SAGA GRAND MELEE ~ AGE OF DARKNESS

AGE OF DARKNESS
The SAGA Grand Melee Age of Darkness is a single day event on Sunday, March 30th.

RULES AND PERMITTED FACTIONS
Use the current SAGA rulebook, the Age of Vikings (AoV) and Age of Invasions (AoI) books and the most recent FAQ. Any of the main factions and Old Friends, New Enemies in the AoV and AoI books are allowed, as well as the Skraelings. (The Skraeling rules and battleboard are available for download on the Studio Tomahawk website.)

A single Mercenary unit may be chosen. See the attached mercenary tables and clarification.

If a Mercenary unit is not chosen, then you may include a War Banner.

Legendary units or warlords will not be used.

WARBAND ROSTER
Email your roster to TO Scott at sderung@gmail.com at least one week prior to the event, no later than March 20th.

Warbands are 6 points. Indicate your faction (and subfaction if applicable), how many points are spent on Hearthguard, Warriors, and Levy including any swaps for Customized Warband Recruitment. Unique Faction Units, Mercenaries, and the War banner should be indicated as well. You will use the same warband configuration in each game.

No need to indicate unit size and equipment - you'll decide this during deployment in each game per normal SAGA rules.

Indicate your gaming club and state to avoid playing your clubmates in the first round and also let us know if you painted the majority of your warband. This does not matter for scoring but only those folks who painted their own warband can win the appearance award.

SCHEDULE
- **08:00am - 08:30** - Check-in!
- **08:30am - 11:00** - Game 1
- **11:00am - 11:30** - Lunch Break
- **11:30am - 02:00** - Game 2
- **02:00pm - 02:30** - Favorite Warband Voting
- **02:30pm - 05:15** - Game 3
- **05:15pm - 05:30** - Awards!

OPTIONAL FIRST ROUND ABSENCE
It can be challenging to make it to the exhibitor hall if you're signed up for tournaments all four days. We understand the difficulty here and will allow players to voluntarily step out Round 1 (and Round 1 ONLY). This will minimize impacts to player matchups.

If you want to take this option, notify TO Scott at sderung@gmail.com or in person PRIOR to Game 1 starting at 08:30am. You will be scored a minimum point loss for Round 1 and we'll expect you to jump back into the fray for Rounds 2 and 3.

SCORING
The player that scores the most Tournament Points will be declared overall winner! There are 100 points up for grabs, broken down as follows:
- 70 points for playing games
- 15 points for warband appearance
- 15 points for sportsmanship

The player who scores highest in each of these categories will also receive an award and, if that wasn't enough, we'll be recording massacre Points for each game. The player with the highest total there at the end of the day also gets recognized!

AWARDS
- **King of Vikings** - Most points
- **The Jarl** - Most game points
- **The Rune Carver** - Most appearance points
- **The Skald** - Most sportsmanship points
- **The Berserker** - Most massacre points

GAMES
Players earn 15 points for a win, 10 points for a draw, and 5 points for a loss. Additional tournament points can be scored each round, as indicated in the scenario sheet.

SPORTSMANSHIP
The SAGA events at Adepticon are intended to be more casual events promoting camaraderie, celebrating the painting and modeling side of our miniature hobby, meeting new hobbyists and having fun!

While there is a competitive aspect, winning never takes priority over good sportsmanship. Arguments and poor conduct are not tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon. Judges' rulings are final.

Players start the event with 12 sportsmanship points and may lose one or more points for the following:

- Not submitting your army roster on time
- Submitting an incorrect roster
- Not voting for your favorite warband
- Not voting for your favorite opponent
- Not showing up to a round on time
- Excessive slow play
- Poor gaming behavior

This is not an exhaustive list. The TO reserves the right to deduct further points at their discretion.

At the end of the event, each player will vote for their favorite opponent. Each vote received from an opponent will score a player 1 additional point!

APPEARANCE
A warband's appearance is scored according to this checklist:

1 - Is there a placard with the player's name on it?
1 - Are there three painted objective markers?
2 - Is there a display board or tray?
2 - Is there a consistent basing scheme?
2 - Is there a consistent paint scheme?
2 - Is the three color minimum standard exceeded?
2 - Did the warband receive 5 favorite warband votes?

During the event, each player will vote for their 3 favorite warbands. Players may not vote for their own clubmates for this. Getting your warband in the top 3 will score a player additional points! 3 for first, 2 for second, and 1 for third.

WHAT TO BRING
- Rulebook, Book of Battles, AoV or AoI book and all other items needed to play including SAGA dice, battle boards, measuring devices and a pen or pencil.
- A warband that complies with AdeptiCon Model Policy - all models must be WYSIWYG and fully painted.
- Three objective markers. These can be tokens or painted models.
- A couple copies of your warband roster

SUDDEN DEATH
If a player starts their turn and their warband generates no SAGA dice, the game ends immediately. Their opponent wins the game and any remaining models count as eliminated. Calculate the Tournament Points and massacre points at that time.

TERRAIN
Terrain will be provided. Not every terrain piece will be available at every table in every game. This is by design. Players may not bring their own terrain pieces.

BIDDING
If a scenario says to bid, then each player will hide a d6 under their hand. The number they want to bid should be face up on the dice. When both players are ready, they reveal simultaneously.

The player with the highest number decides who will be the first and second player and then immediately gives their opponent bonus massacre points equal to their bid.

If a player doesn't want to bid anything, they can just pretend to hide a die instead. If you're not really sure if going first or second is better, we strongly recommend this approach!

In the event of a tie bid, roll off as normal, re-rolling any ties. The winner decides and still gives points equal to their original bid (if any.)

Lastly, if both players agree that they don't care about bidding and just want to get on with it, they can roll off as normal. That's perfectly fine!

PLACING SAGA DICE BEFORE TURN 1
If a scenario indicates that a player can roll and place Saga dice on their board before the game starts, they can do just that. Note this is outside of the normal Orders or Activation sequence so Orders or Activation abilities, such as Activation Pool, can't be triggered when the dice are placed. Once the game starts, normal Saga rules apply.

OBJECTIVES
Unless otherwise indicated in a scenario, the following rules apply to the objectives:

- Objective markers must be on a round base with a diameter of 30 to 40mm.
- A model may not end its move on top of an objective but it otherwise does not impede movement, line of sight, or count as terrain.
- Terrain may not be placed or moved within **S** of an objective.

SCORING UNITS
Scenarios may reference **Scoring Units**. A Scoring Unit is any unit which generates a SAGA die AND is not exhausted, with the following exceptions:
- Warlord and Hearthguard units are considered **Scoring Units** even if they're exhausted.
- Levy and Mercenary units must have at least 8 figures to be considered **Scoring Units** in addition to the above requirements.

AGE OF DARKNESS MERCENARIES

Use the following charts to select a mercenary unit.

Age of Vikings **Priests** use the Age of Invasions **Seer** rules.

Age of Vikings **Steppe Nomads** use the Age of Invasions **Nomadic Horsemen** rules.

Angry Monks use the **Fanatical Pilgrims** Martyrs rule from the Age of Crusades 2024 FAQ.

	Anglo-Saxons	Welsh	Normans	Vikings	Anglo-Danes	Last Romans	Norse-Gaels	Irish	Pagan Rus	Scots	Carolingians	Jomsvikings	Germanic Peoples	Lombards	Steppe Peoples	Umayyads
Shieldmaidens	●	●		●			●	●								
Jarl Sigvalid				●			●		●							
Egil Skalagrimson	●			●			●									
Gall-Gaedhil	●			●			●	●		●						
Breton Cavalry			●		●						●			●		
Flemish Mercenaries			●		●	●					●					
Steppe Nomads							●		●		●		●			●
Angry Monks	●	●	●		●	●		●		●						
Vagrant Warriors	●	●	●	●	●	●		●		●				●	●	
Scouts	●	●	●	●	●	●	●	●	●	●	●		●		●	
Gunnar & Njal				●			●	●								
Priest	●	●	●	●	●	●	●	●	●	●	●		●			●
Personal Champion	●	●	●	●	●		●		●	●	●	●	●	●		●
Wandering Bard	●	●	●	●	●		●		●	●	●	●	●	●		●

	Romans	Huns	Goths	Britons	Saxons	Picts	Sassanids	Franks	Scotti	Alt Clut & Manaw Goddodin	Cymry	Vandals
Nomadic Horsemen	●		●				●	●				●
Personal Champion	●	●	●	●	●	●	●	●		●	●	●
Deserters		●	●	●	●	●	●	●	●	●	●	●
Seer	●	●	●	●	●	●	●	●		●	●	●
Vascone Guides	●		●				●					●
Bishop	●		●	●			●					●
Foederati on Foot	●	●	●	●	●		●	●				●
Mounted Foederati	●	●	●				●	●				●
Guides	●	●	●	●	●	●	●	●	●	●	●	●
Sea Wolves	●		●	●	●	●	●	●		●	●	●
Molossians	●	●	●	●	●		●	●		●	●	●

GAME 3 - WRATH OF THE WARLORDS
A variant of the Rodge version.
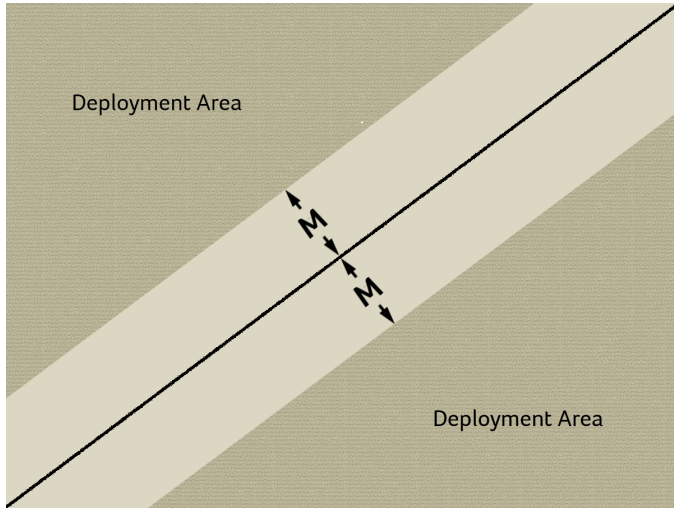
SET UP
Bid to determine the first and second player.

Prior to placing terrain, the first player establishes the deployment zones by tracing an imaginary line between two diagonally opposite corners.

Place terrain according to the universal method.

DEPLOYMENT
The players' deployment areas are at least **M** away from the center line.

The first player deploys half their warband first. The second player then deploys their entire warband and then the first player deploys their remaining units.

BEGINNING THE GAME
The first player begins the game. They play their first turn with 3 Saga dice, the other 5 being removed for the first turn.

The second player plays their first turn with a maximum of 5 Saga dice, the other 3 being removed for their first turn.

SPECIAL RULES AND SCORING
Set aside Heroes, Hearthguard, and Warrior models eliminated by the opponent outside of Melee (generally shooting or SAGA abilities that cause casualties). These will count as Levy instead of their normal classification when determining massacre points.

This rule does not apply to Chariots or Elephants. These models are calculated as normal even if eliminated outside of Melee.

At the end of the game, any units with figures still even partially in their own deployment zone are calculated as if they were eliminated by the opponent outside of Melee.

END OF GAME
At the end of Turn 5, the second player rolls a dice. On a roll of 4+, the game ends immediately. Otherwise, play a final Turn 6.

For this 6th turn, the first player only plays with 5 Saga dice and the second player is limited to just 3 on their turn. The remaining dice are removed.

WINNING THE GAME
Each player totals the massacre points they earned by eliminating enemy figures and adds any bonus points due to bidding and special scoring.

The player with the most points wins the game if they have at least 10 points and 3 more than their opponent! Any other result is a draw.

TOURNAMENT POINTS (TP) (25 MAX)
- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a loss.
- Add 1 TP for every 10 points you scored, rounding up. (So 11 massacre points rounds up to 2 TP.) Up to 4 TP are available for this.
- Add 1 TP if your massacre point score was 5 points higher than your opponent or 2 TP if your score was 10 points higher.
- Add 2 TP if your warlord eliminated the enemy warlord.
- Add 2 TP if your warlord completed a charge and survived the game.

GAME 2 - SACRED GROUND
A variant of the Polish GM and SNAGC versions.
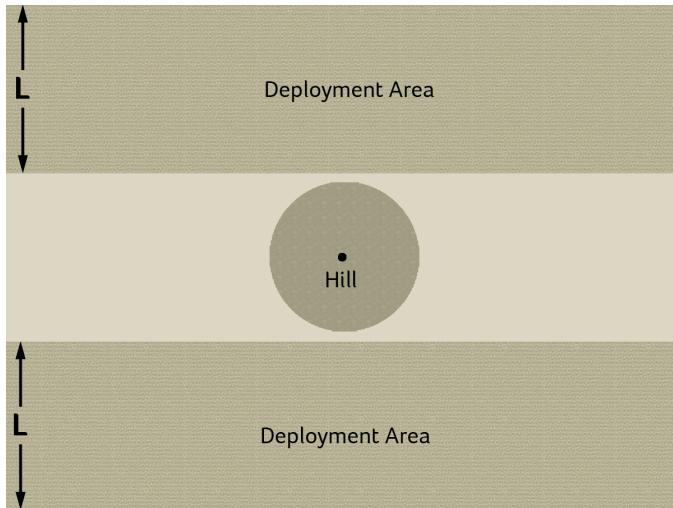
SET UP
Start by placing a large hill in the center of the table (or a steep hill piece since there aren't enough hills to go around - it will count as a regular hill regardless!) Place an objective in the center of the hill.

Bid to determine the first and second player. Place terrain according to the universal method but have the second player start instead of the first.

The first piece of terrain chosen by either player must be small and must be placed completely outside their deployment zone. Place an objective in the center of each of these.

The hill and these first two pieces are the Sacred Ground pieces for the scenario and may not be moved at the end of terrain placement.

DEPLOYMENT
The players' deployment areas are within **L** of their own table edge.

The first player deploys half their warband first. The second player then deploys their entire warband and then the first player deploys their remaining units.

BEGINNING THE GAME
Before the first turn, the second player rolls 3 Saga dice and places them on their battle board.

The first player begins the game but may not trigger the Activation Pool ability on their first turn.

SPECIAL RULES AND SCORING
Beginning Turn 2, players score points for controlling the Sacred Grounds at the end of their opponent's turn.

Players score 3 points for the Sacred Ground in the center and 2 points each for the remaining Sacred Grounds.

To control Sacred Ground, a player must have more **Scoring Units** than their opponent within **VS** of its center objective marker.

If the enemy has no **Scoring Units** within **VS** of the Sacred Ground you placed, you count as controlling it even if you have no Scoring Units of your own within **VS**.

END OF GAME
The game ends on Turn 5.

WINNING THE GAME
Each player totals the massacre points they earned by eliminating enemy figures and adds any bonus points due to bidding and special scoring.

The player with the most points wins the game if they have at least 10 points and 3 more than their opponent! Any other result is a draw.

TOURNAMENT POINTS (TP) (25 MAX)
- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a loss.
- Add 2 TP for each Sacred Ground you control at the end of the game.
- Add 2 TP if your warlord eliminated the enemy warlord.
- Add 2 TP if your warlord completed a charge and survived the game

GAME 1 - SWORDS WILL SING
A variant of the Polish GM version.

SET UP
Both players roll a d6. The player who rolls highest is the temporary first player.

Place terrain according to the universal method.

DEPLOYMENT
The players' deployment areas are within **L** of their own table edge.

The temporary first player deploys half their warband first. The temporary second player then deploys their entire warband and then the first player deploys their remaining units.

After deployment, players bid to determine the first or second player for the rest of the game.

BEGINNING THE GAME
Before the first turn, the second player rolls 3 Saga dice and places them on their battle board.

The first player begins the game but may not trigger the Activation Pool ability on their first turn.

SPECIAL RULES AND SCORING
Players score 1 bonus point for each Melee they win.

In addition, players score 1 bonus point for eliminating 4 to 8 figures in a single melee, whether they won it or not. If they eliminate 9 or more, they score 2 bonus points instead.

END OF GAME
At the end of Turn 5, the second player rolls a dice. On a roll of 4+, the game ends immediately. If play continues, the game ends after Turn 6.

WINNING THE GAME
Each player totals the massacre points they earned by eliminating enemy figures and adds any bonus points due to bidding and special scoring.

The player with the most points wins the game if they have at least 10 points and 3 more than their opponent! Any other result is a draw.

TOURNAMENT POINTS (TP) (20 MAX)
- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a loss.
- Add 1 TP if you scored more bonus points than your opponent
- Add 2 TP if you scored at least 25 massacre points (including bidding and special scoring)
- Add 2 TP if your warlord eliminated the enemy warlord.