



SAGA ~ AGE OF MELEE DOUBLES

AGE OF MELEE DOUBLES

The SAGA Grand Melee Age of Doubles is a single day event on Saturday, March 23rd.

RULES AND PERMITTED FACTIONS

Use the current SAGA rulebook, the Age of Vikings (AoV), Age of Invasions (AoI), Age of Crusades (AoC), Age of Hannibal (AoH), Age of Alexander (AoA) books or Age of Chivalry (AoCh) books and the most recent FAQ. Any of the main factions in the aforementioned books may be taken.

Legendary units, Old Friends/New Enemies, War Banners, Mercenaries, Ruses, Acts of Faith, and Relics & Artifacts will not be used.

WARBAND ROSTER

Teams consist of 2 players each fielding a different 4 point warband. The intent for the event is to have two different warbands on each side.

When creating your Team roster, decide how many points to allocate to Hearthguard, Warriors, etc. and use that same allocation in all of your games. Any swaps for Customised Warband Recruitment must be indicated on the roster.

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

Email a copy of your roster to TO John at johnstentz@gmail.com at least one week prior to Adepticon, no later than March 13th.

SCHEDULE

- **08:30am - 08:45** - Check-in!
- **08:45am - 11:00** - Game 1
- **11:00am - 12:00** - Lunch Break
- **12:00pm - 02:15** - Game 2
- **02:15pm - 02:45** - Break and Top 3 Favorite Team Voting
- **02:45pm - 05:15** - Game 3
- **05:15pm - 05:30** - Awards!

OPTIONAL FIRST ROUND ABSENCE

As players found out last year, it can be challenging to make it to the exhibitor hall if you're signed up for historical tournaments at the secondary hotel all four days. We understand the difficulty here and after mulling over the options, we feel the best way to accommodate this and still run a smooth event is to allow teams (both players) to voluntarily step out Round 1 (and Round 1 ONLY). This will minimize impacts to team matchups and help us avoid having to juggle things on the fly in between future rounds.

If you want to take this option, notify TO John at johnstentz@gmail.com or in person PRIOR to Game 1 starting at 08:45am. Your team 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.

To be clear, we will not entertain Round 2 absences. You are certainly free as always to wander away after your first game but that will be the end of your tournament. You will not be able to rejoin for Round 3. Note we will not allow one player to play both warbands while the other is absent. This is a *team* event.

Communication is key here! If you do not notify the TO of your intentions prior, we will have to assume you are a no-show for the event and you will not be able to jump in Round 2 or 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 team appearance
- 15 points for sportsmanship
- 1 point for a Mixed Dice Team

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!

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

Players earn 3 points each round for meeting the minimum sportsmanship threshold (as scored by their opponents) and showing up on time. The SAGA Grand Melee is a casual event promoting camaraderie, meeting new hobbyists and 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.

At the end of the event, each player will vote for their favorite opponent. Each vote received from an opponent will score a player 2 additional points!

APPEARANCE

Appearance is scored according to this checklist (with the maximum points for each category indicated in parenthesis):

- Is there a placard with the team name on it? (1)
- Are there three painted objective markers? (1)
- Do the warbands have a matching display board or tray? (2)
- Do the warbands have a similar basing scheme? (2)
- Do the individual warbands have a consistent paint scheme? (1 for each)
- Does the painting level exceed the three color minimum standard? (1 for each)
- Did this team receive five or more Top 3 Favorite Team votes? (2)
- Is this Team in the Top 3? (3 for First, 2 for Second, 1 for Third)

MIXED DICE TEAM

If the two warbands chosen by a team have different Saga symbols, they will score a bonus tournament point (but will miss out on the ability to trade them noted in **Team Play**. Choose wisely!)

AWARDS

- **The Monarchs of Melee** - Most Tournament Points
- **The Dukes of Destruction** - Most game points
- **The Earls of Elegance** - Most appearance points
- **The Captains of Character** - Most sportsmanship points
- **The Sovereigns of Slaughter** - Most massacre points

WHAT YOU NEED TO KNOW

- You will need to know the Universal Method for terrain placement. This is referenced on (p. 8 of the Book of Battles and p.48-49 of the Rulebook.)
- You will need to know how to calculate massacre points. (p. 6-7 of the Book of Battles.)
- You will need to know how to Capture and Control Objective markers. (p. 16-17 of the Book of Battles.)

WHAT TO BRING

- Rulebook, relevant Age book and all other items needed to play including SAGA dice, battle boards, measuring devices and a pen or pencil. The Book of Battles is strongly recommended to reference the additional rules you need to know (indicated below).
- A warband that complies with AdeptiCon Model Policy - all models must be WYSIWYG and fully painted. If illegal warbands or rules violations are found, the models in violation will be removed from subsequent play. Tournament points may be deducted and award eligibility forfeited.
- Three objective markers. See the Book of Battles for the legal objective marker base sizes. These can be painted miniatures (for an extra paint point!) or simple tokens.
- An additional Hero figure per team, to be used in the **Old Coot Feud** scenario.
- Warband roster to share with your opponents upon request.

TEAM PLAY

Units on a team are considered friendly. You may only activate or play SAGA abilities on your own units. Your abilities may never affect your teammate's units unless the ability affects all units on the table. When a SAGA ability refers to "an opposing warband," choose an enemy warband to target.

Turns are taken per side. During a side's turn, teammates play simultaneously (teammates roll their SAGA dice, use Orders abilities, etc.). During the Activation Phase, teammates play Activations one at a time. Each Activation must be resolved before moving to the next. We recommend a strict application of this rule to prevent confusion and misunderstanding.

If teammates use SAGA dice with the same symbols, they may exchange rolled SAGA dice during the Orders Phase. For each SAGA die given, one must be received in return. You may not exchange dice placed on a Battle Board.

BIDDING

Instead of rolling off to determine the first or second player, we will use bidding to address any concerns over first or second player advantages in any particular scenario.

To bid, each player will hide one or more d6s 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 and reveal a handful of nothing to their opponent. 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!

SUDDEN DEATH

If a team starts their turn and one of their warbands generates no SAGA dice, the game ends immediately. The opposing team wins the game. Calculate the Tournament Points and massacre points at that time.

TERRAIN

Terrain will be provided by the TOs. 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.

In most games, the second team places the first piece of terrain. This does not mean they get to place the second piece too! Alternate as normal but start with the second player.

NO RISK, NO REWARD

Heroes, Hearthguard, and Warrior models eliminated outside of Melee by the opponent (generally shooting or SAGA abilities that cause casualties) will be counted 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 if eliminated outside of Melee.

OBJECTIVES

In any scenario where players capture objectives, these additional rules also apply:

- When a unit captures an objective (either by moving in base contact or taking it from an enemy unit), it can't be activated again for the rest of that player's turn.
- A unit holding an objective may not be activated during the opponent's turn (through Activation/Reactions or other nefarious means!)

PLACING SAGA DICE BEFORE TURN 1

If a scenario indicates that a team 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.

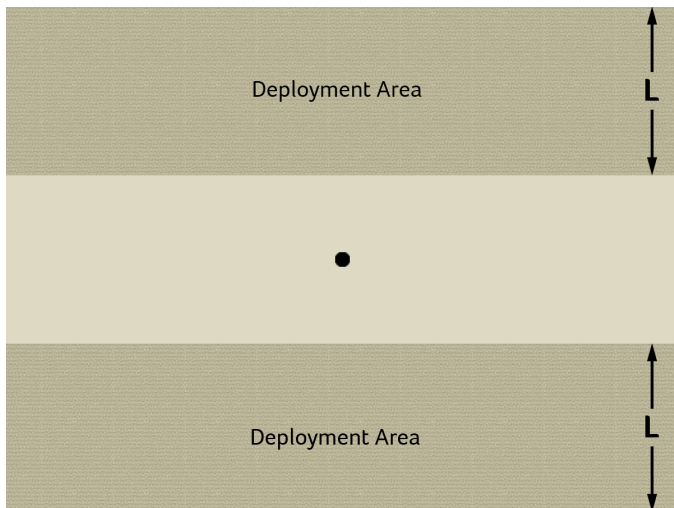
PERSIAN UNNUMBERED HORDES ABILITY

Any Persian unit(s) counting as eliminated due to this advanced ability may not control, contest, capture, or carry objectives. If the unit is carrying an objective when this ability is triggered, the opponent may place the objective on the table anywhere within VS of the unit if the additional models are placed.

GAME 3

SACRED TOTEM

A scenario by Rodge.



SET UP

Start by placing a static objective in the center of the table.

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

Terrain may not be placed or moved within **S** of the objective and neither the hill or steep hill may be chosen.

DEPLOYMENT

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

The first player team starts by deploying their warbands. The second player team then deploys their warbands.

BEGINNING THE GAME

Before the first turn, both players on the second player team roll 3 Saga dice and place them on their battle board.

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

In addition, during both teams' first turn, each player must nominate which enemy warband they are targeting at the end of their Orders phase. They can't target the same warband. They may only declare charges and shooting attacks against the warband they've targeted. After the first turn, this restriction is lifted.

SPECIAL RULES

The objective starts by using the rules for controlling in this scenario.

Starting on Turn 2, a team may attempt to capture the objective by moving into base contact with it. Roll a d6 and add a +1 to your die roll if there are no enemy units within **M** of the objective or your unit.

On a 6, the unit succeeds and captures the objective (which follows the rules for capturable objectives from then on).

If the attempt fails, the unit moves back as if withdrawing from an enemy and may not attempt to capture it again that turn.

SPECIAL SCORING

Beginning Turn 2, teams score points for controlling or capturing the objective at the end of their turn.

Teams score 2 points for controlling the objective or 3 points if it is captured.

END OF GAME

The game ends on Turn 5.

WINNING THE GAME

Each team totals the massacre points they earned by eliminating enemy figures and adds any bonus points due to bidding and objectives.

The team 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.

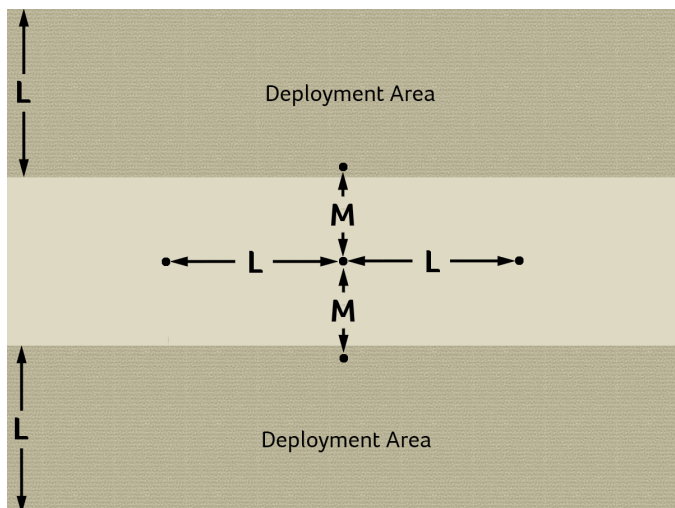
TOURNAMENT POINTS (TP) (25 MAX)

- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a loss.
- Add 1 TP for every 10 massacre points your team scored, rounding up (So 11 massacre points rounds up to 2 TP) (4 Max)
- Add 1 TP if your team's massacre point score was 5 points higher than your opponents or 2 TP if your team's score was 10 points higher.
- Add 1 TP for each enemy warlord eliminated.
- Add 1 TP for each of your warlords that are still alive.

GAME 2

DUSK

A variation of Dawn & Dusk from the Polish GM.



SET UP

Start by placing an objective in the center of the table. Place two objectives **L** away to the left and right of the center objective. Place two more objectives **M** away from the center objective in the deployment zones.

Bid to determine the first and second player team. Place terrain according to the universal method but have the second player team start instead of the first. Terrain may not be placed or moved within **S** of any objective.

DEPLOYMENT

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

The first player team starts by deploying their warbands. The second player team then deploys their warbands.

BEGINNING THE GAME

Before the first turn, both players on the second player team roll 3 Saga dice and place them on their battle board.

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

In addition, during both teams' first turn, each player must nominate which enemy warband they are targeting at the end of their Orders phase. They can't target the same warband. They may only declare charges and shooting attacks against the warband they've targeted. After the first turn, this restriction is lifted.

SPECIAL RULES

The objectives use the rules for controlling in this scenario.

At the start of Turn 4, both teams roll a d6. The team that rolls highest removes any objective but the center one from the table. The other team then does the same.

SPECIAL SCORING

Beginning Turn 2, teams score points for controlling objectives at the end of their opponent's turn.

Teams score 2 points for each objective outside of their own deployment zone and 3 points for the objective in the enemy's deployment zone.

END OF GAME

The game ends on Turn 5.

WINNING THE GAME

Each team totals the massacre points they earned by eliminating enemy figures and adds any bonus points due to bidding and objectives.

The team 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.

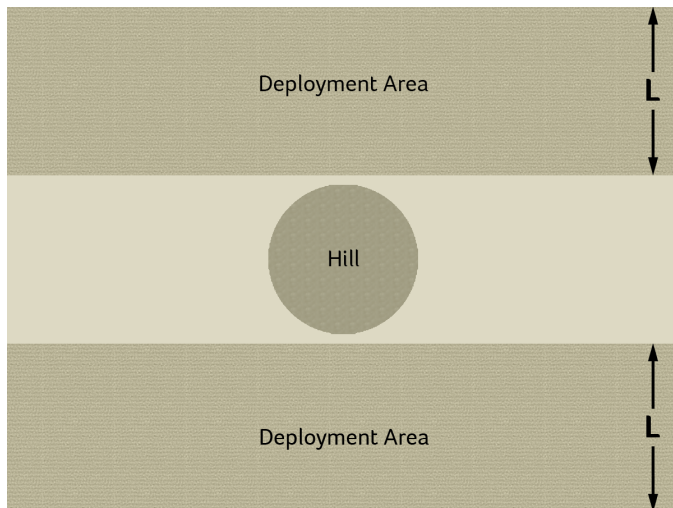
TOURNAMENT POINTS (TP) (25 MAX)

- Score 15 TP for a Win, 10 TP for a Draw, and 5 TP for a loss.
- Add 2 TP for each objective you control at the end of the game.
- Add 1 TP for each enemy warlord eliminated.
- Add 1 TP for each of your warlords that are still alive.

GAME 1

OLD COOT FEUD

A variation of Old Feud from the Book of Battles.



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!)

Bid to determine the first and second player team. Place terrain according to the universal method but have the second player team start instead of the first. The center hill may not be moved.

In this version of the scenario, there is no need to choose a Challenger. Both teams get a Mystic!

DEPLOYMENT

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

The first player team starts by deploying their warbands. The second player team then deploys their warbands.

BEGINNING THE GAME

Before the first turn, both players on the second player team roll 3 Saga dice and place them on their battle board.

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

In addition, during both teams' first turn, each player must nominate which enemy warband they are targeting at the end of their Orders phase. They can't target the same warband. They may only declare charges and shooting attacks against the warband they've targeted. After the first turn, this restriction is lifted.

SPECIAL RULES

The Mystic's special rule will only affect one warband on the team, whichever player's models are closest at the start of the turn.

In addition, after rolling the d6 for the Mystic's special rule, you may choose to re-roll it but, if you do so, the enemy team immediately scores a bonus point.

The player who's affected by the Mystic rolls the die and decides if they are going to re-roll it (and it can only be re-rolled once per turn.)

SPECIAL SCORING

Beginning Turn 3, at the end of each of their turns, Teams score 2 bonus points if their Mystic is completely on the hill.

Any Mystic not on the hill at the end of the game counts as eliminated in Melee.

END OF GAME

The game ends on Turn 5.

WINNING THE GAME

Each team totals the massacre points for eliminated enemy figures (the Mystic counts as a Mercenary Hero) and adds any bonus points due to special rules or special scoring.

If one team has eliminated the enemy mystic and theirs is still alive, then they will win the game regardless of points.

Otherwise, the team 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 your team's Mystic was not eliminated..
- Add 1 TP for each enemy warlord eliminated.
- Add 1 TP for each of your warlords that are still alive.