

# SAGA Tournament Guidelines

For the last several months the Los Angeles based gaming club The Dogs of War has, in conjunction with Game Empire Pasadena, been hosting a series of SAGA battles set in the Dark Ages. These events included both introductory games for new players and hard-fought games with seasoned SAGA fans aimed at developing a larger player base for the game in Southern California. Thanks to Chuck Robbins, owner of Game Empire Pasadena for providing a great place to host these games, and for tireless work by Chris Snell, Joe Nacchio, David Dandridge, Galen Yee, Bill Witthans, and all the Dogs of War in putting on the events we are happy to announce the first in an ongoing series of SAGA Tournaments!

The Tournament is open to all and will be run with fun, fairness, and good sportsmanship as the main theme. There will be prizes for First, Second, and Third place, as well as for the best painted army (judged by all participants), the Hard Luck award, as well as door prizes for everyone who participates! SAGA is a game where anyone can win, the mighty fall, and new leaders emerge, so fear not! Come, play, enjoy!

These are the current Tournament guidelines, we reserve the right to change or modify them in anyway right up to game time if need be. There will be a PDF of them here soon. Please check back often for any changes!

The Tournament will include 12-16 players using 6 point armies from either the original SAGA Dark Ages list or the new Crescent and Cross list. If you have comments or suggestions on these Tournament guidelines and rules please email me [vonkluge@ca.rr.com](mailto:vonkluge@ca.rr.com)

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## **Warband Composition & Tournament Rules**

The Tournament will allow all SAGA warbands from either book in their basic form. 6 points of normal troop types, ie: Hearthguard, Warriors, or Levy, with two additional units of that warband's normal troop types available to rotate in or out. Nothing else is allowed. No Heroes, Priests, War Banners, Swords for Hire, Dogs of War, or anything else. You may bring 2 extra points of figures that can be rotated in or out from round to round allowing some tailoring of your core 6-point warband, depending on what enemy warband and scenario you face. These extra points can be in the form of a different composition or type from your regular force (like taking a mounted warriors instead of foot warriors unit) or any of the normal troops that are legal for your particular warband.

This Warband composition must be listed on the entry form as well as your record sheet during the tournament.

## **Please Note**

**\*\*\*All rules are used and interpreted from the Dark Ages Rule set unless needed to use a Crescent & Cross specific warband or ability. Tournament organizers will determine this as needed during the event.**

**\*\*\*For this tournament the rule on Cavalry / Horse fatigue will remain as it was in the original SAGA Dark Ages rule set.**

**\*\*\*In each round of play the defender or second player will get three (3) SAGA dice to roll and place on his battle board to show and help his warband prepare for battle. The dice cannot be placed on any ability that would modify the original dice rolled. For example you cannot place a 6 on the re-roll ability and roll more dice, nor can you place one there to be**

**able to roll it during your first turn. The spirit of this rule was to show that the Defender came to the battle prepared to fight and would have some defensive/offensive measures ready. If you have questions on this we will be happy to answer them.**

We think this will keep in the original spirit and aim of getting new players into the game, building the So Cal player base, not burden the new players with having to deal with rules or warbands they have not had to face or even heard of yet.

If this goes well we can then advance the format to include Crescent and Cross tournaments with more options.

All Warbands with any extra points if used must be written out and submitted either via email to me at [vonkluge@ca.rr.com](mailto:vonkluge@ca.rr.com) or brought the morning of the event one hour before game time for approval.

### **Terrain & Deployment**

Terrain will be preset for all battles and be basically the same from board to board (For the Warlord vs. Warlord rounds player will dice-off for the side they want).

**\*\*\*For all rounds players will dice-off for deployment then dice-off for the first turn, winner having the option of going first or second (this is slightly different than the original rules but works well and is consistent with the new “Crescent and Cross” rule book).**

The last round, Sacred Ground, will have a slight adjustment in terrain to all boards. Players are responsible to know what the terrain is and rules for it. The Scenarios will be played as written in the original SAGA rules (unless tournament organizers deem otherwise).

### **Round Format, Pairing, and Reporting**

First and Second rounds will be Warlord vs Warlord, Third round will be Sacred Ground. Winners will be those who win a majority of the rounds followed by your body count of killed / eliminated enemy figures

Match ups will be random for the first round and then we will switch up pitting winners against winners that they have not fought (blind draw)

Rounds will be run with a time limit of 2 hours per game. We will be using chess type timers to track round time. There will be a break between the first and second round for a 45 minute lunch. We ask that players be back and ready for round two promptly at 2pm.

At the end of each round of play both players MUST complete and turn in to the judges a completed battle report sheet SIGNED by his opponent. These battle reports will be used by the judges to determine round pairings as well as tournament standings for winners.

### **Painting & Loaner Warbands**

No unpainted or primer-only Warbands or units are allowed in the tournament. Judges will rule on what is considered unpainted; in general a model must include at least three colors and a finished base to be allowed in the event, but exceptions can be made for particular color schemes. Models in a warbands must accurately reflect the Warband they are supposed to be, for example, Vikings can be Joms Vikings, Norse-Gales, etc; Normans can be Franks but not Pagan Rus, etc. Please contact me at [vonkluge@ca.rr.com](mailto:vonkluge@ca.rr.com) before the event if you have any questions about your models and what they are intended to represent. The purpose of this is to have people play armies they have built and not just use a warband they think they will win with. Warbands judged for the painting award must have been painted by the player to be considered.

Some Warbands will be available to lend to players for the event on a first-come, first-served basis. To reserve an army please email me at [vonkluge@ca.rr.com](mailto:vonkluge@ca.rr.com). To do so, you must be pre-registered and paid with me or Game Empire Pasadena.

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### **Entry & Registration**

All players MUST pre-register and have paid their entry fee of \$10 BEFORE 10:30 am the morning of the tournament. Please register early to insure a spot and help us determine table space to ensure a smooth event. There is a limit to the number of players able to enter this event and last minute entries may not get a spot, though there will be a standby option; should pre-registered players not make it to the event, standby entries will be used to fill their spaces, again, first-come, first served. We need to have an EVEN number of participants for the competition. We also need to determine necessary table space and terrain requirements ahead of time. Prizes and prize allocation will also be based on number of entries. Please help us to make this a successful Tournament by registering early. You may register with me at [vonkluge@ca.rr.com](mailto:vonkluge@ca.rr.com) and the tournament entry fee sent to my paypal account at [vonkluge@ca.rr.com](mailto:vonkluge@ca.rr.com) . You may also register with an entry fee paid to Game Empire Pasadena directly.

**\*\*\*Your entry is not official until your entry form is filled out, your entry is paid, and your Warband approved.**

**\*\*\*Once registered and paid entry fees become non-refundable.**

In closing please remember that we (the guys working very hard to pull this off) are just gamers like you and are doing this as a labor of love for the hobby as well as to build a bigger better SAGA community for everyone. We realize that, as a wise man once said, "You can please all of the people some of the time, and some of the people all of the time, but you can't please all of the people all of the time" so please come to the event with open mind and play with an attitude and spirit that makes the event enjoyable for all of us. It is only that way that more and better events will be possible in the future. This is not life or death; it's just great camaraderie and toy soldiers! Please, after the tournament let us know your thoughts on what went well, what did not, and what YOU would like to see in the future!