Thank you for registering for the 2023 SAGA World Cup. 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

La Vie
Dieckmannstr. 127
48161 Münster

TIME FRAME

Saturday:

08:30 Registration
09:00 Opening speech
1st scenario: 09:30 a.m. - 12:10 p.m.
2nd scenario: 1:00 pm - 3:40 pm
3rd scenario: 4:20 p.m. - 7:00 p.m.

Sunday:

4th scenario: 09:30 am - 12:10 h
5th scenario: 1:00 pm - 3:40 pm
4:15 pm Award Ceremony

CATERING

Catering will be provided at the venue on both days at fair prices.

For Saturday evening we have reserved several tables in a medieval restaurant. Here, a menu is offered for us for just under 30€. We will write to you separately about this and ask who will join us. There will also be a vegetarian/vegan menu.

Fegefeuer
Engelstraße 60
48143 Münster
Tel./Fax: 0251 5 38 96 38
www.fegefeuer-muenster.de

REGISTRATION

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

TEAMS & FACTIONS

Factions:

Each team consists of a total of 4 players, with 1 player leading an army of Age of Vikings, Age of Crusades, Age of Invasions and Age of Antiquity (Age of Hannibal or Age of Alexander). A team therefore contains one player from each Age.

- Everyone needs a 6-point army.
- "Half-"points are permitted.
- All factions from the Age of Vikings, Crusades, Invasions and Antiquity (Age of Hannibal and Alexander) are permitted.
- The factions from the chapter old friends new enemies and Skraelings are **not** allowed.
- In addition, 1 unit of 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 **not** permitted.
- Relics and artefacts are **not** permitted.
- A player's army will only be announced on the day of the tournament at the time the army lists are handed in at registration on Saturday morning.

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

Team Captain:

The Team Captain has several tasks. On the one hand, he is the direct contact person for the tournament organisation. On the other hand, he is responsible for the assignment of the scenarios (see below) and the administration of the terrain pool (see below).

Player Absences:

Should a player in your team drop out at short notice, we will have a certain number of substitutes and armies for all Ages on site so that your team can compete.

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 must be historically authentic, it should only fit halfway.

Heroes: All Heroes must be clearly identifiable by your opponent. Different base sizes are the easiest way.

ARMY LISTS

In total, we need two types of army lists. Firstly, an army list of all 4 players of a team and secondly an army list of each player that is shown to the respective opponent of a game. At the end of this Tournament Package there is a template to be used (Fill it out twice per team and cut a copy into the army lists of each player.).

- Faction
- Name of player
- 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.

Example:

Name:	John Vikingson	
Age of Vikings		
Faction:	Vikings	
Points	**Unit**	**Upgrade**
	Warlord	
2	Hearthguard	
1	Hearthguard	Berserkers
1	Warriors	
1	Levies	
1	Priest (Mercenary)	

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 opposing teams are assigned according to the Swiss system, i.e., players with as many points as possible meet each other, whereby no team can meet the same team twice.

PAIRINGS IN THE FIRST ROUND

In the first game (and only in the first) everyone gets and opposing team from a different country.

AWARDS

The three best-placed teams receive a trophy.

Besides glory and honour for your very own SAGA, there will be prizes from various companies.

Furthermore each player will get a special SAGA World Cup 2023 trophy.

SCORING

TOURNAMENT POINTS:

The winner of a game 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.
- Outstanding victory: If the conditions for an outstanding victory specified in the respective scenarios are fulfilled, **one additiona**l tournament point is awarded for this.

TEAM POINTS:

The tournament points of all 4 team members add up to the team points of a team, i.e., per round a team can get between 4 (all team members lost their game) and 24 team points (all team members won an outstanding victory).

The secondary score or tiebreaker is the difference between the victory points scored by the own team members in a round minus the victory points scored by the opposing team in the round. These are added to the victory points scored by a team in previous rounds.

Example:

It is the second round (the second match on Saturday) and Team England is playing Team Poland.

Player 1 England scores 35 victory points - Player 1 Poland: 25 victory points

Player 2 England: 12 victory points - Player 2 Poland: 34 victory points

Player 3 England: 24 victory points - Player 3 Poland: 24 victory points

Player 4 England: 8 Victory Points - Player 4 Poland: 28 Victory Points

In total England score 79 victory points (35+12+24+8) and Poland score 111 victory points (25+34+24+28).

England have therefore scored -32 victory points (79-111) through Round 2 and Poland +32 (111-79).

Team England scored +76 victory points in Round 1 and now have +44 (76-32) after Round 2. Team Poland scored -32 victory points in Round 1 and now have +/-0 (-32+32) after Round 2.

CHESS CLOCKS

With the start of the second scenario, chess clocks are used in the top 3 team pairings. Each player has 65 minutes at his disposal. The chess clocks are started at the beginning of the first turn of the starting player. Each time the other player interacts for example in a melee hit the chess clock so that his time runs out. See an example at the end of this document.

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, a player has the right to insist on the use of a chess clock. In such a case, that player must provide a chess clock or similar like a mobile device (App).

TERRAIN POOL

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

In each round each team has a fixed terrain-pool which is used together by all 4 team members. The team captain should help to organize the allocation of the terrain pieces for his team members. See an example at the end of this document.

Important: In scenarios with fixed terrain pieces like Sacred Ground (Hill in the middle) or Feasting and Pillaging (Swamp in the middle) the team which allocates the first scenario must provide the fixed terrain piece from its terrain-pool.

The terrain-pool includes:

- 3 small woods (combine 2 to a large wood)
- 1 field
- 2 swamps
- 2 rocky grounds
- 1 ruin
- 2 hills
- 1 steep hill

SCENARIOS & PLAYTIME

A total of 5 rounds will be played. 3 on Saturday and 2 on Sunday. You will have 160 minutes time per round which is divided into several steps (see below).

All pairings of both teams are determined by a player's Age, i.e. players with armies from the Viking Age play against each other, etc.

The Scenarios of each round are:

Round 1
Clash of the Warlords
Sacred Ground
Ambush!
The Frozen River

Round 2
Battle of the Heroes
Challenges
Feasting and Pillaging
Change of Plans

Round 3
Wrath of the Warlords
Sacred Ground
Change of Plans
The Frozen River

Round 4
Battle of the Heroes
Feasting and Pillaging
Desecration
Old Feud

Round 5
Clash of the Warlords
Ambush!
Old Feud
The Crossing

STEP 1: SCENARIO ALLOCATION (10 minutes)

For each team pairing there is a handout which contains all the scenario descriptions as well as a scoring sheet.

The team captain of the team with the lowest tournament ranking (in round 1 and in case of a tie, a dice roll decides) first chooses one of the four scenarios and determines in which Age it will be played. Then it is the turn of the opposing team captain and so on.

STEP 2: PREPARATIONS (20 minutes)

- Read the scenario description.
- Both players give their army list to their opponent and decide if they want to use the half-point option (note changes secretly). The final army compositions are then revealed.

- Starting Player – Bid
  - The starting player in each scenario is determined by bidding, which proceeds as follows. 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.
- Set up the table: Now the terrain is set up according to the scenario description. A player only has access to the terrain pool of his own team.

STEP 3: THE GAME (130 minutes)

The game is played according to the scenario description.

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 with an Outstanding victory.

Exception: Scenario - Feasting and Pillaging

For the sake of fairness, please try to finish your games within the given time. Ragnar hates draws ...

STEP 4: RESULTS

Both players of a game enter their scores together in the score form and sign it.

The fully completed scoring sheet with all 4 games and the 8 signatures of the players is handed over to the tournament management.

SCENARIOS

Below you will find a list with all the different scenarios that are used. Included are modifications as well as the conditions that are necessary for an Outstanding victory.

BATTLE OF THE HEROES (Scenario Generator)

Modifications: From the selection table, the scenario is determined at random. 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 15 more victory points than his opponent at the end of the game.

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 x **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 THE GAME:

Six 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 sixth 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 15 more victory points than his opponent at the end of the match.

CHANGE OF PLANS (p.31 Book of Battles)

Modifications:

END OF THE GAME:

A player wins the game if he has at least 3 more victory points than his opponent. Otherwise, the game ends in a draw.

Outstanding victory: A player has scored at least 15 more victory points than his opponent at the end of the game.

FEASTING AND PILLAGING (p.20 Book of Battles)

Modifications:

SET UP:

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.

END OF THE GAME:

A player wins the game if he has at least 3 more victory points than his opponent. Otherwise, the game ends in a draw.

Outstanding victory: A player controls all 3 objective markers at the end of the game and 1 of them have left the game table.

OLD FEUD (p.28 Book of Battles)

Modifications:

END OF THE GAME:

A player wins the game if he has at least 3 more victory points than his opponent. Otherwise, the game ends in a draw.

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.

CLASH OF THE WARLORDS (p.48 SAGA Rulebook)

SET UP:

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

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

END OF THE GAME:

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.

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:

END OF THE GAME:
- 6 turns will be played instead of 5.
- A player wins the game if he has at least 3 more victory points than his opponent. Otherwise, the game ends in a draw.

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.

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**.**

END OF THE GAME:
A player wins the game if he has at least 3 more victory points than his opponent. Otherwise, the game ends in a draw.

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

the game.

THE FROZEN RIVER (p.77. Age of Invasions)

Modifications:

SET UP:
No terrain piece may be placed on the river.

END OF THE GAME:
A player wins the game if he has at least 3 more victory points than his opponent. Otherwise, the game ends in a draw.

Outstanding victory: A player has scored at least 15 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.

END OF THE GAME:
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 15 more victory points than his opponent at the end of the game.

CHANGE OF PLANS (p.31 Book of Battles)

Modifications:

END OF THE GAME:
A player wins the game if he has at least 3 more victory points than his opponent. Otherwise, the game ends in a draw.

Outstanding victory: A player has scored at least 15 more victory points than his opponent at the end of the game.

THE CROSSING (p.30 Book of Battles)

Modifications:

END OF THE GAME:
- A player wins the game if he has at least 3 more victory points than his opponent. Otherwise, the game ends in a draw.

Outstanding victory: A player has scored at least 15 more victory points than his opponent at the end of the game.

DESECRATION (p.26 Book of Battles)

Modifications:

SET UP:
- Objective markers in terrain do not gain any cover.
- Objective markers may not be placed within **M** of the 4 corners of the table.

END OF THE GAME:

A player wins the game if he has at least 3 more victory points than his opponent. Otherwise, the game ends in a draw.

Outstanding victory: A player has scored at least 15 more victory points than his opponent at the end of the game.

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

Terrain Pool (Allocation example)

Here you will find a detailed example of how to deal with the terrain pool during a scenario.

After the Team Captains have allocated the scenarios for the current game round to the Ages (see "Step 1: Scenario allocation"), Step 2: Preparations follows.

Here the players read the scenario to be played, introduce their warbands and determine the starting player with the help of the Starting Player Bid.

Now it is time to set up the terrain.

The matches between two teams will always take place at one row of tables, consisting of the 4 game tables and one table for the terrain pools. The terrain table is split in the middle and on each half lies the terrain pool of one team. The terrain table is placed in the middle of the row of tables so that each player can easily get to the terrain of their own team's terrain pool.

The terrain-pool includes 12 terrain pieces:

- 3 small woods (combine 2 to a large wood)
- 1 field
- 2 swamps
- 2 rocky grounds
- 1 ruin
- 2 hills
- 1 steep hill

Once all the starting players have been determined, the terrain is now placed as usual. When it is a player's turn, he chooses a terrain piece from his terrain pool (perhaps after a short consultation with his team) and places it according to the scenario description.

The other players do not necessarily have to wait for their turn, there is no fixed order as to whose turn it is next. I.e. the 4 games can place the terrain at the same time as they wish.

Example:

Team Italy includes players "A", "B", "C" and "D".

Player B is the starting player in his game and is eager to place an open hill. He briefly asks his teammates and takes it. Players C and D are also starting players and each take a forest. Player B is already back in his turn and takes a swamp. Player C would like to place a ruin and briefly asks if anyone else needs it and then places it.

Finally, player A is back from the toilet, his opponent is the starting player and is already waiting, having already placed a ruin. Player A takes the last remaining forest.

...

As you can see, it's not very complicated. There is a table with the teams' terrain pools and the players of the teams always take a piece of terrain, whereby there is no fixed order.

I think it makes perfect sense for the teams to agree in advance which player can use which terrain. There are armies like the Picts or the Irish, for example, who like to put up a lot of terrain and, on the other hand, armies like the Huns or the Mongols who prefer as little as possible.

Perhaps it is a good idea to take this condition into account when selecting the team's armies.

Here you see a sample set of a Terrain pool:

CHESS CLOCKS (example)

Here is a short example of how the Chess Clock works. In the picture you can see the Chess Clocks we have at the World Cup. We set the clocks for you in advance with 65 minutes per player. With the lower middle button, the clock is started and runs for the starting player. Whenever a player has finished and his opponent is to take his turn, he presses the upper toggle switch. In this way, the other player's time now starts to run down.

Example:

Mirco is the starting player and starts the Chess Clock at the beginning of his first turn. He rolls his SAGA dice, places them on his battle board and then starts his activation phase. Finally, he finishes his turn and presses the toggle switch, which stops Mirco's time and Andy's time runs out.

Now it is Andy's turn, he rolls his SAGA dice, places them and starts his activation phase.

Andy initiates an attack with his Vetans giving Mirco's war unit. After Andy has played the Combat Bonus ability, he presses the toggle switch and Mirco's time runs out. Mirco thinks for a moment and also plays an ability and then presses the chess clock. After the melee, Andy finishes his turn and hands over to Mirco.

Normally every player has more than enough time for his turns. 130 minutes for both players is a lot particularly because table set up, reading the szenario and the like is already finished.

Team:
Team Captain:

Name:		
Age of Vikings		
Faction:		
Points	**Unit**	**Upgrade**

Name:		
Age of Crusades		
Faction:		
Points	**Unit**	**Upgrade**

Name:		
Age of Invasions		
Faction:		
Points	**Unit**	**Upgrade**

Name:		
Age of Antiquity		
Faction:		
Points	**Unit**	**Upgrade**