



SAGA ~ AGE OF MELEE DOUBLES

AGE OF MELEE DOUBLES

The SAGA Grand Melee Age of Doubles is a single day event on Saturday, March 29th.

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

Email your team roster to TO DJ at darrell.andrews.en@gmail.com at least one week prior to Adepticon, no later than March 20th.

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, include your team name, both player's names, your factions (and subfactions if applicable), how many points are spent on Hearthguard, Warriors, Levy and Unique Faction units including any swaps for Customized Warband Recruitment. You will use the same warband configuration in each game. Everything should be in one single email.

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

Also 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 warbands. 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 teams to voluntarily step out Round 1 (and Round 1 ONLY). This will minimize impacts to team matchups.

If you want to take this option, notify TO DJ at darrell.andrews.en@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 team 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

- **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

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.

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

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

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 team will vote for their favorite opponents. Each vote received will score a team 1 additional point!

APPEARANCE

A team's appearance is scored according to this checklist:

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

During the event, each team will vote for their 3 favorite teams. 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, 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 2 extra paint points!) or simple tokens.
- An additional Princess figure per team, to be used in the **Stolen Bride** 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. **If the two warbands chosen by a team have different Saga symbols, they will score a bonus tournament point!**

SUDDEN DEATH

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

If a team starts their turn and just one of their warbands generates no SAGA dice but still has models on the table, the player with SAGA dice rolls one less than normal and their teammate gets to roll one of their own to continue the battle.

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.

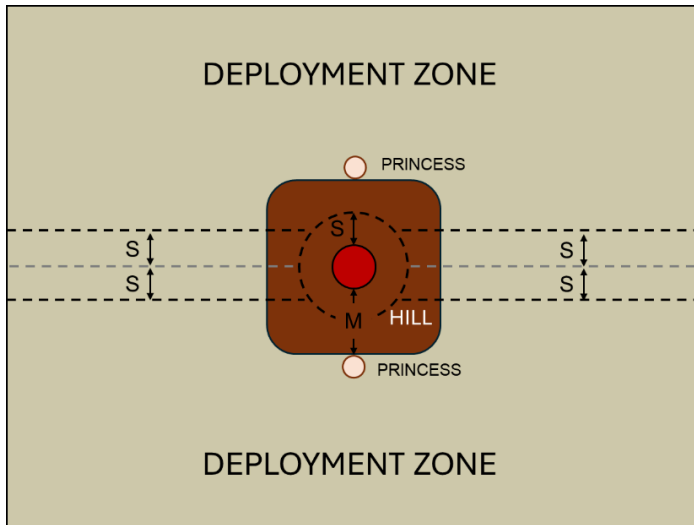
OBJECTIVES

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.

GAME 3 - STOLEN BRIDE

A scenario by Ealdorman Andrews.



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 a campfire token in the center of the table and each team's Princess **M** away from the campfire directly away towards their table edge.

One player on each team rolls a die. The team with the highest roll is the first player team for this scenario.

Follow this sequence for the remaining terrain:

1. The second player team places a piece of small terrain in their deployment zone more than **S** from the hill or princess.
2. The first player team places a piece of small terrain in their deployment zone more than **S** from the hill or princess.
3. The second player team can pass or place a piece of small terrain more than **S** from any other terrain piece or princess.
4. The first player team can pass or place a piece of small terrain more than **S** from any other terrain piece or princess.

DEPLOYMENT

The teams' deployment areas are anywhere on their table half more than **S** from the center line or campfire. All units must be deployed more than **S** away from another friendly unit (but do not count the Princess for this.)

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

BEGINNING THE GAME

After deployment, place a fatigue on every unit but the Princesses.

The first player team begins the game. They must play their first turn with just 3 Saga dice for each player, the other remaining dice being removed from play. The second player team plays their first turn with up to 4 Saga dice each, with the other dice being removed from play.

Neither team can trigger the Activation pool ability or trade dice (if their symbols match) on the first turn.

SPECIAL RULES AND SCORING

THE PRINCESS			
SAGA DICE	ARMOR	AGGRESSION	EQUIPMENT
0	3 (3)	1	Unarmed
SPECIAL RULES			
Bodyguards. For every casualty taken by the Princess, two warriors or three levies within S may be removed as casualties instead of Hearthguards.			

- The Princess is considered a Loyal unit for both players on the team. Both players may activate her, use advanced abilities, etc.
- A Princess may never be targeted by shooting or anything that causes casualties outside of Melee.
- If the Princess would be slain in melee, she faints instead and counts as a captured objective instead following all the normal rules for objectives for the rest of the game. (If recaptured, she remains an objective)
- A Princess that hasn't fainted can never move or withdraw more than **M** away from the campfire.

The first time you capture the enemy Princess and at the end of your team's turn when you control her, one player on your team may roll an available Saga die and place it on their Battle Board.

END OF GAME

The game ends on Turn 5.

WINNING THE GAME

If one team's Princess was never captured, they win the game (even if the opposing team originally lost and later recaptured their fainted Princess).

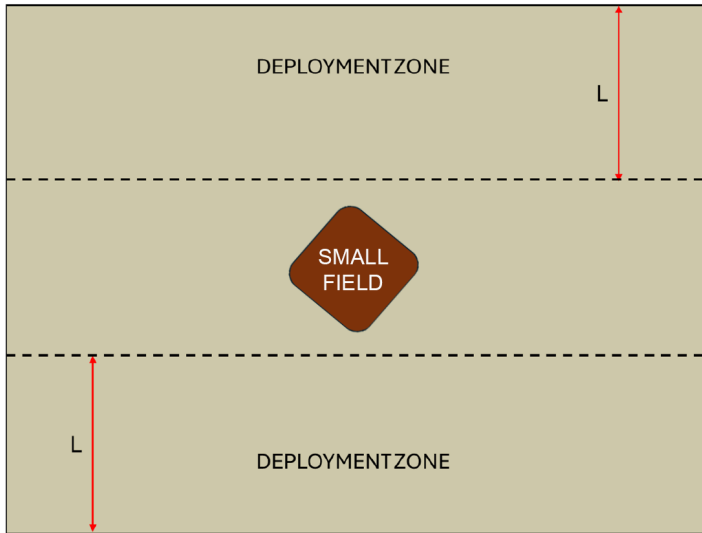
Otherwise, the team that controls the most Princesses wins the game.

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 if you control your Princess (or 4 if she never fainted.)
- Add 2 TP if you hold the enemy Princess at the end of the game.
- Add 2 TP if the enemy has 3 or fewer units generating a SAGA die at the end of the game.
- Add 1 TP for each enemy warlord eliminated by one of your warlords.

GAME 2 - FIELDS OF BLOOD

A scenario by Ealdorman Andrews.



SET UP

Start by placing a small field in the center of the table.

One player on each team rolls a die. The team with the highest roll is the first player team for this scenario.

Follow this sequence for the remaining terrain:

1. The second player team places a piece of small terrain in their deployment zone more than **S** from the field.
2. The first player team places a piece of small terrain in their deployment zone more than **S** from the field.
3. The second player team can pass or place a piece of small terrain more than **S** from any other terrain piece.
4. The first player team can pass or place a piece of small terrain more than **S** from any other terrain piece.

DEPLOYMENT

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

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

BEGINNING THE GAME

The first player team begins the game. They must play their first turn with just 3 Saga dice for each player, the other remaining dice being removed from play. The second player team plays their first turn with up to 4 Saga dice each, with the other dice being removed from play.

Neither team can trigger the Activation pool ability or trade dice (if their symbols match) on the first turn.

SPECIAL RULES AND SCORING

No units may enter the Small Field in the center until turn 3.

Once per turn for each player, when they eliminate an enemy unit in melee, they may immediately roll an available SAGA die and place it on their board.

END OF GAME

The game ends on Turn 5.

WINNING THE GAME

At the end of the game, each team scores 1 objective point for the following:

- Each eliminated enemy unit
- Each unit generating a SAGA die completely in the Small Field

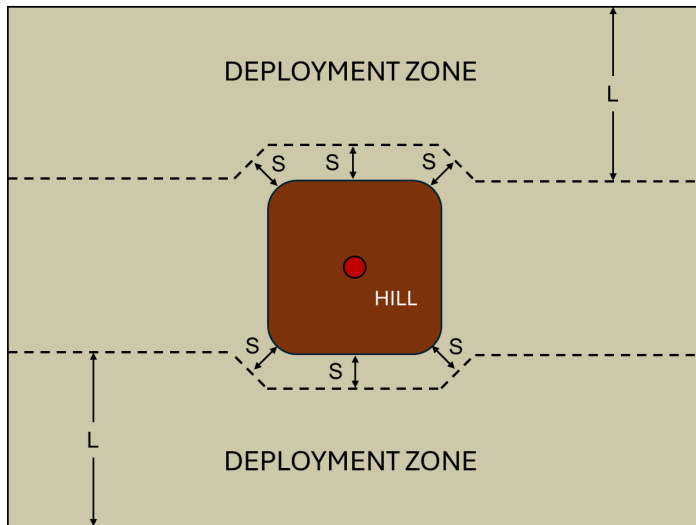
The team with the most objective points wins the game.

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 if you won the game by more than 3 objective points or lost the game by 3 points or less.
- Add 2 TP if your team has more than 3 units generating a SAGA die at the end of the game.
- Add 2 TP if the enemy has 3 or fewer units generating a SAGA die at the end of the game.
- Add 1 TP for each enemy warlord eliminated by one of your warlords.
- Add 1 TP for each warlord on your team that completed a charge and survived the game.

GAME 1 - HOLY GROUND

A variant of the Sacred Ground Polish GM version.



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.

One player on each team rolls a die. The team with the highest roll is the first player team for this scenario.

Follow this sequence for the remaining terrain:

1. The first player team places a piece of small terrain outside their deployment zone and more than **S** away from the hill. Place an objective marker in the center of this terrain piece.
2. The second player team places a piece of small terrain outside their deployment zone and more than **S** away from the hill on the opposite side from where their opponents placed their piece. Place an objective marker in the center of this terrain piece.
3. The first player team can pass or place a piece of small terrain more than **S** from any other terrain piece.
4. The second player team can pass or place a piece of small terrain more than **S** from any other terrain piece.

The three pieces of terrain with objectives in the middle are considered Holy Ground for this scenario.

DEPLOYMENT

The teams' deployment areas are within **L** of their table edge, and outside of **S** of the center hill.

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

BEGINNING THE GAME

The first player team begins the game. They must play their first turn with just 3 Saga dice for each player, the other remaining dice being removed from play. The second player team plays their first turn with up to 4 Saga dice each, with the other dice being removed from play.

Neither team can trigger the Activation pool ability or trade dice (if their symbols match) on the first turn.

SPECIAL RULES AND SCORING

Beginning Turn 2, for each piece of Holy Ground a team controls at the start of their turn, one player on the team may roll an additional Saga die at the start of their Orders phase.

To control a piece of Holy Ground a team must have more units that generate a Saga dice within **VS** of its objective marker than their opponent.

You control your own Holy Ground if it is uncontested by the enemy.

END OF GAME

The game ends on Turn 5.

WINNING THE GAME

The team that controls the most objectives at the end of the game wins. If both teams control one or no objectives, the game 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 for each Holy Ground your team controls at the end of the game.
- Add 1 TP for each enemy warlord eliminated by one of your warlords.