



Grand Melee 02.-03.11.2024

Auf zu neuen Ufern



Thank you for registering for the eighth German Grand Melee. In this tournament guide you will find all relevant information for the tournament such as organisational matters, rules, the scenarios played and the rating system. We have tried to make everything as simple and understandable as possible. However, if you have any questions, please feel free to send them to mirco@stronghold-terrain.de. We will take care of answering them as soon as possible.

Venue:

Begegnungstätte Mehrhoog
Zum Schnellenhof 2a
46499 Hamminkeln

Time frame:

Saturday:

09:00 Registration
09:45 Opening speech
1st scenario: 10:00 a.m. - 12:30 p.m.
2nd scenario: 1:30 pm - 4:00 pm
3rd scenario: 4:30 p.m. - 7:00 p.m.
Rating most best painted army

Sunday:

4th scenario: 09:30 h - 12:00 h
5th scenario: 12:45 hrs - 15:15 hrs
16:00 Award Ceremony

CATERING:

We offer cold drinks and coffee on site. There are also small snacks, sandwiches and cakes. All at fair prices. On Saturday evening we will have pizza trays delivered by our in-house pizzeria. You can book your participation for this when you register. There are also various discount shops and a chip shop in the immediate vicinity.

REGISTRATION:

Please prepare a complete army list and provide us with a copy (more detailed information on the army list can be found below).

APPROVED FACTIONS & RULES:

- Everyone needs a 6-point army, whereby 'half' points can be used.
- All factions from the Age of Vikings, or Invasions and Skraelings are eligible.
- The factions from the chapter old friends new enemies are **not** allowed.
- In addition, a maximum of 1 unit of mercenaries may be deployed, whereby the respective mercenary matrix (era of the Vikings see current FAQ) must be observed.
 - Bards can be played.
 - Angry Monks are not allowed.
- Legendary units and heroes, Relics and artefacts are **not** permitted.
- Please indicate at T3, if not already done, which army you want to play. If you want to change your army, you can do so until Sunday, 27th of October. Please send me an email, because only I can change the armies (mirco@stronghold-terrain.de.) Later change requests will not be considered, in the worst case, if the originally registered army is not available, this can lead to the elimination of the player.

In case of doubt, the German regulations take precedence over those in other languages. The current FAQ must be observed.

FACTION TIERS

We have divided the 19 playable factions into 3 tiers. Category 1 contains what we consider to be the strongest factions, followed by the factions in Tier 2 and 3.

The idea is to promote less played armies and to compensate for balancing problems between factions. This system is inspired by Blood Bowl, where the category (tier) system has been used for tournaments for ages.

Factions receive a number of extra victory points in each game (no matter what the scenario description states) based on their category:

Tier 1: 0 Victory Points	Tier 2: 2 Victory Points	Tier 3: 4 Victory Points
Welsh	Anglo Saxons (1-3 x Levy)	Skraelings
Anglo Saxons (4+ Levy)	Goths	NordisNorse Gaels
Huns	Jomsvikings	Anglodanes
Pagan Rus	Irish	Last Romans (AoV)
Picts	Scots	Britons
Normans	Carolingian Franks	Franks (Aol)
	Sassanids	Saxons (Aol)
	Romans (Aol)	Vikings

MINIATURES:

Only completely painted models are admitted (hopefully it does not have to be explained exactly what this means in detail). In addition, each model must be clearly identifiable in terms of its equipment, please no fantasy models such as chaos barbarians as Vikings or Rohirim as Normans, etc. We reserve the right not to admit unpainted, partially painted or inappropriate (i.e. fantasy models). This does not mean that models have to be historically authentic, it should only fit halfway.

In addition, only armies that have been painted by the players themselves are eligible for evaluation as the most beautiful army. We trust in your honesty and your honour as a Viking or knight!

ARMY LIST:

Please bring 2 copies of your army list with you. One for the organisation and one for the other player. The army list must include the following:

- Name of the player
- Faction
- Points e.g., 3 points hearth guard, 2 points warriors, 1 point levies. Mercenaries must also be clearly noted.
- **Equipment of all models:** You do *not* have to decide on the equipment of your units. You only decide when you set up the unit whether it is mounted/on foot or armed with crossbows, for example. You can decide this anew in each scenario. War banners count as an equipment option and can be varied.
- Unit upgrades such as Berserkers, Ballistae or the Curaidh are valid for the entire tournament and must be noted on the army list.

WHAT YOU SHOULD BRING WITH YOU:

- Your completely painted army
- Your dice (SAGA and normal dice).
- Two complete army lists.
- Your measurement sticks or measuring tapes, fatigue tokens.
- All required rulebooks
- Pen and paper.
- **Mission objective markers (e.g. boxes, bags, barrels, etc.).**
- **3 baggage units (e.g. carts)** The Orga provides some trough units for emergencies.
- **Challenger Models** for the Old Feud Scenario

CODE OF CONDUCT:

We want to have as relaxed a tournament as possible, where things are calm, relaxed and above all fun for everyone. So please behave like gentlemen. The focus should be on getting to know new supporters of our common hobby in the game and not on winning to the death. We will punish inappropriate behaviour and reserve the right to exclude someone from the tournament as a last resort.

We will have several referees at the tournament to answer your questions. Their statements are ultimately binding, even if they are wrong.

SWISS SYSTEM:

From the second game onwards, the opponents are assigned according to the Swiss system, i.e., players with as many points as possible meet each other, whereby no one can meet the same player twice.

PAIRINGS IN THE FIRST GAME:

In the first game (and only in the first) everyone gets a randomly determined opponent, where players in the same team are not paired against each other.

FINALS

In game number 5 on Sunday, the games for places 1-4 will take place, i.e. the best-placed players 1 and 2 after 4 games will play for the tournament victory. The best-placed players 3 and 4 will play for places 3-4. All other players will play for the remaining places in game 5.

AWARDS:

The three best-placed warlords receive a trophy.

Furthermore, the best painted army will be awarded a trophy and places 2-3 will receive a citation.

The Berserker of the Year is also awarded (player who has eliminated the most enemy warlords. Legendary heroes count double). In the event of a tie, the player who has lost the most of his own decides).

Besides glory and honour for your very own SAGA, there will be material prizes from Stronghold Terrain. Gripping Beast and Footsore Miniatures and Sarissa have also announced that they will sponsor further prizes.

PLAY TIME:

A total of 5 games will be played. 3 on Saturday and 2 on Sunday. You have 150 minutes per game. Approx. 20 minutes for preparation and set-up and 110 minutes for the game. For reasons of fairness, please endeavour to finish your games within the allotted time. Ragnar hates draws ...

CHESS CLOCKS:

With the start of the second scenario, chess clocks are used in the top 5 games. Each player has 65 minutes at his disposal. The chess clocks are started at the beginning of the first turn of the starting player.

If time runs out for a player, the current activation is still ended normally. Afterwards, all SAGA dice remaining on the battle board are placed in the Combat Pool.

A player "without time" still generates SAGA dice but can only place them on the Combat Pool. Factions without a regular Combat Pool, such as the Norse Gaels, have a regular one in this case.

In any other game, you can agree with your playing partner on the use of a chess clock. In this case, you should have a corresponding APP installed on a mobile device.

TERRAIN:

Terrain is provided by the tournament management. No private terrain pieces are permitted.

TOURNAMENT POINTS:

The winner is determined analogously to the respective scenario description in the rules text.

- The winner of each scenario receives five tournament points.
- The loser receives one tournament point.
- In the event of a draw, both players receive three tournament points.
- Outstanding victory: If the conditions for an outstanding victory specified in the respective scenarios are fulfilled, an additional tournament point is awarded for this.

TIE BREAKER (GOAL DIFFERENCE):

If 2 players have the same number of tournament points, the tiebreaker decides the ranking. The tiebreaker is a player's total victory points. If this is also equal, the faction tier decides (the higher the tier, the better).

STARTING PLAYER / BID:

At the start of each game, a bid is made for the starting player.

Each player secretly chooses a number between 0-6. The player with the higher number determines the starting player and their opponent receives victory points equal to this number, which are used to calculate the winner at the end of the game. In the event of a draw, the winner is chosen by dice and their opponent still receives the victory points.

NO SAGA DICE:

If a player's army does not generate any SAGA dice at the beginning of his own turn, the game ends. The opponent wins that game.

TERRAIN:

Terrain is provided by the tournament management. No private terrain pieces are permitted.

SCENARIO POOL:

Below you will find a list of 8 scenarios, which together form the scenario pool. Before each game, one scenario will be randomly selected by the tournament management and then removed from the scenario pool.



Ragnar speaks: Good luck and in case of doubt: CHARGE!

SCENARIOS:

Clash of the Warbands

SET UP:

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 AND START OF THE GAME:

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.

The game begins with the first player's turn.

Before the first player begins his first order phase, the second player rolls 3 Saga dice and place them on his battleboard.

END OF GAME:

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.

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 Victory points of the eliminated enemy miniatures, according to the «Clash of Warlords» scenario in the Saga rulebook (2022 edition).

Outstanding victory: A player has scored at least 15 more victory points than his opponent at the end of the match.

Old Feud (p.28 Book of Battles)

Modifications:

END OF GAME:

If both challengers have died or both have survived, one player wins the game if he has at least 3 massacre points more than his opponent. Otherwise, the game ends in a draw.

Outstanding victory: At the end of the game, a player has eliminated the opponent's challenger and his own has survived. In addition, this player has scored at least 20 massacre points.

To Settle A Grudge

SET UP:

The terrain is placed according to the Universal Method (see p. 8 Book of Battles), with the second player placing the first terrain piece.

Before the deployment begins but after both players have presented their units to each other, both players (starting with the first) must choose one of their own units as the Avenger and one enemy unit as their Prey. Heroes and Heroic units cannot be chosen to be Prey and Mercenary units cannot be chosen to be Avengers.

DEPLOYMENT AND START OF THE GAME:

The first player divides their Warband into two groups comprised of as equal a number of units as possible. They deploy the group which includes their Warlord entirely within **L** of their table edge.

Next, the second player deploys their whole Warband entirely within **L** of their own table edge.

Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.

The game begins with the first player's turn.

Before the first player begins his first order phase, the second player rolls 3 Saga dice and place them on his battleboard.

SPECIAL RULES

Players score Massacre Points as described in SAGA: Book of Battles on page 6 (by killing models) and by additional means described below.

Each player immediately scores 1 bonus Massacre Point when their unit wins a Melee resolution.

Each player scores additional Massacre Points if they eliminate a unit in Melee, on top of any extra points received by regular means. Additional points can be scored for meeting the conditions described below – and are added up for each condition met:

- +1 pts if the eliminated unit was a Mercenary.
- +1 pts if 6 to 9 enemy models were eliminated in a single Melee resolution.
- +2 pts if 10 or more enemy models were eliminated in a single Melee resolution.
- +3 pts for that player's Prey if it was eliminated by its respective Avenger (note that taking it out in any other way doesn't bring you these extra 3 points).

END OF GAME:

After both players have played six turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.

Next, each player adds up their Warband's score in Massacre Points.

A player wins the game if at its end they have at least 12 Massacre Points and at least 3 Massacre Pts more than their opponent.

Otherwise, the game ends in a draw

Outstanding victory: A player has scored at least 20 more victory points than his opponent at the end of the match.

Sacred Ground

SET UP:

Place an open hill in the centre of the playing field. Starting with the starting player, each player chooses a terrain piece from the general terrain table (note maximum) and places it completely at a distance between **L** and $2 \times L$ from his board edge and further than **S** from all other terrain pieces. In this scenario, no further terrain pieces are placed (not even by any special rules, e.g., by mercenaries) and no terrain piece may be moved.

DEPLOYMENT AND START OF THE GAME:

The starting player places one of his units within **M** of his board edge. The other player does the same from his board edge. Now the players take turns placing their units until both have placed their entire armies on the board. The starting player begins the game. Both players have only 5 SAGA dice in their first turn. Remove the remaining ones from the game for their first turn.

END OF GAME:

Six turns are played.

From the second turn onwards, the players determine their victory points as follows: Each time a player has completed his turn, his opponent determines the number of conquering points he receives for his units in that turn. The player receives conquering points (p.6 Book of Battles) for all his units that are on one of the three terrain pieces placed at the beginning. Note that only the models of a unit that are actually in/on the terrain piece count here (a part of the base is sufficient).

So, for example, if at the end of your opponent's turn there are four models of your eighth warrior unit in the first terrain piece, two of your hearth guard in the second terrain piece and your warlord is in the third terrain piece, you get four conquest points ($2+1+1=4$).

The maximum of conquering points per terrain piece corresponds to the current number of turns. In turn four, for example, a maximum of four conquering points can be achieved per terrain piece.

Players determine their victory points in each **opponent's** turn, and all these victory points are added up (note them down at the end of each turn).

At the end of the sixth turn, a player wins the game if he has at least 3 more conquering points than his opponent. Otherwise, the game ends in a draw.

Outstanding victory: A player has scored at least 20 more victory points than his opponent at the end of the match.

Ambush! (p.24 Book of Battles)

Modifications: 6 turns will be played instead of 5.

Note that according to p.27 of the SAGA rulebook, fatigue cannot be used in a close combat with a baggage unit, as no SAGA abilities may be used.

Outstanding Victory: A player controls all 3 objective markers at the end of the game.

Challenges (p. 23 Book of Battles)

Modifications:

DEPLOYMENT AND START OF THE GAME:

Each challenge can only be chosen once, i.e., if a player chooses a challenge, it can no longer be chosen by his opponent.

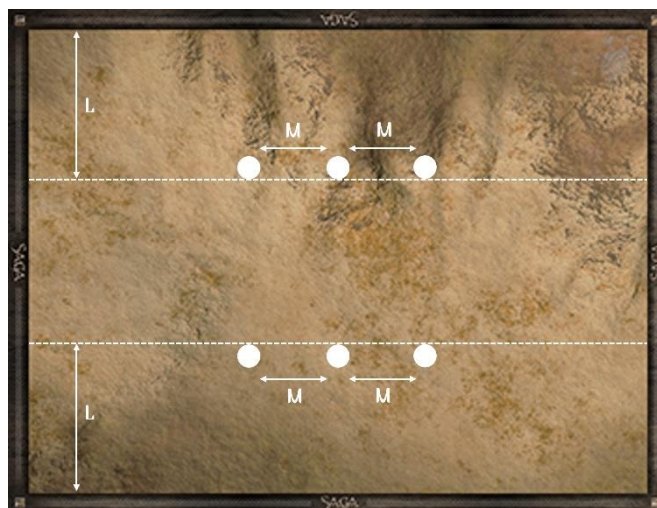
The starting player always begins the game, no matter who has chosen more challenges. He has only 6 SAGA dice available in his first turn, his remaining dice are removed from the game for this first turn. Before the first turn, the second player rolls 3 SAGA dice and places them on his battle board.

END OF GAME:

If both challengers have died or both have survived, one player wins the game if he has at least 3 massacre points more than his opponent. Otherwise, the game ends in a draw.

Outstanding victory: At the end of the game, a player has completed all his challenges and won the game.

To Break A Shieldwall



SET UP:

Start by placing a set of three Objective Markers on the table along the line dividing it down its length **L** away from the first player's table edge. The first Marker is placed in the centre of the line and the other two to its left and right respectively, **M** away on the line. This set belongs to the first player.

Next, place another set of three Objective Markers along a parallel line **L** away from the second player's table edge. Place the Markers analogically to the first set. This set belongs to the second player.

The terrain is placed according to the Universal Method (see p. 8 Book of Battles), with the second player placing the first terrain piece.

All terrain pieces must be placed more than **S** from any Objective Marker.

DEPLOYMENT AND START OF THE GAME:

No models in any unit can be deployed in base contact with any Objective Marker.

The first player divides their Warband into two groups comprised of as equal a number of units as possible. They deploy the group which includes their Warlord entirely within **L** of their table edge.

Next, the second player deploys their whole Warband entirely within **L** of their own table edge.

Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.

The game begins with the first player's turn.

Before the first player begins his first order phase, the second player rolls 3 Saga dice and place them on his battleboard.

SPECIAL RULES

Players score Massacre Points as described in SAGA: Book of Battles on page 6 (by killing models) and by relocating Objective Markers, as described below.

Objective Markers can be captured as described in SAGA: Book of Battles on page 17.

At the end of any of their own turns after the first, a player scores 2 Massacre Points for each of the Markers from their set which was relocated entirely to their enemy's half of the board or 3 Pts if that Objective was relocated entirely into their enemy's deployment zone.

At the end of a player's turn, from the second turn onwards, they receive MINUS 2 massacre points for each of their own mission objective markers in their deployment zone, regardless of whether they control it.

NOTE: For a unit to score with a mission objective marker, all of the unit's models must be completely on the opponent's side of the field or in their deployment zone.

END OF GAME:

After both players have played five turns, the starting player rolls a die. On a 4 or more, there is a 6th turn. Otherwise, it ends.

Add up the massacre points including the points for the mission objective markers for both players.

A player wins the game if he scores at least 10 massacre points at the end of the game and has at least 3 more massacre points than his opponent.

A player automatically loses the game if he does not generate any more SAGA cubes at the start of his command phase.

Otherwise, the game ends in a draw.

Outstanding victory: A player has scored at least 15 more victory points than his opponent at the end of the match.

Capture

SET UP:

At the start, 3 mission objectives are placed along the centre line on the battlefield. The first is placed exactly in the centre of the field, the other two to the right and left of it, each **L** away. The mission objectives are impassable and low.

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 AND START OF THE GAME:

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

The game begins with the first player's turn.

Before the first player begins his first order phase, the second player rolls 3 Saga dice and place them on his battleboard.

SPECIAL RULES

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: The 3 mission objectives are not mission objective markers. They remain at their starting point for the entire game. Mission objectives can only be captured during your own activation phase, before or after but **NOT** during an activation.

END OF GAME:

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

The game ends after 6 turns by both players.

Players only receive victory points for controlling mission objectives.

A player wins the game if he has scored at least 8 victory points at the end of the game and has at least 3 victory points more than his opponent.

A player automatically loses the game if he does not generate any more SAGA dice at the start of his command phase.

Otherwise, the game ends in a draw.

Outstanding victory: A player has scored at least 15 more victory points than his opponent at the end of the match.

Many thanks to Team Poland for developing the scenarios "To Break A Shieldwall" and "To Settle A Grudge".