SAGA

Tournament Booklet

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Studio Tomahawk

Saga Tournament Booklet

The purpose of this document is to provide you with the essential information you need to set up a Saga tournament, as well as to propose 5 scenarios specifically designed for such events.

It is by no means a definitive guide to setting up tournaments, but a set of principles that we use for our own competitions. Each organizer is free to use it, be inspired by it, modify it or ignore it. We're too lazy to scrutinize other people's tournaments, and we're well aware of the pitfalls that such a generic guide like this falls into.

Please feel free to share your experience and comment on this document. The best place to do so is on the Saga Facebook groups, which we consult regularly.

There is no «right» or «wrong» way to organize a Saga tournament. After all, the point of such events is to meet new drinking buddies, right?

Factions and universes

We generally recommend restricting the universes of your tournaments. We ourselves divide the ages into broad categories that we consider offer balanced and interesting games:

Ancient Ages: all factions from the Age of Hannibal, the Age of Alexander and the Age of the Caesars.

The Dark Ages: all factions from the Age of Vikings and the Age of Invasions.

Medieval Ages: all factions from the Age of the Crusades and the Age of Chivalry.

Fantasy Ages: all factions from the Age of Magic.

Warbands

The organizer will decide on the budget for bands. We recommend 6 or 8 points, bearing in mind that 8-point games are significantly longer than 6-point games.

We only ask players to provide a list of how their points has been spent, but in the form of numbers of miniatures. For example: «*One Warlord, 8 Guards, 24 Warriors and 12 Levies*». In some cases, with particular troops, such as ancient chariots, or unit upgrades (such as Viking Berserkers) that are not equipment options, this information should appear: «*One Warlord, 2 Elephants, 4 Light chariots, 16 Warriors, 12 Levies*».

We ask each player to fill in 2 warband rosters, provided in the appendix. They will then have a copy to provide to their opponent.

Equipment options do not need to be indicated. They can be freely chosen when the warband is deployed. For Age of Magic, we ask the players to choose their spells before the tournament and indicate them in their roster.

We don't allow legendary units in our tournaments, but we sometimes allow players from the Age of Magic to take advantage of legendary warbands. But you can have a different opinion, and it shouldn't spoil the fun either way.

Rounds and organization

Depending on whether your event takes place over one or two days, the organization may vary. We recommend 3 games for one-day events and 5 games if you have two days.

For a one-day event, it's easiest to set up a Swiss round.

For two-day events, we generally run a Swiss round for the first 4 games.

At the end of the 4th round, players will be ranked according to the number of victories and then the number of points they acquired during their matches, and this will determine the pairing for the 5th round. In the event of a tie between two players, Resistance will be used with the player with the higher Resistance being ranked ahead of players with the same number of match points but lower Resistance. Resistance is the sum of the tournament points of the 4 opponents he faced during the tournament.

The final ranking will be based solely on this last game: the first two players will play off for 1st and 2nd place, the third and fourth players will play off for 3rd and 4th place, etc...

This avoids partially the ladder effects inherent in the Swiss round system.
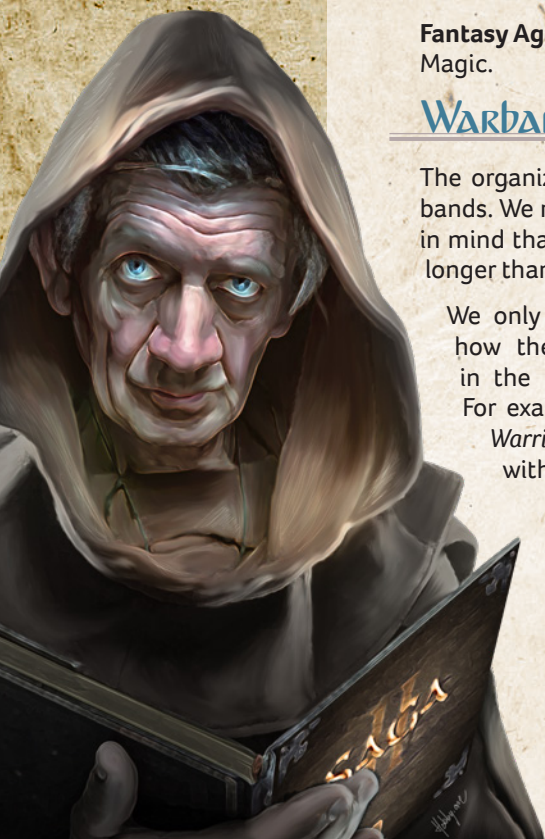
Tournament points

We use a tournament points system for matching. At the end of each game, players consult the following table to determine how many tournament points they've won. The player with the most victory points deducts his opponent's victory points from his total to determine how many points each player has won.

Difference in points	Winner	Loser
+0 (first player is considered the winner)	10.5	10
+1 à +3	11	9
+4-+6	12	8
+7 à +10	13	7
+11 à +15	14	6
+16 à +20	15	5
+21 à +25	16	4
+26 à +30	17	3
+31 à +35	18	2
+36 or more	19	1

Code of conduct

A tournament should be a time for socializing. Despite being a competition, we expect players to behave like gentlemen, and the fun and pleasure of meeting new opponents should be more important than winning your game. At the end of the day, it's all about passionate adults playing with toy soldiers while throwing buckets of dice! Don't forget that! So, if some players are taking the game a little too seriously, take them for a walk to the bar, let them have a drink and come back to the gaming table relaxed. Any inappropriate behavior should be punished.

There will most likely be tournament judges at your event, who will act as referees for rules issues. Their judgments and rulings are final. And to be clear, Studio Tomahawk's position is as follows:

«Referees and tournament organizers may make mistakes, may have the wrong interpretation, as they are likely to be tired after a day or two of play, and we hope they will drink their fair share of beers during the event. But, the golden rule during every tournament will be «Shut up, it's magic». So, if after discussion and consultation, a judge rules and says that the Macedonians are shooting fireballs out of all their orifices, the only question a player is allowed to ask is, «What's the range, sir?»

This statement is law. Tournament organizers are devoted fans of the game, dear to our heart, and they should be congratulated and respected rahter than upset by some behaviours.

Here's what we ask each player to have with them during the tournament:

- Miniatures
- Dice (Saga and D6)
- rulers
- Battle board
- Rules and universe book
- 3 objective markers (see below)
- Pen
- Two copies of its warband roster
- Terrain pieces

Scenery and objective markers

The scenarios use the scenery items described in the «Clash of Warlords» scenario scenery table in the rule book. Each player will need a minimum of 3 small terrain elements and one large one. One or two more won't hurt.

Scenarios use objective markers. These are counters or round markers 3 or 4cm in diameter, subject to the following rules:

- These markers cannot be moved, teleported or affected by anything produced by the players' disturbed minds. They are placed as indicated by the scenario, will not move and serve only to mark a point on the table.
- They are not miniatures: they do not block movement or impede movement, and a figure can be placed directly on them.
- When you need to measure a distance from an objective marker, you measure from the perimeter of that marker.

Terrain items edployment is specified for each scenario. In addition to the constraints imposed by the scenario, the following constraints always apply:

- No terrain element can ever be placed at § of an objective marker.
- No terrain element can ever be placed at § of another terrain item.
- If a terrain element cannot be placed, it is lost.

Extra-scenery items

Some units or special rules allow for additional scenery, notably in the Age of Magic, with special terrains. We allow their use during the tournament, but they are placed after the terrain dictated by the scenario has been set up, starting with the first player's terrain. Special and additional terrain cannot be placed at § of a terrain item or objective marker. If they cannot be placed, they are simply lost.

No more Saga Dice, lad?

Should a warband start its turn without generating any Saga die, the game ends immediately. This warband's player scores 1 point and his opponent scores 19.

Clash of warbands

SET-UP

Each player rolls a die, and the highest result chooses whether to be first or second player.

Starting with the first player, each player selects a terrain element from the Clash Of Warlord universal terrain table. Each player must choose either one «large» terrain element, or 3 «small» ones, and stops once they have selected their elements.

The number of terrain elements of the same type cannot exceed the maximum indicated by the terrain table, so each player may see his choices reduced as the elements are selected.

Once the terrain elements have been selected, again starting with the first player and alternating, each player places one of his terrain elements on the table, with the following restrictions:

1. Terrain elements placed by a player must be at least partially in his or her table half.
2. No terrain element may be placed within M from another terrain element.
3. No terrain element offering hard cover may be placed within L of a player's table edge.

Once the elements have been placed, each player, starting with the first player may move a single terrain element up to M. His final position may not cause him to violate rules 2) and 3) above (but it is possible to move a terrain element so that it is outside the table half of the player who placed it).

DEPLOYMENT

Starting with the first player, each player deploys a unit in turn, entirely within L of his own table edge. Once a player has deployed all his units, each time his opponent deploys a unit, he may roll a Saga die and place it on his battle board.

GAME START AND DURATION

The game begins with the **first player's turn**.

Before the first player begins his first order phase, **the second player rolls a number of Saga dice equal to half the budget of the warbands** (e.g. 3 dice in a 6-points game, 4 in a 8-points game, etc...) and place them on his battleboard.

After each player has played **5 full turns**, the first player rolls a die. On a result of 4 or more, each player plays a 6th and final round. Otherwise, the game ends.

DETERMINING THE WINNER

At the end of the game, all units with at least one model within M of the table edge of the player to whom they belong are eliminated.

Then each player counts the Slaughter points of the eliminated enemy miniatures, according to the *«Clash of Warlords»* scenario in the Saga rulebook (2022 edition).

See the victory table in the introduction to this document to determine the tournament points earned by each player.

Capture

MISE EN PLACE

Each player rolls a die, and the highest result chooses whether to be first or second player.

We place 3 objective markers on the center line of the table, as shown in the following diagram:

The table is divided into four equal quarters as shown in the diagram.

• the first player places a small or large piece of terrain in the quarter table to the right of his table edge,

• the second player places a small or large piece of terrain in the quarter table to the left of his table edge.

• Once both players have placed their terrain elements, each player, starting with the first, places a small terrain element in the table quarter diagonally opposite the one in which he placed his element. Elements placed in this way follow the same constraints as above.

The elements selected must be taken from the tournament terrain table of the Clash of Warlord scenario.

Rough or dangerous terrain elements must be placed in their entirety more than **S** from any table edge and more than **M** from the middle line of the battlefield.

DEPLOYMENT

The first player must deploy his units entirely within **L** on his own edge of the table. His opponent then deploys his entire warband.

GAME START AND DURATION

The game begins with the **first player's turn**.

Before the first player begins his first order phase, **the second player rolls a number of Saga dice equal to half the budget of the warbands** (e.g. 3 dice in a 6-points game, 4 in a 8-points game, etc...) and place them on his battleboard.

After each player has played **6 full turns**, the victory points are counted to decide the winner.

CAPTURING AN OBJECTIVE

From his second turn onward, a player may capture objectives.

During his activation phase, a player may declare the capture of an objective if :

• One of his non-exhausted units generating 1 SAGA dice within **VS** of an objective.

AND

• No non-exhausted enemy unit generating 1 SAGA dice is within **VS** of the objective.

Indicate the capture of an objective with a marker of your choice. This marker remains with the player even if the conditions no longer apply, or until an enemy unit claims the objective.

Note that a unit can only claim the capture of an objective during its player's activation phase and **NEVER** during an enemy turn. It can claim capture at any time, after or before the resolution of an activation, **but not during it** (i.e., it is not possible to pass within **VS** of an objective, claim it during the move and finish the move further away).

DETERMINING THE WINNER

From the 3rd round onwards, at the end of a player's turn, his opponent scores victory points for the objectives he claims:

• 3 points if he claims 1 objective.
• 6 points if he claims 2 objectives.
• 12 points if he claims 3 objectives.

It's a good idea to keep a clear record of the victory points scored by both players (we recommend that each player keep a record for himself and his opponent).

Then consult the victory table in the introduction to this document to determine the tournament points earned by each player.

Conquest

SET-UP

Each player rolls a die, and the highest result chooses whether to be first or second player.

We place 3 objective markers on the center line of the table, as shown in the following diagram:

The terrain elements selected must be taken from terrain table of the *«Clash of the Warlords»*, and the number of terrain elements of the same type may not exceed the maximum indicated by the terrain table.

The second player chooses a terrain element and gives it to his opponent who must place it in the second player's half of the table, more than **S** away from any edge of the table and the middle line.

The first player then chooses a piece of terrain and gives it to the second player. The latter must place it in the first player's half of the table, more than **S** away from any table edge and the middle line.

This process is repeated a second time. The second element a player places must be more than **L** away from the first element he placed.

At the end of the terrain placement, the table will offer 4 terrain elements, two in each table half (and the two elements in the same table half will be separated by at least **L**).

Once both players have placed their terrain elements, each player, starting with the first player, may move one of the terrain elements his half of the table up to **M**. He may not place it within **S** of the battlefield centerline, but the other restrictions indicated above do not apply.

DEPLOYMENT

The first player deploys half his units entirely within **L** on his own table edge. His opponent then deploys his entire warband, and finally, the first player deploys his remaining units.

GAME START AND DURATION

The game begins with the **first player's turn**.

Before the first player begins his first order phase, **the second player rolls a number of Saga dice equal to half the budget of the warbands** (e.g. 3 dice in a 6-points game, 4 in a 8-points game, etc…) and place them on his battleboard.

After each player has played **6 full turns**, the winner is determined.

CONQUEST

At the end of each turn (except the first player's first turn and the second player's last turn), for each objective marker, the active player scores 1 point per unit meeting the following conditions, up to a maximum of 4 points per objective marker:

• The unit within **S** of the marker.
• It generates at least one Saga die.
• It is neither exhausted nor made up of mercenaries.

A single unit can only contribute to one marker per turn. If it is within range **S** of several markers, the player must choose which one it applies to.

A clear record should be kept of victory points scored by both players (we recommend that each player keep a record for himself and his opponent).

DETERMINING THE WINNER

Each player counts the slaughter points of eliminated enemy miniatures, according to the *«Clash of the Warlords»* scenario in the Saga rulebook, and adds the victory points accumulated during the game for conquering objectives.

See the victory table in the introduction to this document to determine the tournament points earned by each player.

Advance
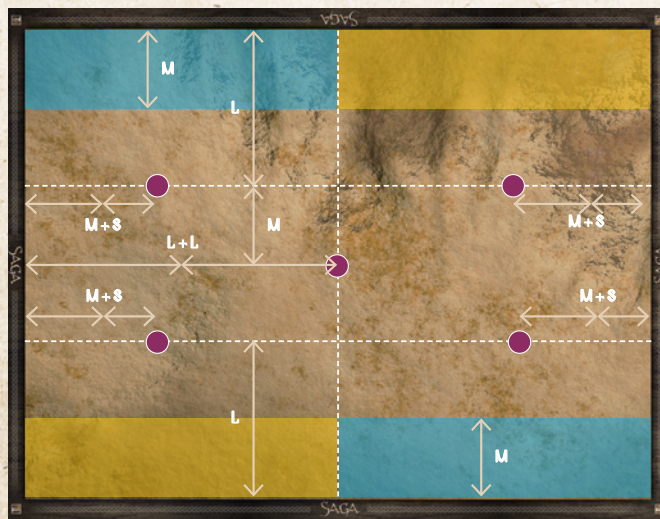
Each player rolls a die, and the highest result chooses whether to be first or second player. Start by placing 5 objective markers on the table, as shown in the following diagram:

Starting with the first player, alternativement each player selects 1 or 2 small terrain elements and places them on the table, in their own half of the table, more than **S** away from any objective marker.

The number of terrain elements of the same type cannot exceed the maximum indicated by the terrain table, so the second player will potentially be restricted in his choices by the first player's choices.

DEPLOYMENT

The first player deploys as many units as desired in the blue area of his table edge. His opponent then deploys as many units as desired in the blue zone of his own table edge.

The first player deploys the rest of his units in his orange zone, then his opponent does the same with the rest of his units in his own orange zone.

GAME START AND DURATION

The game begins with **the first player's turn**.

Before the first player begins his first order phase, **the second player rolls a number of Saga dice equal to half the budget of the warbands** (e.g. 3 dice in a 6-points game, 4 in a 8-points game, etc...) and place them on his battleboard.

After each player has played **5 full turns**, the first player rolls a die. On a result of 4 or more, each player plays a 6th and final round. Otherwise, the game ends.

DETERMINING THE WINNER

At the end of each of his turns, starting with his 2nd turn, each player scores victory points for the objectives he controls.

To control an objective, the player must have a non-mercenary, non-exhausted unit generating 1 SAGA dice within **VS** from that objective, and no non-mercenary, non-exhausted enemy unit generating 1 SAGA dice within **S** of that objective marker.

Victory points are as follows:

- Objective marker placed in its table half: 2 points
- Center objective marker: 3 points
- Objective marker placed in the opponent's half of the table: 6 points
- Number of SAGA dice lost by the opponent: 2 points

A clear record should be kept of the victory points scored by both players (we recommend that each player keep this record for himself and his opponent).

At the end of the game, the points accumulated by each player are his or her victory points.

Consult the victory table in the introduction to this document to determine the tournament points earned by each player.

DESACRALIZATION

SETTING UP

Each player rolls a die, and the highest result chooses whether to be first or second player.

Starting with the second player and alternating between the two players, each player chooses 2 terrain pieces from the «Clash of the Warords» scenario terrain table. Each player may choose only one «large» terrain piece. The number of terrain pieces of the same type may not exceed the maximum indicated by the terrain table of the Clash of Warlord scenario of the rulebook.

Starting this time with the first player and alternating, players place their terrain elements with the following restrictions. assigned to the players (the long table edges).

• Large terrain pieces must be placed with part of the terrain in contact with a table edge.

• At least one of each player's «small» terrain piece must be more than L away from the long table edges

• No terrain feature may be placed within M from another terrain piece.

After setting up the scenery, each player takes 3 objective markers. **Starting with the second player,** players alternate objective marker placement until each player has placed all 3 markers, with the following restrictions.

• All markers must be more than M from the side table edges.

• The first marker placed must be more than M from its owner's table edge.

• The second marker must be more than L from its owner's table edge.

• The last marker must be more than L+S from its owner's table edge.

• No marker may be within M+S of another marker of the same player.

• No markers may be placed in difficult or dangerous terrain.

DEPLOYMENT AND START OF THE GAME

The first player deploys at least half his units between M and L on his table edge.

Next, his opponent deploys his entire warband, between M and L of his own table edge.

Finally, the first player deploys the remainder of his warband, between M and L of his table edge.

The first player starts the game. He may not trigger any advanced Saga abilities during this first turn.

SPECIAL RULES

One of the aims of this scenario is to desecrate the opponent's objective markers. Starting with the 2nd turn of a player, that player can attempt to desacrate markers.

Opposing objective markers can be charged as if they were enemy units. Melee is resolved normally, with the following special rules:

• The Objective marker has an armor of 5 in melee.

• No advanced Saga ability can be triggered.

• The opponent can exploit the attacking unit's fatigue to increase the marker's armor.

• The marker always rolls a number of defense dice equal to twice the number of hits obtained by the attacker. It will cancel a hit for every 5 or more obtained, and will be destroyed if at least one casualty is inflicted.

• The attacker suffers no fatigue at the end of this melee.

• All units of the player to which the marker belongs and which are within S of a destroyed marker suffer fatigue, as if it were a friendly unit.

• If the marker is not destroyed, the attacker must disengage.

• If the objective is not destroyed, note that you have carried out an unsuccessful attack on an objective. Each objective can only be awarded one such marker per turn.

END OF GAME

After each player has played 5 rounds, both players roll a die. On a result of 7 or more on the sum of the dice, each player plays a 6th and final round.

At the end of the game, each player totals the Slaughter points they have earned for enemy figures eliminated.

However, this total is capped according to the number of enemy objective markers still on the table.

Remaining enemy objectives	Max number of Slaughter points
3	10
2	16
1	24
0	Aucun

The cap is increased by 1 for each unsuccessful attack scored during the game.

See the victory table in the introduction to this document to determine the tournament points earned by each player.