



Thank You for Registering for the 9th German Grand Melee!

Below, you will find all the relevant information for the tournament, including organizational details, rules, scenarios, and the scoring system. We've done our best to make everything as clear and straightforward as possible. If you have any questions, feel free to email us at mirco@stronghold-terrain.de. We'll respond as quickly as possible.

Event Location:

Begegnungstätte Mehrhoog
Zum Schnellenhof 2a
46499 Hamminkeln

Schedule:

Saturday:

09:00 Registration

09:45 Opening Speech

1. Scenario: 10:00 – 12:30

2. Scenario: 13:30 – 16:00

3. Scenario: 16:30 – 19:00

Evening: "Best Painted Army" Judging

Sunday:

4. Scenario: 09:30 – 12:00

5. Scenario: 12:45 – 15:15

16:00 Awards Ceremony

Food and Beverages:

We will provide **cold drinks, coffee, small snacks, sandwiches, and cake** on-site at fair prices. On **Saturday evening**, we'll have pizza delivered from our trusted local pizzeria. You can sign up for this during registration.

Additionally, there are **several discount stores and a fries stand** nearby.

REGISTRATION:

Please prepare a **complete army list** and provide us with a copy (more details on the army list below).

ALLOWED FACTIONS/ARMIES & RULES:

- Each player needs a 6-point army, and "half" points can be used.
- All factions from the Age of Chivalry and Age of Crusades are allowed.
- Factions from the Old Friends, New Enemies chapter are not allowed.
- A maximum of 1 mercenary unit is permitted, following the respective mercenary matrix.
 - The cannon from the Age of Chivalry counts as a mercenary choice, meaning no additional mercenary unit can be selected. It must be used in every scenario and it must be part of your army roster.
- Legendary units and heroes are not allowed.
- If you haven't already, please specify your chosen army by T3. Any changes to your army can be made until **Sunday, October 26th**. Send an email to mirco@stronghold-terrain.de for changes, as only I can update the army lists. **No changes will be accepted after this date**. Failure to provide the originally registered army may result in disqualification.

I In case of discrepancies, the German rulebooks take precedence. The latest FAQs must be observed.

FACTION SPECIAL RULES & FAQ:

- **ORDENSSTAAT:** The "Recruit" ability—models are only added if a roll exceeds the melee armour value for each model to be added (e.g., 4+ for Peasants).
- **MONGOLS:** War drummers do not generate SAGA dice.
- **CANONS:** Cannons are not *loyal* and count as mercenaries for SAGA abilities.
- **WAGONS:** The Hussite and Flemish wagons generate 4 Conquering points each.

MINIATURES:

Only **fully painted models** are allowed (we trust you understand what this means). Each model must be **clearly identifiable** in terms of its equipment. **No fantasy models** (e.g., GW Bretonnians as Men-at-Arms) are permitted. We reserve the right to exclude unpainted, partially painted, or inappropriate models (e.g., fantasy models). Models don't need to be historically accurate, but they should fit the setting reasonably.

Only armies **painted by the player themselves** are eligible for the "**Best Painted Army**" award. We trust in your honesty and knightly honor!

ARMY LIST:

Each player must bring **2 copies** of their army list—one for the organizers and one for their opponent.

The army list must include:

- **Player's name**
- **Faction**
- **Deployed points** (e.g., 3 points Hearthguard, 2 points Warriors, 1 point Levies). Mercenaries must be clearly noted.
- **Equipment & Unit Options:** You do not need to commit to a fixed equipment setup for your units. You can decide during deployment whether units are mounted/infantry or armed with crossbows, etc. This can be changed in every scenario. War banners count as equipment options and can be varied.
- **Unit upgrades** (e.g., cannons) apply for the entire tournament and must be noted on your army list.

WHAT TO BRING:

- Your fully painted army 😊.
- Your dice (SAGA dice and standard dice).
- Two complete army lists (one for the organizers, one for your opponent).
- Measuring tools (rulers/tape measures) and fatigue markers.
- All required rulebooks (SAGA Rulebook, Book of Battles, Age of Crusades & Chivalry).
- Pen and paper.
- Objective markers (e.g., crates, sacks, barrels, etc.). The organizers will provide a few emergency markers.
- Emissary models for the "Ransom" scenario.

CODE OF CONDUCT:

We aim for a **relaxed, fun, and fair tournament** where everyone enjoys themselves. Please behave like **gentlemen**—focus on meeting new hobbyists and having a good time, not just winning at all costs. Inappropriate behavior will be addressed, and we reserve the right to **exclude players** as a last resort.

We will have **several referees** available to answer questions. Their decisions are final, even if they occasionally make mistakes.

SWISS SYSTEM:

Starting from the **second game**, opponents will be paired using the **Swiss system**—players with similar scores will face each other, and no one will play the same opponent twice.

FIRST GAME PAIRINGS:

For the **first game only**, opponents are randomly assigned, ensuring players from the same team do not face each other.

AWARDS:

Top 3 Warlords receive a trophy

"**Best Painted Army**" receives a trophy, with **2nd and 3rd place** also honored.

"**Berserker of the Year**" (player who eliminates the most enemy Warlords—legendary heroes count double. In case of a tie, the player who lost the most of their own Warlords wins).

Prizes from **Stronghold Terrain**, **Gripping Beast**, **Pwork Wargames**, and **Sarissa** will be awarded.

SCORING & SCENARIOS:

GAME TIME:

A total of **5 scenarios** will be played (3 on Saturday, 2 on Sunday). **150 minutes per game** (20 minutes for setup, 130 minutes for gameplay). **Please finish your games within the allotted time** for fairness. **Hope hates draws!**

CHESS CLOCKS:

Starting with the **second scenario**, the **top 5 games** will use chess clocks. Each player has **65 minutes**.

If a player's time runs out, the current activation is completed normally.

Afterward, all remaining SAGA dice on the battleboard are placed in the **combat pool**.

A player "**out of time**" still generates SAGA dice but can only place them in the combat pool.

Factions without a regular combat pool (e.g., Norse-Gaels) may use a standard combat pool in this case.

For **all other games**, players may agree with their opponent to use a chess clock. If so, please have a **chess clock app** installed on a mobile device.

TOURNAMENT POINTS:

Victory is determined according to the respective scenario description.

Victory	4 Tournament Points
Loss	0 Tournament Points
Draw	2 Tournament Points
10+ Slaughtering Points (both players can achieve this)	+1 Tournament Point
"Hope Bonus" (first player to perform 6 charge activations)	+1 Tournament Points

Note: In the final game on Sunday, there are no draws. If the scenario description results in a draw, it is counted as a loss for both players.

TIE BREAKER (GOAL DIFFERENCE):

If two players have the same number of tournament points, the tiebreaker is the **total victory points** scored by each player.

STARTING PLAYER / BIDDING:

At the beginning of each game, players **bid** for the starting player.

- Each player secretly selects a number between **0–6**.
- The player with the **higher number** chooses the starting player.
- Their opponent receives **victory points equal to the bid**, which are added to the final score.
- In case of a tie, the starting player is **rolled for**, but the opponent still receives the bid points.

NO SAGA DICE:

If a player's army **generate no SAGA dice** at the start of their turn, the game ends immediately.

The opponent **wins the game** and receives a total of **6 tournament points** (4 for victory, +1 for 10+ Slaughtering Points, +1 Hope Bonus).

TERRAIN:

Terrain will be provided in sufficient quantity. Personal terrain is not allowed.

OBJECTIVE MARKERS:

Some scenarios use **objective markers**. These are **round markers** with a diameter of **3 cm to 4 cm** (all markers must be the same size).

Objective markers **do not block movement or line of sight** and are considered **low, open terrain**.

Restrictions:

- Miniatures **cannot end movement, attacks, or retreats** on an objective marker.
- **No part of a miniature's base may ever be placed on an objective marker.**

Distance measurement: If you need to measure the distance from an objective marker, measure from the **outer edge** of the marker.

SCENARIO-POOL:

Below is a list of **5 scenarios** that make up the scenario pool. Before each game, the tournament organizers will **randomly select one scenario**, which will then be **removed from the pool**.

FINAL GAME:

In the **last game on Sunday**, there are **no draws**. If the scenario description results in a draw, it is counted as a **loss for both players**.

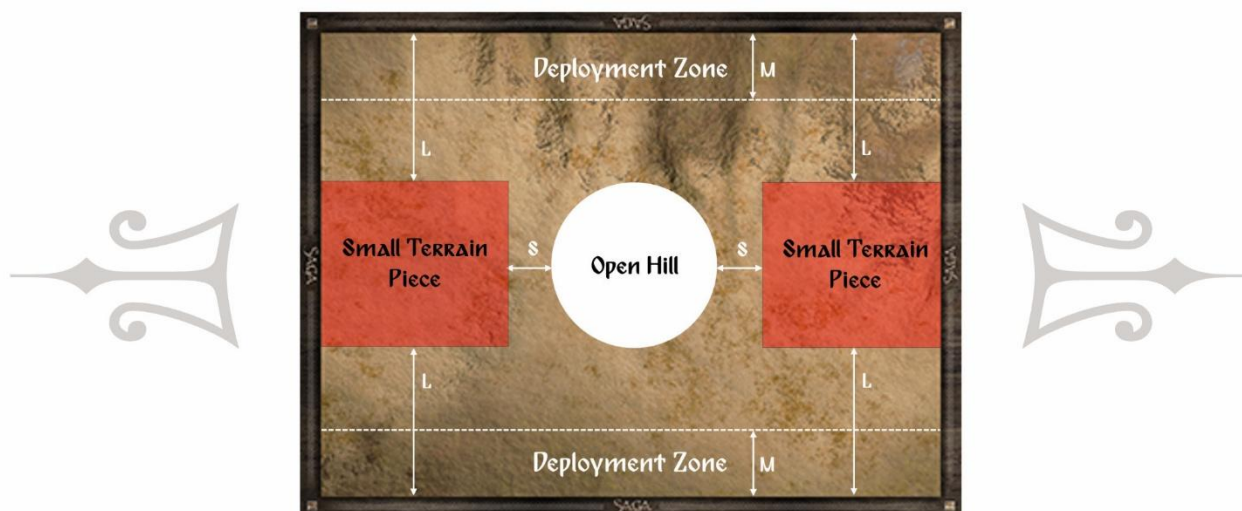


Hope speaks: Good luck – and when in doubt - CHARGE!!!

SACRED GROUND V2

The warlords have gathered their armies upon sacred ground.

Every strike, every sacrifice, every drop of blood spilled here will carry weight. Whatever the cost - this day shall be an unforgettable spectacle of strength, courage, and resolve. When the dust settles and the cries of battle fade, only one will emerge victorious—and their will shall reign over land and people.



PREPARATION

Place one open hill in the center of the table.

Starting with the first player, each player selects one small terrain piece from the general terrain table that does not provide hard cover and places it fully between **L** and **2xL** from their table edge and further than **K** from all other terrain pieces.

Ruins and rocky ground cannot be used.

No additional terrain pieces are placed in this scenario (even by special rules, e.g., from mercenaries), and no terrain piece may be moved or removed.

SETUP & GAME START

The first player places one of their units within **M** of their table edge. The other player does the same from their table edge. Players then take turns placing their remaining units until both armies are fully deployed.

The first player begins the game and has 3 SAGA dice in their first turn. Remove the remaining dice for this turn.

The second player generates SAGA dice normally.

END OF THE GAME

A total of 6 turns are played.

From the second turn onward, players calculate their victory points as follows:

After a player completes their turn, their opponent calculates the Conquering Points they earn for their units in that turn. The player earns Conquering Points (Book of Battles, p. 6) for all their units with models on or in any of the three initially placed terrain pieces (even if only part of the base is on the terrain).

For example, if at the end of your opponent's turn, you have: 4 models of an 8-model Warrior unit on the first terrain piece, 2 models of a Veteran unit on the second terrain piece, 1 Warlord on the third terrain piece, you earn 4 Conquering Points ($2 + 1 + 1 = 4$).

The maximum Conquering Points per terrain piece equals the current turn number. For example, in round 4, a maximum of 4 Conquering Points can be earned per terrain piece.

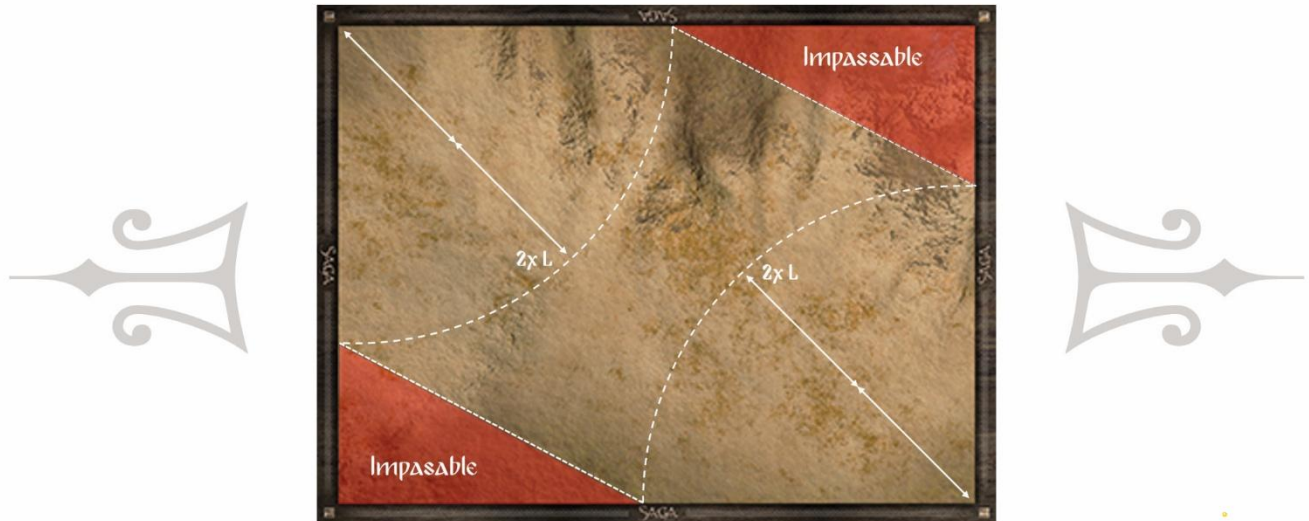
Players calculate their victory points at the end of each opponent's turn, and all points are cumulatively added (record them at the end of each turn).

At the end of the 6th turn, a player wins the game if they have at least 3 more Conquering Points than their opponent.

Otherwise, the game ends in a draw.

Wolf Pass V2

Between towering cliffs and shadowed forests, the sole path twists through the dreaded Wolf Pass. Whoever controls this pass commands the gateway to the land's very heart. Your forces stand ready—but the enemy has fortified the narrows. Only with courage, resolve, and iron discipline can you shatter their lines and force the breakthrough. Today, the winds will carry one banner over the mountains at dawn. Whose will it be?"



PREPARATION

Each player sets up their troops in the corner located to the right of their long table edge. The deployment zone is a quarter-circle with a radius of $2 \times L$ from that corner.

The other two corners represent rocky mountain slopes and are impassable to units. Draw a line between the points where the players' deployment zones meet the table edge. The two resulting triangles form the mountain slopes and count as high, impassable terrain (see diagram).

Determine the first player.

Place terrain according to the Universal Method. Only small terrain pieces may be used, and none may be placed within **S** of the impassable zones.

SETUP & GAME START

- The first player deploys their Levies.
- The other player deploys their Levies
- The first player deploys their Warriors.
- The other player deploys their Warriors.
- The first player deploys their remaining units.
- The other player deploys their remaining units.

The first player begins the game with 3 SAGA dice (the rest are removed for the first round).

The other player plays their first turn with 5 SAGA dice (the rest are also removed).

END OF THE GAME

After both players have completed five rounds, the first player rolls a die. On a 4 or higher, a sixth turn is played. Otherwise, the game ends.

At the end of the game, players count the Conquering Points of their remaining units with the following modifications:

- Any unit that is at least partially in the opponent's deployment zone at game end counts as having 3 additional models for Conquering Point calculations.
- Any unit that is at least partially in the own deployment zone at game end counts as having 3 models less for Conquering Point calculations.

If a player has at least 3 more Conquering Points than their opponent, they win the game.

Otherwise, the game ends in a draw.

Trial by Fire V2

The Lord leans over the yellowed game board, his eyes cold as steel in the flickering torchlight. "Rhetoric fills no empty coffers—only blood and cunning calculation." With deliberate hands, he moves the pieces: knights, mercenaries, treacherous traitors. "This board is your first battlefield. Prove here whether you command—or perish." The dice lie ready. Your fate awaits.



PREPARATION

Determine the first player.

Place terrain according to the Universal Method.

SETUP & GAME START

The first player divides their army into two groups of roughly equal size by unit count. They select one group and place all its units fully within **L** of their table edge.

The opponent then places their entire army fully within **L** of their table edge.

Finally, the first player places the remaining units of their army fully within **L** of their table edge.

The second player rolls 3 SAGA dice and places them on their battleboard.

The first player begins the game but cannot use the *Activation Pool* ability in their first turn.

SPECIAL RULES

Each player places one marker on each of their 10 SAGA special abilities. When a special ability is used for the first time in the game, the marker is removed.

If a player has SAGA abilities triggered exclusively by Shooting Reaction and their opponent has no shooting units, they immediately remove the markers from these abilities. This can happen at the start of the game or later, when the opponent's last shooting unit is eliminated.

The first player to remove all 10 markers immediately rolls 2 available SAGA dice and places them on their battleboard.

END OF THE GAME

The game ends after 5 rounds. Players tally their Slaughtering Points.

Bonus Points are awarded as follows:

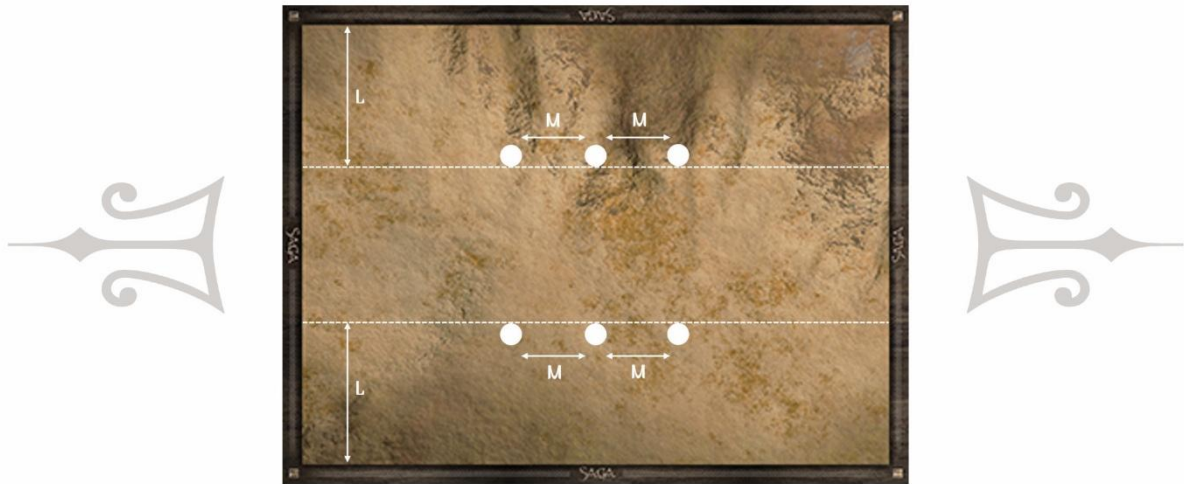
- 1 point per removed marker, up to a maximum of 10
- 1 point if all markers have been removed or more markers have been removed than the opponent
- One-time: 2 points if the player's Warlord has conducted an attack and survived. This also counts for units like the Swiss Gewalthut.

A player wins if they score at least 15 points and have 3 more victory points than their opponent. Otherwise, the game ends in a draw.

Note: The optional rule is in effect.

To Break A Shieldwall V4

Amid this infernal chaos, where battle rages on every front, a whirlwind of blades erupts like an iron wall. Strategic positions shift again and again, torn between the combatants. The men, marked by exhaustion and waning strength, begin to falter—but in this moment, the warlords glimpse the bitter truth: Victory demands a single, decisive blow—a killing strike.



PREPARATION

Place 3 Objective Markers each **L** away from the first player's table edge. The first marker is placed exactly in the center of the table, while the other two are placed left and right of the first marker at a distance of **M**. These three Objective Markers belong to the first player.

Next, place three Objective Markers for the other player in the same manner, measured from their table edge.

Place terrain according to the Universal Method (see Book of Battles, p. 8), with the second player placing the first terrain piece. All terrain pieces must be placed further than **VS** from any Objective Marker.

SETUP & GAME START

No models from a unit may be placed in base contact with an Objective Marker.

The first player deploys half of their army's units fully within **L** of their table edge. The Warlord must be among these units.

Then, the opponent deploys their entire army fully within **L** of their table edge, after which the first player places the remaining units of their army.

Before the first turn begins, the second player rolls 3 SAGA dice and places them on their battleboard. They cannot use any SAGA abilities at this time, but they start the game with these carefully placed dice.

The first player takes the first turn and generates SAGA dice normally.

SPECIAL RULES

Players earn Slaughtering Points (Book of Battles, p. 6) and additional points by moving Objective Markers, as described below.

Objective Markers can be captured as described in SAGA: Book of Battles, p. 17.

At the end of their own turn, starting from the second turn, a player earns:

- 2 Slaughtering Points for each of their own Objective Markers they control that is fully in the opponent's table half.
- 3 Slaughtering Points if the Objective Marker is fully in the opponent's deployment zone.

NOTE: For a unit to score points with an Objective Marker, all models of the unit must be fully in the opponent's table half or deployment zone.

OPTIONAL RULE: At the end of their own turn, starting from the second turn, a player loses 2 Slaughtering Points for each of their own Objective Markers in their own deployment zone, regardless of control.

END OF THE GAME

After both players have completed five rounds, the first player rolls a die. On a 4 or higher, a sixth turn is played. Otherwise, the game ends.

Add up the Slaughtering Points, including those from Objective Markers, for both players.

A player wins the game if they have scored at least 10 VictoryPoints and 3 more Victory Points than their opponent at the end of the game.

A player automatically loses the game if they fail to generate any SAGA dice at the start of their Orders Phase.

Otherwise, the game ends in a draw.

Original scenario by Jan Raszyński of Team Poland

Ransom

The forest whispers of treachery. A powerful Emissary travels under your protection - but his enemies lurk, hungry for the ransom his life commands. Gold gleams brighter than honor in their eyes. Your blades must strike faster than their greed, your tactics deadlier than their schemes. Fail, and you lose more than a man—you lose your reputation as warriors. The hunt begins. Who will bleed?



PREPARATION

Determine the first player.

Place terrain according to the Universal Method, using only small terrain pieces.

SETUP & GAME START

Beginning with the first player, units are placed alternately within **L** of their table edge.

The Emissarys are placed only after all other units have been set up, starting with the first player.

Before the game begins, the second player rolls 3 SAGA dice and places them on their battleboard.

The first player begins the game but cannot use the *Activation Pool* ability in their first turn.

SPECIAL RULES

The Emissary

The Emissary counts as a Hero (NOT *loyal*) and may be deployed on foot or mounted. In both cases, they have a movement value of **M**.

Difficult or Dangerous Terrain is impassable for them.

The Emissary can only be eliminated (captured) in melee. When this happens, they become a capture Objective Marker (see p. 17, Book of Battles), controlled by the unit that eliminated them in melee.

The marker can be reclaimed by winning a melee as usual. However, the unit carrying the marker cannot be targeted by shooting or similar effects, as the Emissary must not be endangered.

SAGA Dice	Armour	Agression	Equipment	Movement
0	4 (4)	2	-	M
Special Rules				
<i>Presence</i> , <i>Bodyguard*</i> , <i>Determination</i> (only gained once the Bodyguard is eliminated)				
Bodyguard* : At the start of the game, after deployment, the Emissary is assigned a single unit of Hearthguard or Warriors as their Escort. Mercenaries or Levies cannot be chosen for this purpose.				
If the Escort consists of Warriors, two models must be sacrificed to prevent a single casualty when the Emissary uses <i>Bodyguard</i> .				
Activation : The Emissary cannot be activated with SAGA abilities or special rules like <i>We Obey</i> .				
Whenever the Escort is activated for movement or an charge, and the Emissary is within M of the Escort at that moment, the Emissary may also activate for movement.				
If the BEscort is eliminated, the Emissary gains the <i>Determination</i> special rule and can be activated normally with SAGA dice or special rules from that point onward.				

END OF THE GAME

After five rounds, the first player rolls a die. On a 4+, a sixth and final round is played; otherwise, the game ends.

If an Emissary is in their own table half at game end, they are automatically eliminated.

Players then tally their Slaughtering Points.

Bonus Points:

- +3 points if the entire Escort is eliminated (in addition to their Slaughtering Points).
- +7 points if you control the enemy Enmissary (Objective Marker) at game end.

A player wins if they score at least 8 victory points and have 3 more victory points than their opponent.

Otherwise, the game ends in a draw.