board are placed in the Combat Pool.

A player "without time" still generates SAGA dice but can only place them on the Combat Pool. Factions without a regular Combat Pool, such as the Norse Gaels, have a regular one in this case.

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.

### **TERRAIN:**

Terrain is provided by the tournament management. No private terrain pieces are permitted.

## **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.
  - **Note:** In game 5, both players receive only 1 tournament point each in case of a draw.
- Outstanding victory: If the conditions for an outstanding victory specified in the respective scenarios are fulfilled, an additional tournament point is awarded for this.

## **TIE BREAKER (GOAL DIFFERENCE):**

The added tournament points of your opponents become your "goal difference", 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.

## **STARTING PLAYER / BID:**

In a game where a player uses a legendary unit/hero, his opponent determines the starting player. If both players use a legendary unit/hero or neither player uses one, the starting player is bid on. Both players secretly choose a number between 0-6. The player with the higher number determines the starting player and his opponent receives victory points equal to this number, which are used to calculate the winner at the end of the game. In the event of a draw, the winner is chosen by dice and his opponent still receives the victory points.

## **NO SAGA DICE:**

If a player's army does not generate any SAGA dice at the beginning of his own turn, the game ends. The opponent wins that game.

**Exception:** Scenario - looting and pillaging

## **TERRAIN:**

Terrain is provided by the tournament management. No private terrain pieces are permitted.

## **SCENARIO POOL:**

Below you will find a list of 8 scenarios, which together form the scenario pool. Before each game, one scenario will be randomly selected by the tournament management and then removed from the scenario pool.

## SCENARIOS:

### Sacred Ground

#### SET UP:

Place an open hill in the centre of the playing field. Starting with the starting player, each player chooses a terrain piece from the general terrain table (note maximum) and places it completely at a distance between **L** and  $2 \times L$  from his board edge and further than **S** from all other terrain pieces. In this scenario, no further terrain pieces are placed (not even by any special rules, e.g., by mercenaries) and no terrain piece may be moved.

#### DEPLOYMENT AND START OF THE GAME:

The starting player places one of his units within **M** of his board edge. The other player does the same from his board edge. Now the players take turns placing their units until both have placed their entire armies on the board. The starting player begins the game. Both players have only 5 SAGA dice in their first turn. Remove the remaining ones from the game for their first turn.

#### END OF GAME:

Seven turns are played.

From the second turn onwards, the players determine their victory points as follows: Each time a player has completed his turn, his opponent determines the number of conquering points he receives for his units in that turn. The player receives conquering points (p.6 Book of Battles) for all his units that are on one of the three terrain pieces placed at the beginning. Note that only the models of a unit that are actually in/on the terrain piece count here (a part of the base is sufficient).

So, for example, if at the end of your opponent's turn there are four models of your eighth warrior unit in the first terrain piece, two of your hearth guard in the second terrain piece and your warlord is in the third terrain piece, you get four conquest points ( $2+1+1=4$ ).

The maximum of conquering points per terrain piece corresponds to the current number of turns. In turn four, for example, a maximum of four conquering points can be achieved per terrain piece.

Players determine their victory points in each **opponent's** turn, and all these victory points are added up (note them down at the end of each turn).

At the end of the seventh turn, a player wins the game if he has at least 3 more conquering points than his opponent. Otherwise, the game ends in a draw.

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

### Feasting and Pillaging (p.20 Book of Battles)

*Modifications:* The middle objective marker is placed in the middle of a swamp (orientation: perpendicular to the long edges of the playing field). No further swamps can be placed.

*Outstanding victory:* A player controls all 3 objective markers at the end of the game and 2 of them have left the game table.

## Challenges (p. 23 Book of Battles)

*Modifications:*

### DEPLOYMENT AND START OF THE GAME:

Each challenge can only be chosen once, i.e., if a player chooses a challenge, it can no longer be chosen by his opponent.

The starting player always begins the game, no matter who has chosen more challenges. He has only 6 SAGA dice available in his first turn, his remaining dice are removed from the game for this first turn. Before the first turn, the second player rolls 3 SAGA dice and places them on his battle board.

*Outstanding victory:* At the end of the game, a player has completed all his challenges and won the game.

## Clash of the warlords

### SET UP:

Determines the starting player. At the beginning, terrain is placed according to the universal method (see p. 8 Book of Battles).

### DEPLOYMENT AND START OF THE GAME:

The starting player rolls the dice according to the table below to determine how the armies will be placed in this game. He can modify the result by +1 or -1 before applying the result from the table:

1-2: **Method A**

3-4: **Method B**

5-6: **Method C**

The starting player places half of the units of his army in the area determined by the deployment type. Among these units must be the warlord. Then his opponent places his entire army before the start player places the rest of his army.

When deploying a unit, the rules for formations apply (no model further than **S** (**M** for cavalry) from the unit's reference model, all models no more than **VS** from another already deployed model of the same unit).

**Method A:** Each player places his units completely between **S** and **L** from his table edge.

**Method B:** Divide the table in half along an imaginary line. This line runs between two diagonally opposite corners determined by the starting player. Each player places his units in the area that includes his edge of the board. All units must be placed completely between **M** and **L** from the dividing line.

**Method C:** Both players place their units completely between **M** and **L+M** away from the short table edge to their right. No model may be placed within **M** around any table edge.



## SPECIAL RULES:

Before the start of the first turn, the second player rolls 3 SAGA dice and places them on his battle board. He cannot use any SAGA abilities at this point.

Now the starting player rolls a die on the table Turmoil of Battle and determines the special rule.

W6	Special rule
1	<i>Dawn:</i> On each player's first turn, the maximum range for attacks and ranged combat is <b>M</b> .
2	<i>Fatigue:</i> Both players roll 1W6 for each of their units. If the result is 5+, the unit starts the game with one fatigue.
3	<i>A normal day to die:</i> No special rules.
4	<i>Blood Feud:</i> On each player's first turn, the first activation of each unit is free.
5	<i>Settlement:</i> Throughout the game, each army generates an additional SAGA die.
6	<i>Carnage:</i> At the end of the game, each completely destroyed unit earns two additional victory points.

## GAME END:

After 6 turns, the victory points are calculated as follows:

- Each enemy hero killed (including the warlord) is worth 4 victory points.
- Each enemy hearth guard killed is worth 1 victory point.
- Every 2 enemy warriors killed are worth 1 victory point.
- Every 3 enemy levies killed are worth 1 victory point.
- Each completely destroyed unit including the Warlord (except Mercenaries and Legendary Units) is worth 1 additional Victory Point to the points for the eliminated models.
- Each enemy mercenary unit that has lost at least half of its original models is worth 1 additional victory point to the points for the models eliminated. If the unit has been completely destroyed, it is worth 2 additional victory points.
- Each Legendary Unit completely destroyed is worth 4 additional Victory Points to the points for the models eliminated.

If a player has reached a total of at least 8 victory points and at least 3 victory points more than his opponent, he has won the game. All other results are a draw.

*Outstanding victory:* The winner eliminates the opposing warlord with his own and the latter survives.

## Ambush! (p.24 Book of Battles)

*Modifications:* 6 turns will be played instead of 5.

**Note that** according to p.27 of the SAGA rulebook, fatigue cannot be used in a close combat with a baggage unit, as no SAGA abilities may be used.

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



## Old Feud (p.28 Book of Battles)

*Outstanding victory:* At the end of the game, a player has eliminated the opponent's challenger and his own has survived. In addition, this player has scored at least 20 massacre points.

## Battle of the 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:

**Scenery:** 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 20 more victory points than his opponent at the end of the game.

## Wrath of the Warlords

### SET UP:

Determines the starting player. At the beginning, terrain is placed according to the universal method (see p. 8 Book of Battles).

### DEPLOYMENT AND START OF THE GAME:

Divide the table in half along an imaginary line. This line runs between two diagonally opposite corners determined by the starting player. Each player places his units in the area that includes his board edge. All units must be placed completely outside **M** from the dividing line.

Now the starting player places half of his units in his deployment zone. The second player then places his entire army in his deployment zone before the starting player places the rest of his units.

The starting player begins the game. He has a maximum of 3 SAGA dice available for his first turn. His remaining SAGA dice are removed from the game for the first turn.

The second player has a maximum of 5 SAGA dice available for his first turn. His remaining SAGA dice are removed from the game for the first turn.

### SPECIAL RULES:

During the game, set aside all losses that do not occur in phase 6 of a melee. When victory points are determined at the end of the game, these losses count as levies, no matter what they are normally worth.

## **GAME END:**

At the end of the fifth turn, the second player rolls a die. If the result is 4+, the game ends immediately, otherwise a sixth turn is played.

All models that are in their own deployment zone at the end of the game are counted as a loss and count as levies.

At the end of the game, both players determine the massacre points. The player with the most points wins the game if he has scored at least 10 points and 3 points more than his opponent. Any other result is a draw.

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



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