



## **Barrage Wargames Show Saga Tournament Sunday 7th July 2019**

The Northern Tempest SAGA podcast brings you the Barrage Wargames Show Saga tournament. Each player will battle through three games and there are some great prizes to be won by the most successful warlords. We will be using the Saga 2<sup>nd</sup> Edition 2018 rulebook with factions chosen from the Saga Age of Crusades 'universe' book (2018).

### **How to enter**

Tickets to enter the tournament cost £12 per person which includes entry to the Barrage Wargames show. Places are limited to 16 players and will be allocated on a first come basis. Tickets are non-refundable but it may be possible to transfer a ticket if another player wishes to take part. If you find you are unable to attend the event, please contact the organiser as soon as possible.

Tournament Official is Joe Messenger. Enquiries should be sent by email to [mrjsmessenger@yahoo.co.uk](mailto:mrjsmessenger@yahoo.co.uk)

### **Venue**

Barrage Wargames Show  
Blessed William Howard High School, Rowley Avenue, Stafford, Staffordshire  
ST17 9AB

### **Timetable**

9:00 – 9:30 arrival and registration  
9:30 – 11:30 Game 1: Clash of Warlords  
11:30 – 11:45 break  
11:45 – 13:45 Game 2: Feasting and Pillaging  
13:45 – 14:15 break  
14:15 – 16:15 Game 3: Grudge Battle  
16:15 – 16:30 Winner announced and prizes awarded

## **What should I bring?**

Players should bring their own warband of miniatures, rules, dice, fatigue markers, range rulers, Battleboard and a pen or pencil. Miniatures should be appropriate to the warband and allow an opponent to clearly determine different unit types and equipment options. We want to encourage new players so it is not essential for all miniatures to be painted (although we would prefer it!)

## **Permitted Factions and Warbands**

Saga Age of Crusades 2018 edition. Any of the 12 factions listed in the book may be used. The factions listed as 'Old friends, New enemies' on page 64 and 65 may also be used. The Cathars and De Montfort Crusaders on pages 66 and 67 may not be used.

## **Roster and permitted units**

Games will be played with 6 point warbands chosen from a 7 point list. Players must list their 7 points on their roster at the start of the tournament. Equipment options and unit sizes may be chosen at the start of each game during deployment. If a unit is using a war banner this should be chosen during deployment with a suitable model to represent the banner.

- Mercenary units/Auxillaries are allowed but players may only include one mercenary unit in their roster.
- Legendary units are not allowed.
- Acts of Faith 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 2018. 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 organiser can be called upon to make a final decision. This must be respected even if it turns out to be wrong!

Player match ups for the first game will be determined by random but adjusted so regular opponents will not face each other. Opponents for the subsequent games will be decided using a 'Swiss chess' system.

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.

The number of tournament points available is as follows: a player will score 5 points for a win, 3 points for a draw and 1 point for a loss. Also, each player will score one additional tournament point if they have eliminated the enemy warlord by the end of the game. Players can score this bonus point regardless of whether their own warlord survived and whatever the end result of the game.

Games will last around 2 hours or 6 game turns. 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. Some terrain on each table will be prearranged and may not be altered. Each player will also be able to place one extra terrain feature onto the battlefield. A simplified terrain placement will be used which works as follows:

The first player selects an available terrain piece and places it anywhere on the table more than **M** from any other terrain piece.

The second player selects an available terrain piece and places it anywhere on the table more than **M** from any other terrain piece.

Players may choose from 1 rocky ground, 1 wood, 1 hill/steep hill.

### **Scenarios**

In all scenarios, if a player's warband does not generate any Saga dice at the start of their turn then the game ends. The opponent wins the game. Each game is played for 6 turns or until time runs out.

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

This scenario is played as described on pages 48 and 49 of the Saga rulebook but with some variations listed below.

Both players roll a die and the highest is the first player. The first player may choose and place one piece of terrain, then the second player may place one piece of terrain.

The first player begins deployment using method A as described on page 49 of the Saga rulebook (each player deploys units within **L** of their own table edge).

Once deployed, the first player starts their first turn rolling just 3 Saga dice.

The battlefield chaos table is not used.

Determine the winner by counting up massacre points as usual. A player must have at least 3 points more than their opponent to win. Any other result is a draw.

## Game 2 Scenario: Feasting and Pillaging

*Two warbands try to seize loot and haul it off the battlefield.*

This scenario is as described on page 20 of the Book of Battles. Set up the terrain as explained for the other tournament scenarios.

One loot token is placed in the exact centre of the battlefield. Two others are placed **L** away to the left and right along the centre line.

The first player sets up half of their units within **S** of their long table edge. Then, the second player sets up their entire warband within **S** of their long table edge. The first player then sets up their remaining units within **S** of their long table edge.

The first player then begins the game using only 3 Saga dice for the first turn.

For loot tokens, see the rules for units capturing objectives. Once carrying a loot token, a unit may move off the battlefield at their own table edge.

The game ends after 6 game turns or at the end of any turn if there are no loot tokens left on the battlefield.

At the end of the game, count up survival points for both warbands (units which moved off the table may be counted). Players score a bonus 3 points for holding a loot token on the table. Players score a bonus 6 points if they carried a loot token off the table.

### ☉ Capturing an Objective

To capture an objective, a unit must finish its movement with at least one figure in contact with the marker. At the end of this movement, the objective marker is removed from the table, and whatever method most appeals is used to show that the unit is carrying it.

A unit that is carrying an objective marker is considered to begin and end all its moves in uneven terrain. Short of stealing mules, horse-mounted riders are not the best at carrying objective markers, and will suffer a fatigue after each movement or charge. A unit can only carry one objective marker at a time.

If a unit is beaten in hand-to-hand combat, the unit that defeated it may choose to seize the objective marker. Note that that unit now bears the objective token, which is given to the opposing player. If it decides not to take the objective marker, it is kept by the defeated unit.

When the last figure in a unit carrying an objective marker is slain, the objective marker is placed on the table, on the spot from which the last figure was removed. If that happens during a melee, the enemy unit can either immediately seize the marker, or leave it in place. Note that a unit cannot give the objective it holds to another unit, or leave it on the ground. They fought for it, and they're going to keep it!

### Survival Points

Survival points are generally awarded at the end of the scenario, and each player earns them for their own figures which survived the game—the opposite of massacre points, which are won by eliminating enemy units. Therefore, survival points require the preservation of your troops as much as inflicting damage in the enemy ranks.

At the end of the game, each of your units still on the table is assigned a value in Survival points, based on the figures it includes at the end of the game.

Their value in Survival points is calculated as follows:

- 2 points for each Hero (including those in Heroic Units).

- 1 point for each Hearthguard in the unit.
- Points equal to half the number of Warriors in the unit (rounding up).
- Points equal to a third of the number of Levies in the unit (rounding up).
- 1 bonus point if the unit generates a Saga die.
- The value of a surviving Mercenary unit is halved (after all, you're quite pleased some of them died—you don't need to pay them!).
- Deduct 1 point from your total for each of your units which was eliminated (3 points if it was a Legendary unit).

### Game 3 Scenario: Grudge Battle

*After a long battle, bitter enemies attempt to finish off their most hated foes.*

Both players roll a die and the player rolling highest is the first player. Place terrain as for the other tournament scenarios. The first player must deploy half their units (including the warlord) anywhere on their half of the table (within **L+M** of their long table edge). The opponent then places all their units anywhere on their own half of the table. The first player then places the rest of their warband.

Both players must deploy using the following restrictions:

1. No unit may be deployed within **M** of any other unit (friend or foe).
2. All units placed must follow the rules on cohesion (no figure may deploy more than **S** from the first figure of that unit deployed).

After deployment, each player declares to their opponent

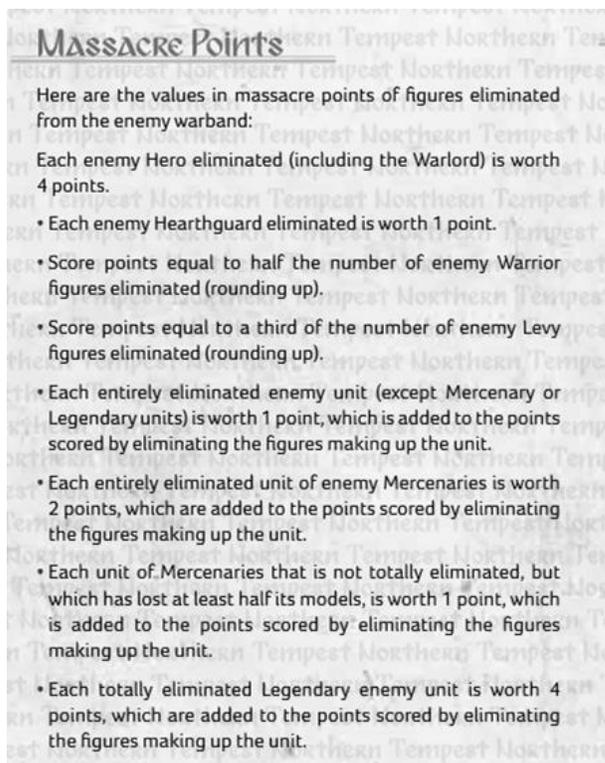
Once deployed, the first player starts their first turn rolling just 3 Saga dice.

### Special Rules

*Target:* After deployment, both players declare one of the enemy units to be their target. Each figure in this unit counts as 2 of its type when determining massacre points.

Play for 6 game turns or time out. Determine the winner by counting up massacre points as described for the Clash of Warlords scenario on page 49 of the Saga rulebook.

Determine the winner by counting up massacre points as usual. A player must have at least 3 points more than their opponent to win. Any other result is a draw.



**NORTHERN TEMPEST SAGA TOURNAMENT  
BARRAGE WARGAMES SHOW 7<sup>TH</sup> JULY 2019**

<b>Warband Points Roster:</b> 1 2 3 4 5 6 7	<b>Name:</b>       <b>Faction:</b>
--	---

**Game 1: Clash of Warlords**

**Opponent name:**

Massacre victory points:	Bonus point for killing warlord?	Total Tournament Points scored for this game:								
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;"><b>Win</b></td> <td style="text-align: center;"><b>Draw</b></td> <td style="text-align: center;"><b>Loss</b></td> </tr> <tr> <td style="text-align: center;"><b>5</b></td> <td style="text-align: center;"><b>3</b></td> <td style="text-align: center;"><b>1</b></td> </tr> </table>	<b>Win</b>	<b>Draw</b>	<b>Loss</b>	<b>5</b>	<b>3</b>	<b>1</b>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;"><b>Yes</b></td> <td style="text-align: center;"><b>No</b></td> </tr> </table>	<b>Yes</b>	<b>No</b>	
<b>Win</b>	<b>Draw</b>	<b>Loss</b>								
<b>5</b>	<b>3</b>	<b>1</b>								
<b>Yes</b>	<b>No</b>									

**Game 2: Feasting and Pillaging**

**Opponent name:**

Survival points scored:	Bonus point for killing warlord?	Total Tournament Points scored for this game:								
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;"><b>Win</b></td> <td style="text-align: center;"><b>Draw</b></td> <td style="text-align: center;"><b>Loss</b></td> </tr> <tr> <td style="text-align: center;"><b>5</b></td> <td style="text-align: center;"><b>3</b></td> <td style="text-align: center;"><b>1</b></td> </tr> </table>	<b>Win</b>	<b>Draw</b>	<b>Loss</b>	<b>5</b>	<b>3</b>	<b>1</b>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;"><b>Yes</b></td> <td style="text-align: center;"><b>No</b></td> </tr> </table>	<b>Yes</b>	<b>No</b>	
<b>Win</b>	<b>Draw</b>	<b>Loss</b>								
<b>5</b>	<b>3</b>	<b>1</b>								
<b>Yes</b>	<b>No</b>									

**Game 3: Grudge Battle**

**Opponent name:**

Massacre victory points:	Bonus point for killing warlord?	Total Tournament Points scored for this game:								
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;"><b>Win</b></td> <td style="text-align: center;"><b>Draw</b></td> <td style="text-align: center;"><b>Loss</b></td> </tr> <tr> <td style="text-align: center;"><b>5</b></td> <td style="text-align: center;"><b>3</b></td> <td style="text-align: center;"><b>1</b></td> </tr> </table>	<b>Win</b>	<b>Draw</b>	<b>Loss</b>	<b>5</b>	<b>3</b>	<b>1</b>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;"><b>Yes</b></td> <td style="text-align: center;"><b>No</b></td> </tr> </table>	<b>Yes</b>	<b>No</b>	
<b>Win</b>	<b>Draw</b>	<b>Loss</b>								
<b>5</b>	<b>3</b>	<b>1</b>								
<b>Yes</b>	<b>No</b>									