

# SAGA: FOR THE AGES TOURNAMENT



The Siege of Vicksburg Wargaming Convention, brings you the "SAGA: For the Ages" tournament. The event is intended to be friendly for beginners as well as welcoming more experienced players. There will be 3 games in different scenarios with prizes from SPONSORS available to be won. We will be using the Saga 2<sup>nd</sup> Edition 2018 rulebook with factions from the Age of Vikings, Age of Crusades and Age of Hannibal 'universe' books.

**Saturday 19<sup>th</sup> February 2022**

Tournament Official (TO) is Lee Drake. Inquiries should be sent by email to [Leedrake1@icloud.com](mailto:Leedrake1@icloud.com)

## Registration

Registration costs \$10 and can be done via phone (601-898-9950) or in person at Vans CCG

## Venue

Vans Comics Cards and Games is located at 731 S Pear Orchard Rd Suite 1, Ridgeland, MS 39157

**Timetable** Timings are approximate and may change.

10:00 – 10:30 arrival and registration

10:30 – 12:30 Game 1: Clash of Warlords

12:30 – 14:30 Game 2: Claiming Territory

14:30 – 15:00 Lunch (provided)

15:00 – 17:00 Game 3: Old Feud

17:00 – 18:30 Winner announced and prizes awarded

## What should I bring?

Players should bring their own warband of miniatures, rules books, dice, fatigue markers, range rulers, Battleboard and a pen or pencil. Players should also bring, 2-4 objective markers and one or more appropriate miniatures to use as their character in the 'Old Feud' scenario. Miniatures should be appropriate to the warband and allow an opponent to clearly determine different unit types and equipment. Warband composition is not fixed between games so 'what you see is what you get' is important. All miniatures must have legal base sizes as described in the main Saga rule book.

We want to encourage new players so it is not essential for all miniatures to be painted.

## **Permitted Factions and Warbands**

Any faction from Age of Vikings, Age of Crusades and Age of Hannibal. Any of the factions listed in the books may be used except for the 'Old Friends, New Enemies'. Skraelings and the AoC 'Matter of Faith' factions are not permitted.

Games will be played with 6 point warbands. It is not necessary to write an army list or stick to one composition. To allow for experimentation with warband composition, players are free to field whatever units are legal for their faction and can change these freely between games. Players must only field units which they have suitable models to represent. Unit types and equipment must be declared at the point of deploying each unit. If a unit is using a war banner this should be chosen during deployment with a suitable model to represent the banner. Note that Age of Hannibal units may not have a war banner.

- Mercenary units are not allowed.
- Legendary units are not allowed.
- Artefacts, Acts of Faith and Ruses will not be used.

## **Tournament Rules**

Rules from the Saga 2<sup>nd</sup> edition 2018 rulebook will be used with the errata and FAQ updates released in 2021. In the event of any rule disagreements players should refer to the official rules and try to resolve the problem. If players still disagree then the tournament organizer can be called upon to make a final decision. This must be respected even if it turns out to be wrong!

For first game matches, where possible, players will be matched against another with a faction from the same Saga universe. The TO will aim to adjust pairings so regular players do not play each other. Opponents for the subsequent games will be decided using a 'Swiss chess' system allowing full mixing of different saga universe books.

The number of tournament points (TP) available is as follows: a player will score 5TP for a win, 3TP for a draw and 1TP for a loss. Players win 2TP for a loss if they scored at least 10 massacre/conquest points in the game. Additional points may be won for sportsmanship. The overall winner will be the player with the most tournament points. A tie break will be resolved by comparing Massacre points scored in the last game.

Games will last a maximum of 2 hours. When the allotted time is up the game must end regardless of the number of turns played. Players must try to ensure they have an equal number of turns in each game. If there is insufficient time for both players to complete another turn within the remaining time, then the game must be ended. Refer to the scenario objectives to determine the winner.

## **Terrain and Battlefields**

All games will be played on a standard 4' by 3' table. A pool of terrain pieces will be available to each table. Players set up terrain for each game using the terrain placement rules from the Book of Battles. There will be plenty of terrain to choose from so players must not bring their own terrain pieces.

If preferred by both players, the TO can arrange terrain for the battlefield.

### **Game 1 Scenario: Clash of Warlord**

As described in the main Saga rulebook. Use deployment method A.

### **Game 2 Scenario: Claiming Territory**

As described in the Book of Battles.

Clarification: Roll as usual to determine the first player (also referred to as player A in the deployment diagram in the book.) The set up phase of placing terrain and then objectives comes before deploying warbands.

### **Game 3 Scenario: Old Feud**

As described in the Book of Battles. Be aware of the changes to the Soldier and Brute characters explained in the errata. If determined on Massacre points, to win a player must score at least 4 points higher than their opponent. In their first turn, the first player cannot trigger any saga abilities (including basic abilities).

## **Code of Conduct and Sporting Player bonus points**

This event is intended to be gently competitive but friendly and welcoming with several players new to Saga taking part. All players are expected to behave appropriately and respectfully to their opponent. Deliberately misrepresenting rules or other unsporting behaviour will not be tolerated and may result in a deduction of points or ejection at the discretion of the TO.

To encourage players to be friendly and helpful to each other, after 3 games, each player will be able to award a single bonus point to one opponent. Choose someone who was most helpful in a game, accepted defeat cheerfully or suggested an effective tip for your faction. These additional points will make a difference to the final tournament scores so choose carefully!

## **Prizes**

Prizes have been generously provided by Ale Horn, Warlord, Gripping Beast, Footsore and others. There will be prizes for the top scoring players and also a new player prize (as determined by the TO).

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**Vans CCG SATURDAY 19<sup>th</sup> February 2021**

<b>Name:</b>	<b>Faction:</b>
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<b>Game 1</b>			<b>Massacre Points</b>
<b>Opponent Name</b>			
<b>Win</b> 5 TP	<b>Draw</b> 3 TP	<b>Loss (but scored 10 pts)</b> 2 TP	<b>Loss</b> 1 TP

<b>Game 2</b>			<b>Conquest Points</b>
<b>Opponent Name</b>			
<b>Win</b> 5 TP	<b>Draw</b> 3 TP	<b>Loss (but scored 10 pts)</b> 2 TP	<b>Loss</b> 1 TP

<b>Game 3</b>			<b>Massacre Points</b>
<b>Opponent Name</b>			
<b>Win</b> 5 TP	<b>Draw</b> 3 TP	<b>Loss (but scored 10 pts)</b> 2 TP	<b>Loss</b> 1 TP

<p><b>Bonus Point for Sporting Player - hand in this slip.</b></p> <p>Write down your favourite opponent to award them a bonus point:</p>   
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