

# SAGA GRAND MELEE POLAND



## **SAGA Grand Melee Poland**

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&

the Australian Saganauts Crew from across the globe



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## I) Universal Rules

### Objective Markers:

- **Objective Markers** have to be at least 30 mm and 40 mm at most in diameter. All Objective Markers used in a single game need to have the same diameter.
- The moment in which **control** over an Objective Marker matters for scoring Victory Points in a scenario may differ and it is always specified in scenario's description.

### Placing Scenery:

- Most scenarios from this pack follow the **Universal Method For Placing Scenery**, described in detail on page 8 of *SAGA: Book of Battles* by Studio Tomahawk.
- However, for the purpose of balancing our scenarios we decided to let **the second player** start the deployment of terrain **instead of the first player**. Every other rule from that method remains valid; players alternate placing terrain, one of them can pass and move a piece after at least three pieces were placed etc.

### Beginning the Game:

- Before the game begins, **the second player** receives **three Saga dice** and adds them to their **inactive Saga dice** pool. They can roll these dice and place them on their battleboard before the first player's first Orders Phase begins. 5 of the second player's remaining Saga dice are taken out of play until the end of the first player's first turn.
- The second player **isn't allowed** to use **Orders** nor **Activation abilities** in that moment; it is not their Orders nor Activation Phase. They can place any of the 3 Saga dice they have on Orders or Activation abilities **only in preparation** for their first turn. Note this restriction doesn't apply to Orders/Reaction nor Activation/Reaction abilities. Melee abilities can be used, should the second player's unit be engaged in the first turn.
- **The first player begins the game with all Saga dice their units generate.** However, these are the only Saga dice they can use during their first turn and all remaining out of their 8 Saga dice are taken out of play until the end of the first player's first turn.

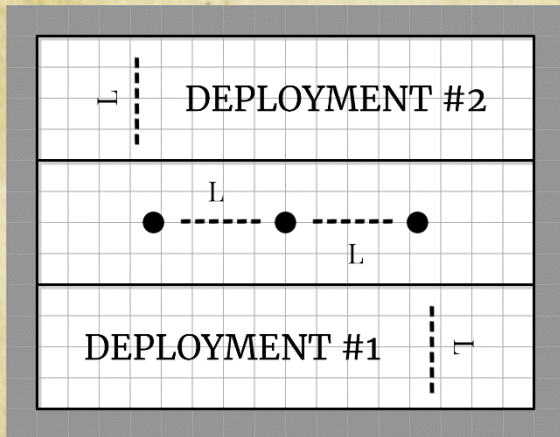
The next chapter, **Ready-To-Play Scenarios**, explains rules of engagement which are based solely on SAGA: Main Rulebook and SAGA: Book of Battles, both published by Studio Tomahawk. This means battlefield size is expected to be 4' x 3' (120 cm x 90 cm), all terrain sizes and rules for controlling or picking up/ capturing objectives derive from the aforementioned books etc.

The last chapter, **Advanced Scenarios**, explains rules of engagement which are still considered competitive by SAGA GMP Team but require more preparation on the event organisers' part, i.e. providing X building terrain pieces for each table. Items such as cattle tokens and civilian miniatures may be provided by either event organisers or players but they also need to fulfil requirements listed in that chapter in order to preserve scenarios' balance.



## II) Ready-To-Play Scenarios

### 1) **Take & Hold** (corrected)



#### **Setup**

- 1) Start by placing three Objective Markers on the table along the centre line dividing the board down its length. The first Marker is placed in the centre of the board and the other two to its left and right respectively, **L** away on the centre line.
- 2) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from any Objective Marker.

#### **Deployment & Beginning the Game**

- 1) 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.
- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.
- 3) Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.

- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

#### **Special Rules & Scoring**

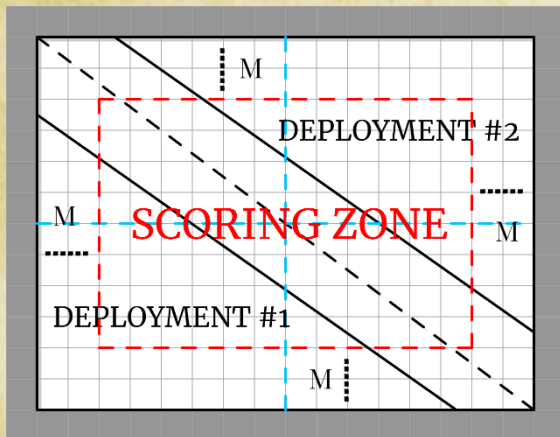
- 1) Players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models) and by other means, as described below.
- 2) At the end of any of their opponent's turns after the first, a player scores 2 Massacre Points for each Objective Marker they control.
- 3) Players cannot score points for Objective Markers during neither of their own turns nor the first turn of their enemy.
- 4) Each player immediately scores 1 bonus Massacre Point when their unit wins a *Melee* resolution and the following condition is met. For this bonus Point to be scored, at least one model from the unit which lost has to be in **S** range from an Objective Marker before the step 6. of that *Melee* is resolved.

#### **End of the Game**

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in Massacre Points.
- 3) 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.



## 2) Rule The Battlefield



### Setup

- 1) Draw an imaginary line connecting two diagonally opposed corners of the board.
- 2) The first player chooses one of thus created board halves as their own. The other half becomes the second player's one.
- 3) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from the imaginary line you just drew.

### Deployment & Beginning the Game

- 1) 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 on their half of the board and more than **M** from the imaginary line (see higher: *Setup*).
- 2) Next, the second player deploys their whole Warband on their half of the board and more than **M** from the imaginary line.
- 3) Finally, the first player deploys the rest of their Warband on their half of the board and more than **M** from the imaginary line.
- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

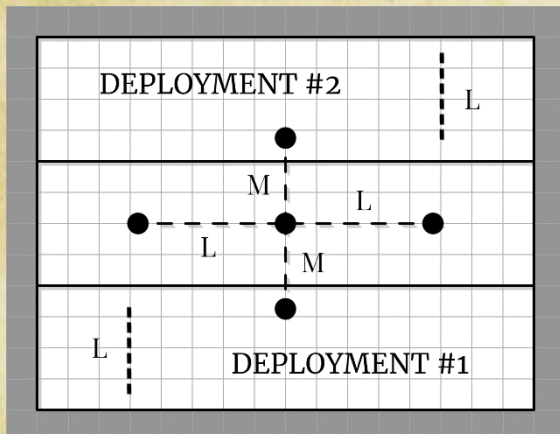
- 1) Players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models) and via board control (see below).
- 2) A player controls a quarter of the board if they have more non-Mercenary and non-Exhausted units which generate Saga dice on said quarter.
- 3) In order to be taken into account when determining control over a board quarter, units in question have to remain more than **M** from any of the board edges and cannot have any of their models located in any other quarter (not even partially).
- 3) Players cannot score points for controlling quarters during neither of their own turns nor the first turn of their enemy.
- 4) At the end of any of their opponent's turns after the first, a player scores Massacre Points for each board quarter they control:
  - a) 1 pt for the quarter which included only their own deployment zone;
  - b) 2 pts for one of the quarters which include both deployment zones or for the quarter which includes their opponent's depl. zone;
  - c) +1 pt for each quarter where at least half of their controlling units were infantry.

### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in Massacre Points.
- 3) A player wins the game if at its end they have at least 10 Massacre Points and at least 3 Massacre Points more than their opponent. Otherwise, the game ends in a draw.



### 3) Dawn & Dusk (corrected)



#### Setup

- 1) Start by placing five Objective Markers on the table. The first Marker is placed in the centre of the board.
- 2) Next, place two Markers to its left and right respectively, **L** away on a centre line dividing the board down its **length**.
- 3) Then place two remaining Markers to the left and right of the central one, but **M** away on another centre line dividing the board down its **width**.
- 4) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from any Objective Marker.
- 5) Roll a d6. On 1, 2 or 3, the game will be played at **Dawn** and on 4+ at **Dusk**.

#### Deployment & Beginning the Game

- 1) 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.
- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.

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

4) Begin the game as described in *Universal Rules* chapter of this booklet.

#### Special Rules & Scoring

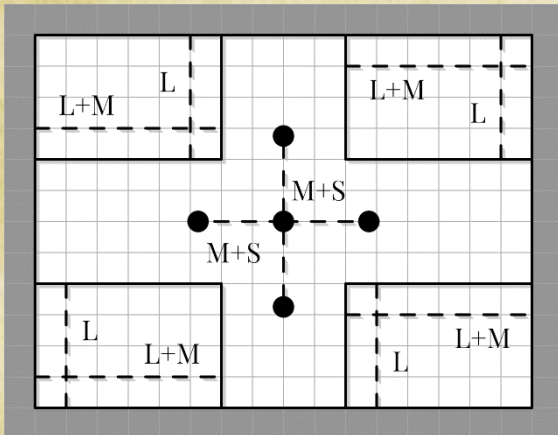
- 1) Players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models) and by controlling Objective Markers, as described below.
- 2) Players cannot score points for Objective Markers during neither of their own turns.
- 3) At the end of any of their opponent's turns after the first, a player scores 3 Massacre Points for each Marker they control outside of their deployment zone.
- 4) Scoring is also influenced by *Dawn* and *Dusk* effects:
  - **Dawn:** Players cannot score points for Markers located closer to the shorter board edges in the second turn just as in the first.
  - **Dusk:** Markers located closer to the shorter board edges are removed from game at the start of the fourth turn, after scoring in the third turn has been resolved.

#### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends. Each player adds up their Warband's score in Massacre Pts.
- 3) 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.



#### 4) Claim Or Die (reworked)



##### Setup

- 1) Start by placing five Objective Markers on the table. The first Marker is placed in the centre of the board.
- 2) Next, place two Markers to its left and right respectively, **M+S** away on a centre line dividing the board down its **length**.
- 3) Then place remaining Markers to the left and right of the central one, **M+S** away on another centre line dividing the board down its **width**.
- 4) Next, the first player chooses one of the longer board edges as their own. The other long edge becomes the second player's one.
- 5) Finally, start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from any Objective Marker. No large terrain piece may be placed inside any deployment zone (this was an exploit).

##### Deployment & Beginning the Game

- 1) Each player divides their Warband into two groups comprised of as equal a number of units as possible.
- 2) Starting with the first player, both players alternate placing one group of their units at a time. Groups which include Warlords have to be deployed before the other two.
- 3) Each group has to be deployed entirely within **L** of one of the longer table edges and entirely within **L+M** of one of the short edges adjacent to

it. Each group has to draw its deployment from a different table corner.

- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

##### Special Rules & Scoring

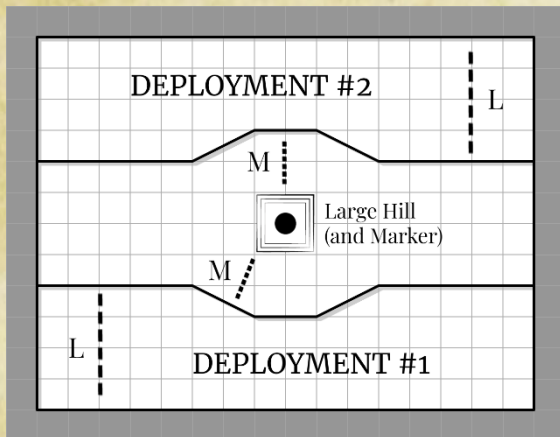
- 1) Players score **Massacre Points** as described in *SAGA: Book of Battles* on page 6 (by killing models) and **Conquest Points** by claiming and holding Objective Markers, as described below. Markers begin the game as neutral, so no Player had claimed them yet.
- 2) Players can **claim** a Marker when one of their units finishes its Movement Activation in base contact with that Marker during its player's turn. That Objective stays claimed by the given Player until their enemy claims or denies it.
- 3) Mercenaries can't claim Objectives. However, they can **deny** any claims of their enemy using the same method (an Objective which they denied becomes neutral).
- 4) Players **cannot** claim/deny Objectives during the first turn, nor any Objective at any point in time when a non-exhausted enemy unit generating Saga dice is in base contact with it.
- 5) At the end of each of their opponent's turns after the first, a player scores **Conquest Points** for each Marker they claimed and if they hold it in that moment. In order to determine the sum of points scored through any given Marker, the player in question chooses one of their units within **VS** of that Marker to score. Different units must be chosen for each Marker.

##### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in **Massacre Points** and **Conquest Points**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Pts more than their opponent. Otherwise, the game ends in a draw.



## 5) Sacred Ground (corrected)



### Setup

- 1) Start by placing a single large open hill terrain piece in the centre of the table. Then place a single Objective Marker on top of it, also in the centre of the table (both have to remain **X** away from each of the longer board edges and **Y** away from the shorter ones). You cannot place more large open hills than this one.
- 2) Then begin placing scenery according to the Universal Method as described in *Universal Rules*. All terrain pieces have to be placed more than **S** from the central hill.
- 3) When placing terrain, each player has to pick one small piece to place as their first choice. The piece they choose becomes a **sacred ground**. It retains its terrain traits but has to be placed more than **L** away of that player's starting table edge.
- 4) The central hill and sacred ground pieces cannot be relocated by any effect in any way once they are placed. No other large hill can be placed on the table either.

### Deployment & Beginning the Game

- 1) 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 and more than **M** away from the large hill.

- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge and more than **M** away from the large hill.
- 3) Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge and more than **M** away from the hill.
- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

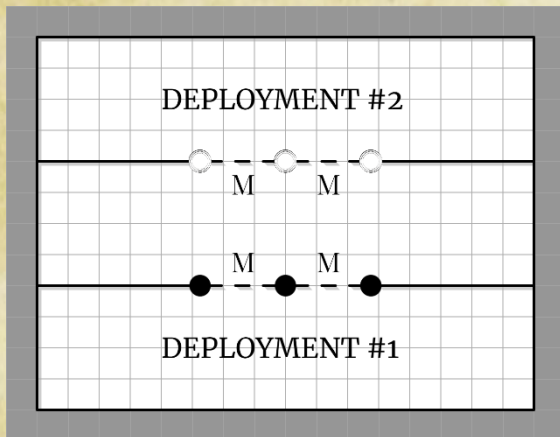
- 1) Players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models), and by controlling the Objective Marker as well as their enemy's sacred ground, as described below.
- 2) Any player may control the Objective Marker on top of the large hill or a sacred ground piece placed by their enemy. To do so they need to have more non-Mercenary and non-Exhausted units which generate Saga dice in **VS** range of that Marker (or terrain) than their enemy has.
- 3) Players cannot score points for controlling the Marker nor for controlling a sacred ground during neither of their own turns nor the first turn of their enemy.
- 3) At the end of any of their opponent's turns after the first, a player scores 3 Massacre Points if they control their enemy's sacred ground and 2 Massacre Points for controlling the Objective Marker on top of the large hill.

### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in Massacre Points.
- 3) 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.



## 6) To Break A Shieldwall (reworked)



### Setup

- 1) 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.
- 2) 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.
- 3) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from any Objective Marker.

### Deployment & Beginning the Game

- 1) No models in any unit can be deployed in base contact with any Objective Marker.
- 2) 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.
- 3) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.

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

5) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

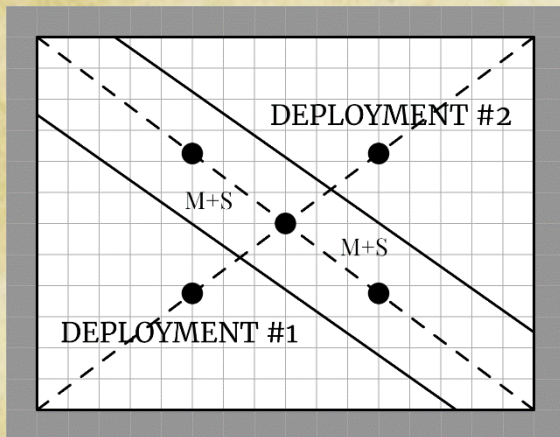
- 1) Players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models) and by capturing and/or relocating Objective Markers, as described below.
- 2) Objective Markers can be captured as described in *SAGA: Book of Battles* on page 17. However, players cannot capture their enemy's Markers during neither of their own first turns nor the first turn of their enemy. Note that this restriction doesn't apply to your own Markers.
- 3) At the end of any of their own turns after the first, a player scores 2 Massacre Points for each of the Markers they captured from their enemy's set, and only if it is located entirely on the enemy's half of the board or 3 Pts if that Objective was relocated entirely into their enemy's deployment zone.
- 4) If the Marker is carried at the time of scoring, use contours of model bases from the unit carrying that Marker as a reference. All models from such unit need to stand entirely on either of the scoring zones in order to score points for a Marker they carry.

### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in Massacre Points.
- 3) A player wins the game if at its end they have at least 10 Massacre Points and at least 3 Massacre Pts more than their opponent. Otherwise, the game ends in a draw.



## 7) Turning Of The Tide (reworked)



### Setup

- 1) Draw an imaginary line connecting two diagonally opposed corners of the board.
- 2) The first player chooses one of thus created board halves as their own. The other half becomes the second player's one.
- 3) Then place an Objective Marker in the centre of the board and two more Objective Markers to its left and right respectively, **M+S** away on the imaginary line.
- 4) Next, draw the second imaginary line connecting two remaining corners of the board. Place another two Objectives analogically to the last pair but this time on the second imaginary line.
- 5) Finally start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from any Objective Marker.

### Deployment & Beginning the Game

- 1) 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 on their half of the board and more than **M** from the first imaginary line (see: *Setup*).
- 2) Next, the second player deploys their whole Warband on their half of the board and more than **M** from that imaginary line.

3) Finally, the first player deploys the rest of their Warband on their half of the board and more than **M** from that imaginary line.

4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

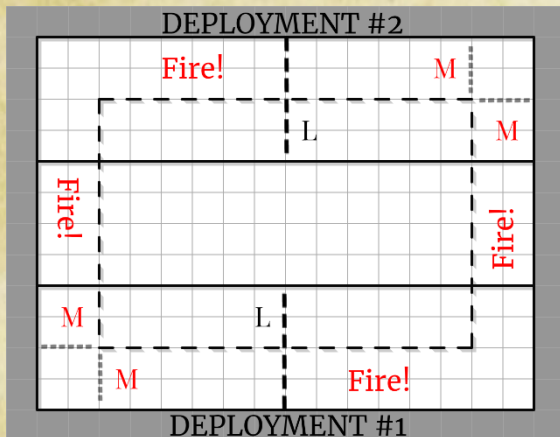
- 1) Players score **Massacre Points** as described in *SAGA: Book of Battles* on page 6 (by killing models) and **Conquest Points** by controlling Objective Markers, as described below.
- 2) Players cannot score points for Objective Markers during neither of their own turns nor the first turn of their enemy.
- 3) At the end of any of their opponent's turns after the first, a player scores **Conquest Points** for each Objective Marker they control outside their own deployment zone. Choose one of your units within **VS** to score – different units must be chosen for each Marker.
- 4) Add +1 **Conquest Point** for meeting one of the conditions described below – additional Points are added up for each condition met, up to a total of 3 extra **Conquest Points** for a single controlled Marker:
  - a) one of the units controlling that Marker is a Warlord or a Heroic Unit featuring them;
  - b) the Marker in question is located in the opponent's deployment zone;
  - c) the Marker in question wasn't controlled by that player in their enemy's previous turn.

### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in **Massacre Points** and **Conquest Points**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Pts more than their opponent. Otherwise, the game ends in a draw.



## 8) To Settle A Grudge (reworked)



### Setup

- 1) Begin by placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. No large terrain pieces can be placed within **S** of the centre of the table.
- 2) Before the deployment begins but after both players have presented their units to each other, both players (starting with the first) have to name one of their own units as the **Avenger** and one enemy unit as **Prey**. Heroes and Heroic units cannot be named **Prey** and Mercenary units cannot be named **Avengers**.

### Deployment & Beginning the Game

- 1) 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.
- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.
- 3) Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.
- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

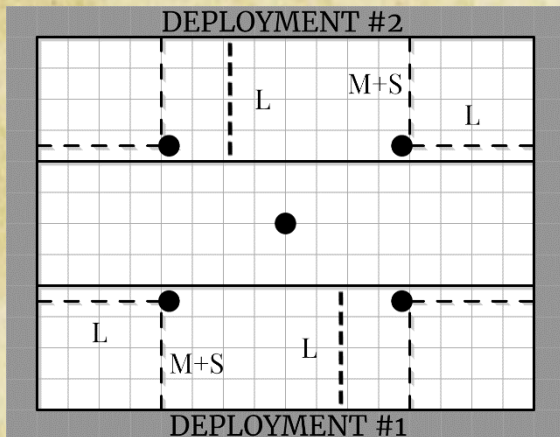
- 1) Players score **Survival Points** as described in *SAGA: Book of Battles* on page 7 (via models which survived the game) and **Massacre Points** by additional means described below.
- 2) Each player immediately scores 1 **Massacre Point** when their unit wins a *Melee* resolution.
- 3) Each player scores additional **Massacre Points** if they eliminate a unit **in Melee**, even if their own unit was eliminated in that *Melee*. These pts can be scored for meeting conditions described below (add them up for each con.):
  - a) +2 pts for an enemy Hero or a Legend;
  - b) +2 pts for an enemy Mercenary unit;
  - c) +3 pts if 10 or more enemy models were eliminated in a single *Melee* resolution;
  - d) +3 pts if any models in that unit were previously killed and restored via any method (i.e. *Persian* or *Ordenstaat* SAGA abilities).
  - e) +4 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 4 points);
  - f) and +1 pt for any other enemy unit.
- 4) Beginning with the third turn, each unit which finishes either of the Activation Phases (their own or their enemy's) within **M** from any of the board edges either loses one model (two if it's a Levy unit) or receives a Fatigue token – the choice of penalty belongs to their opponent.

### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in **Survival Points** and **Massacre Points**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Pts more than their opponent. Otherwise, the game ends in a draw.



## 9) Raise The Banners (released in 2024)



### Setup

- 1) Start by placing five Objective Markers on the table: one in the centre and all subsequent in different corners of the map each, **L** from the shorter board edge and **M+S** from the longer.
- 2) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from any Objective Marker.

### Deployment & Beginning the Game

- 1) 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.
- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.
- 3) Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.
- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

- 1) Players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models). The number of points available to score is limited by means described below.

2) Each player may score within a limit of max. 10 Massacre Points. The limit is raised by additional 5 pts for each Marker on which that player has their **banner** at the end of the game (i.e.  $10 + 5 + 5 = 20$  pts if that player has their banners on two Objectives).

3) At the beginning of the game, each player has their banners raised only over the Markers placed in their respective deployment zone. The central Marker begins the game as neutral, which means there is no banner raised over it.

2) Players can **raise** a banner over a Marker when one of their units finishes its Movement Activation in base contact with that Marker during its player's turn. All banners remain on Markers until the enemy **takes them down** and /or raises their own using the same method.

3) Mercenaries cannot raise banners. However, they can take down banners of their enemy using the same method (an Objective from which they've taken a banner becomes neutral).

4) Players **cannot** raise/take down banners during the first turn, nor at any time from any Marker that a non-exhausted enemy unit generating Saga dice is in base contact with.

### End of the Game

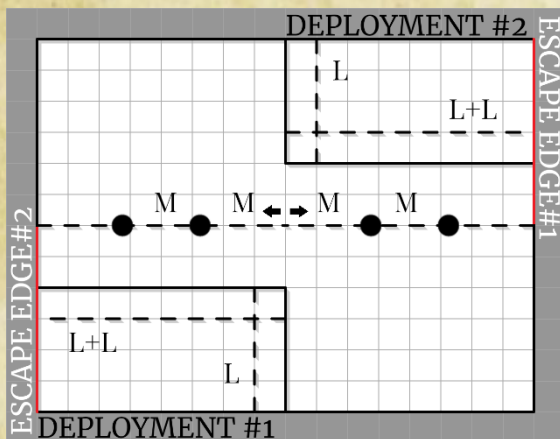
1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.

2) Next, each player adds up their Warband's score in Massacre Points. None of them can score more Massacre Pts than allowed by the scenario's special rules described above.

3) 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.



## 10) Ripe For The Taking (2025, corrected)



### Setup

- 1) Start by placing four Objective Markers on the table along the centre line dividing the board down its length. The first two Markers are placed **M** away from the centre of the board; then one to the left and one to the right respectively and **M** away from other Markers.
- 2) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **VS** from any Objective Marker. No large terrain piece may be placed by either player inside a depl. zone belonging to their enemy (this was an exploit).

### Deployment & Beginning the Game

- 1) 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 and no further than **L+L** from the shorter table edge to their left.
- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge and no further than **L+L** from the shorter table edge to their left.
- 3) Finally, the first player deploys the rest of their Warband entirely within the same constraints as in point 1).
- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

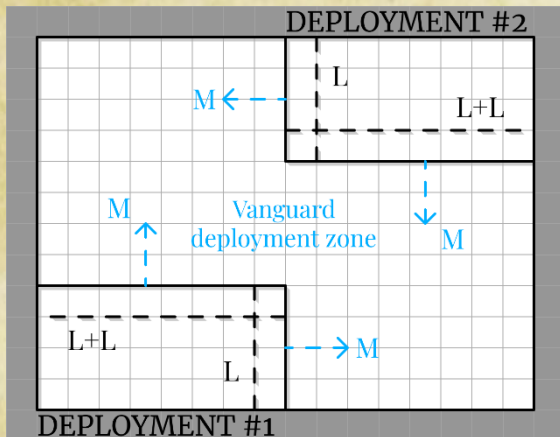
- 1) Players score **Survival Points** as described in *SAGA: Book of Battles* on page 7 (via models which survived the game) and **Control Points** by capturing and/or relocating Objective Markers, as described below.
- 2) Objective Markers can be captured as described in *SAGA: Book of Battles* on page 17. However, players cannot capture the Markers during neither of their own first turns nor the first turn of their enemy.
- 3) At the end of any of their own turns after the first, a player's unit can score **Control Points** for a Marker it captured if that Marker was relocated entirely into the enemy's depl. zone.
- 4) If a Marker is carried at the time of scoring, use contours of model bases from the unit carrying that Marker as a reference. All models from such unit need to stand entirely on the scoring zone in order to score points for a Marker they carry.
- 5) Unit carrying a Marker can escape the table through the half of its shorter edge opposite to their deployment with a basic Movement Activation and only if all its models can move so far as to finish their Activation behind that table edge. Models which left the board don't generate Saga dice. At the end of the game they don't count as killed – their controlling player scores bonus **Control Pts** based on their worth.

### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in **Survival Points** and **Control Points**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Pts more than their opponent. Otherwise, the game ends in a draw.



### 11) **Reconnaissance-In-Force** (2025, corrected)



## Setup

1) Conduct setup by placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. No large terrain piece may be placed inside any deployment zone.

## Deployment & Beginning the Game

- 1) The first player chooses up to two of their non-Mercenary units which are not their Warlord either, each consisting of up to 8 models. If they choose a single unit, it can consist of up to 16 models. Those units become their **Vanguard**.
- 2) Then, the first player deploys the rest of their Warband entirely within **L** of their own table edge and no further than **L+L** from the shorter edge to their left.
- 3) Next, the second player chooses their own **Vanguard** according to limitations described in paragraph 1). They deploy the rest of their Warband entirely within **L** of their own table edge and no further than **L+L** from the shorter edge to their left.
- 3) Then both players alternate deploying their Vanguard units one after another, starting with the second player. Those

units can be deployed either in their Warband's natural deployment zone OR anywhere on the battlefield but more than **M** from their opponent's deployment zone and the enemy Vanguard units.

4) Begin the game as described in *Universal Rules* chapter of this booklet.

## Special Rules & Scoring

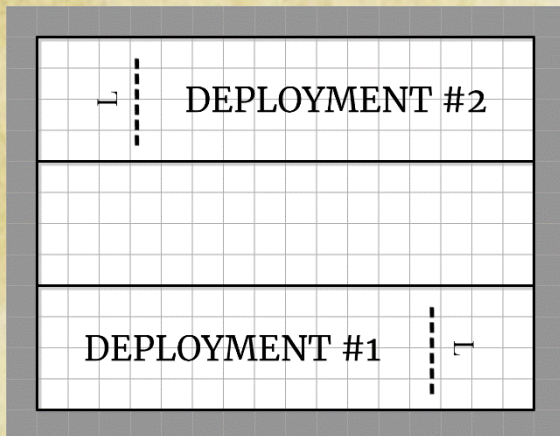
- 1) Players score **Massacre Points** as described in *SAGA: Book of Battles* on page 6 (by killing models) and **Survival Points** by other means, as described below.
- 2) At the end of the game players score **Survival Points** as described in *SAGA: Book of Battles* on page 7 but only for each of their units located fully within their opponent's deployment zone.
- 3) If they fulfilled this condition, **Vanguard** units which were deployed outside of their Warband's natural deployment zone score double **Survival Points** unless they are exhausted or don't generate Saga dice.

## End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in **Massacre Points** and **Survival Points**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Pts more than their opponent. Otherwise, the game ends in a draw.



## 12) **Breaking News** (2025, corrected)



### Setup

- 1) Begin by placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. No large terrain pieces can be placed within **S** of the centre of the table.
- 3) Before the deployment begins make sure that each player has 3 Objective Markers ready but not placed on the table.

### Deployment & Beginning the Game

- 1) 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.
- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.
- 3) Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.
- 4) When both warbands are deployed, both players alternate assigning Objective Markers to units under their control one after another, starting with the second player. Each player has to assign 3 Markers to 3 different units; these units begin the game carrying said Markers.
- 5) Each player notes in secret which of their Markers represents the **Messenger**; the other

two Markers are **Blanks** (make sure to write down which is which for clarity's sake). Players do not share this knowledge with their respective enemies until a point in time described by *Special Rules* below.

6) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

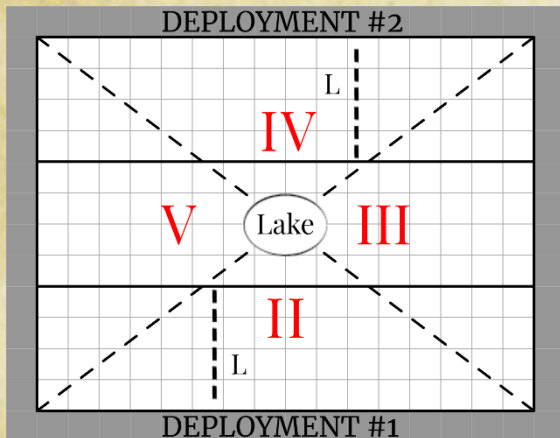
- 1) Players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models) and by capturing and/or relocating Objective Markers, as described below.
- 2) Objective Markers can be captured as described in *SAGA: Book of Battles* on page 17.
- 3) Units carrying Markers in this scenario do not count as moving through uneven terrain (as would be usual for those carrying a Marker).
- 4) Any player whose models finished the game fully within **M** of the longer board edge inside of their opponent's deployment zone scores +1 Massacre Point for each **Blank** they carry OR +6 Massacre Pts, if they carry the **Messenger** (+7 if the unit carrying their **Messenger** is an infantry unit).
- 5) If a unit carrying a Marker loses it in combat OR is destroyed and drops that Marker, its controlling player has to reveal that Marker to their enemy. Revealed **Blank** is lost without effect unless a unit carrying it escaped. The **Messenger** may be captured by an opponent; they score +4 Massacre Pts if they control it by the end of the game.

### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in Massacre Points.
- 3) A player wins the game if at its end they have at least 10 Massacre Points and at least 3 Massacre Pts more than their opponent. Otherwise, the game ends in a draw.



### 13) **Crusade O'clock** (2025, test run)



#### **Setup**

- 1) Begin setup by placing a **Lake** in the centre of the table. *Lake* is a small, low and impassable piece of terrain.
- 2) Next, draw two imaginary lines which cross in the centre of the board, cutting it into four parts diagonally.
- 3) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from the *Lake*.

#### **Deployment & Beginning the Game**

- 1) 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.
- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.
- 3) Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.
- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

#### **Special Rules & Scoring**

- 1) Players score **Massacre Points** as described in *SAGA: Book of Battles* on page 6 (by killing models) and **Survival Points** by other means, as described below.
- 2) At the end of each of their enemy's turns after the first players score **Survival Points** as described in *SAGA: Book of Battles* on page 7 but only for one of their units located fully within one of the four parts of the board AND outside of their own deployment zone, in a chronological order described below. That unit has to generate Saga dice.
- 3) The scoring locations are: the part covered mostly by the given player's deployment zone on the 2nd turn; the part to that player's right on the 3rd turn; the part covered mostly by their enemy's deployment zone on the 4th turn; the part located to their left on the 5th turn.
- 4) If the unit scoring **Survival Points** is the same one as on the previous turn, the player controlling it scores additional +1 pt for each turn that unit scored in already (+2 pts for each when scoring on the 5th turn).

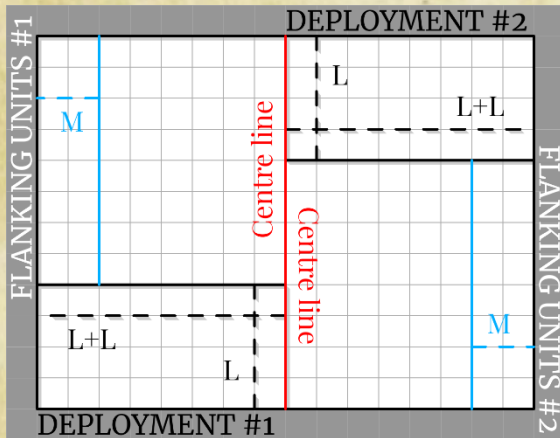
#### **End of the Game**

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in **Massacre Points** and **Survival Points**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Pts more than their opponent. Otherwise, the game ends in a draw.



## 14) Behind The Enemy Lines

(2025, original concept by Gabor Kovacs)



### Setup

- 1) Begin setup by drawing an imaginary line between central points of the longer edges of the board. It's called a **centre line**.
- 2) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet.

### Deployment & Beginning the Game

- 1) The first player chooses up to three of their non-Mercenary units which are not their Warlord either, each consisting of up to 8 models. If they choose up to two units, those can consist of up to 16 models. Those units become their **Flanking Units**.
- 2) Then, the first player deploys the rest of their Warband entirely within **L** of their own table edge and no further than **L+L** from the shorter edge to their left.
- 3) Next, the second player chooses their own **Flanking Units** according to limitations described above. They deploy the rest of their Warband entirely within **L** of their own table edge and no further than **L+L** from the shorter edge to their left.
- 3) Then both players alternate deploying their Flanking Units one after another,

starting with the second player. Those units can be deployed either in their Warband's natural deployment zone OR within **M** of the shorter board edge on their controlling player's left side.

- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

- 1) Players score **Massacre Points** as described in *SAGA: Book of Battles* on page 6 (by killing models) and **Control Points** by other means, as described below.
- 2) At the end of each of their enemy's turns after the first players score **Control Points** for each of their **Flanking Units** located entirely on the other side of the centre line than the one they were deployed at. Those units have to generate Saga dice and cannot be Exhausted in order to score.
- 3) Each **Flanking Unit** located entirely within its enemy's deployment zone at the time of scoring scores +1 **Control Point** (+2 if they are an infantry unit).

### End of the Game

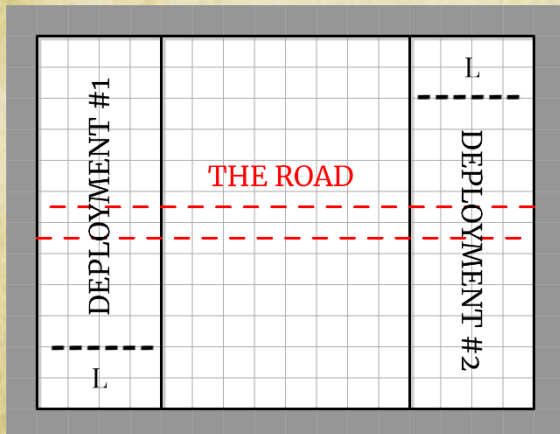
- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in **Massacre Points** and **Control Points**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Pts more than their opponent. Otherwise, the game ends in a draw.



### III) Advanced Scenarios

#### 1) **Death March** (corrected)

*This scenario requires a road which has to be 4' (120cm) long and can't be wider than 6" (15cm).*



#### **Setup**

- 1) Place the road piece on the table along the centre line dividing the board down its length (so as to remain X away of each of the longer board edges). It has to connect two shorter edges of the board.
- 2) Next, the first player chooses one of the shorter board edges as their own. The other short edge belongs to the second player.
- 3) Then begin placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from the road.

#### **Deployment & Beginning the Game**

- 1) 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.
- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.

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

4) Begin the game as described in *Universal Rules* chapter of this booklet.

#### **Special Rules**

- 1) Any unit which begins its Activation to move or charge with all its models at least partially on the road adds a single **VS** to its respective movement or charge distance.

#### **Scoring**

- 1) During the game players score **Massacre Points** as described in *SAGA: Book of Battles* on page 6 (by killing models) and **Survival Points** by means described below.
- 2) At the end of the game players score **Survival Points** as described in *SAGA: Book of Battles* on page 7 but only for each of their units located fully within their opponent's deployment zone (double the score for each non-Mercenary infantry unit).

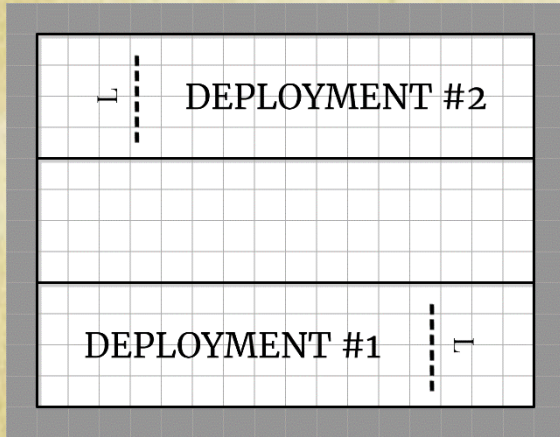
#### **End of the Game**

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in **Massacre Points** and **Survival Points**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Pts more than their opponent. Otherwise, the game ends in a draw.



## 2) Survival Of The Fittest (renamed)

This scenario requires each player to have three *Civilian* units, each comprised of 4 infantry models on 20-30 mm bases (24 models in total).



### Setup

- 1) Begin by placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. No large terrain pieces can be placed within **S** of the centre of the table.
- 2) Before the deployment begins but after both players have presented their units to each other, make sure that each player includes 3 *Civilian* units in their Warband.

### Deployment & Beginning the Game

- 1) The first player divides their Warband into two groups comprised of as equal a number of units as possible, including *Civilian* units. They deploy the group which includes their Warlord entirely within **L** of their table edge.
- 2) Next, the second player deploys their whole Warband, including *Civilian* units, entirely within **L** of their own table edge.
- 3) Finally, the first player deploys the rest of their Warband entirely within **L** of their table edge.
- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules

- 1) Each *Civilian* unit is treated as Mercenary Levies and comprised of 4 infantry models.
- 2) They make use of a following profile:

Saga dice	Armour	Aggression	Equip.
0	3(4)	1/3(0)	-
<b>S. rules:</b> Determination, Reluctant, Fugitives			

**Reluctant:** *Civilian* units can't be activated to charge or shoot. They always withdraw after a *Melee* instead of the enemy unit.

**Fugitives:** *Civilian* units cannot be activated with *Manoeuvre* basic SAGA rule. They also benefit from light cover when their unit is fully located in open terrain. When a *Civilian* unit is destroyed, allied units in **S** of it don't receive Fatigue tokens.

### Scoring

- 1) During the game players score **Massacre Points** as described in *SAGA: Book of Battles* on page 6 (by killing models) and **Survival Points** by means described below.
- 2) At the end of the game each player scores 1 **Survival Point** for two of their *Civilian* models fully within their opponent's deployment zone (and +1 **Survival Point** if such *Civilian* unit didn't suffer any losses).

### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Each player adds up their Warband's score in **Massacre Pts** and **Survival Pts**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Pts more than their opponent. Otherwise, the game ends in a draw.



If both players agree, they can use following profiles & rules for their Civilian units. Each of these profiles can be used once in each Warband. All Civilian units can be substituted in this way.

Whenever Reluctant or Fugitives rules are to be used with one of the following units, replace the word Civilian with the name of that unit when quoting these rules.

All units described below are treated as Civilian units for the sake of scenario rules and are worth 1 Survival point per two models (see: **Scoring**) unless their own rules state otherwise.

### 1) Female Refugees:

Saga dice	Armour	Aggression	Equip.
○	3(4)	1/2(○)	-
<b>S. rules:</b> Determination, Fugitives, Despaired, Brave death			

**Despaired:** Female Refugees units can't be activated to charge or shoot. They always withdraw after a *Melee* instead of the enemy unit. However, when they partake in a *Melee* resolution, Female Refugees add half as many automatic hits to their regular hits as there are models in their unit.

**Brave death:** When a Female Refugees unit is destroyed, its enemy player earns +2 **Massacre Pts** instead of +1 and chooses one of their own units within **S** of Female Refugees before they are taken off table; the chosen unit receives a Fatigue token.

### 2) Kids:

Saga dice	Armour	Aggression	Equip.
○	3(4)	1/4(○)	-
<b>S. rules:</b> Determination, Reluctant, Fugitives, They are our future			

**Precious captives:** Kids models (not units) are each worth 1 **Survival Point** instead of 1-for-two if they are fully within their

opponent's deployment zone at the end of the game. When their unit is eliminated, its last model taken off table is replaced with an Objective Marker (place it centred on that model base's contour or as close as possible to it). This Marker can be captured by either player as described in SAGA: Book of Battles on page 17 and is worth 5 **Survival Points** for its capturer at the end of the game, if the unit holding it is fully within its opponent's deployment zone.

### 3) Hunters:

Saga dice	Armour	Aggression	Equip.
○	3(4)	1/3(1/2)	-
<b>S. rules:</b> Determination, Fugitives, Shortbows, Woodsmen			

**Shortbows:** Hunters units can be activated to shoot but not to charge. They always withdraw after a *Melee* instead of the enemy unit. When activated to shoot, they have a range of **M** and receive +1 modifier on their Attack dice. However, Hunters may only use their basic combat pool when shooting (no bonus or extra Attack dice).

**Woodsmen:** When it is a target of a shooting attack, a Hunters unit gets +1 to its Defence dice rolls (stackable with cover). When a Hunters unit is destroyed its enemy player earns +2 **Massacre Pts** instead of +1.

### 4) Consecrated Ones:

Saga dice	Armour	Aggression	Equip.
○	3(4)	1/4(○)	-
<b>S. rules:</b> Determination, Fugitives, Reluctant, Field support, Curse			

**Field support:** At the end of any of their controlling player's Orders Phases but before any unit is activated, that player can remove one Fatigue token from one of their



units within **VS** of a *Consecrated Ones* unit and assign it to this unit instead.

**Curse:** When a *Consecrated Ones* unit is destroyed, its enemy player earns +3 **Massacre Pts** instead of +1 and chooses one of their own units within **S** of *Consecrated Ones* before they are taken off table; the chosen unit receives a Fatigue token.

#### 5) Noble Retinue:

Saga dice	Armour	Aggression	Equip.
0	4(5)	1/3(0)	-
<b>S. rules:</b> Determination, Reluctant, Falconer, Significant			

**Falconer:** At the end of any of their controlling player's Orders Phases but before any unit is activated, that player can assign one Fatigue token to any enemy unit in range of **L** from the *Noble Retinue* unit and another one to the *Noble Retinue* unit unless one of these units is Exhausted.

**Significant:** When a *Noble Retinue* unit is destroyed, allied units in **S** of it don't receive Fatigue tokens. However, its enemy player earns +3 **Massacre Pts** instead of +1.

**Designer's note:** Please remember that *Noble Retinue* units are not subject to the *Fugitives* rule, which means they may use *Manoeuvre*. Those are trained men after all!

#### 6) Craftsmen:

Saga dice	Armour	Aggression	Equip.
0	3(4)	1/3(0)	-
<b>S. rules:</b> Determination, Reluctant, Fugitives, Precious belongings			

**Precious artwork:** *Craftsmen* unit begins the game carrying an Objective Marker worth 3 **Survival Points**. When a *Craftsmen* unit is eliminated, its last model taken off table is replaced with that Objective Marker (place it centred on that model

base's contour or as close as possible to it). This Marker can be captured by either player as described in *SAGA: Book of Battles* on page 17 and is worth 3 **Survival Points** for its capturer at the end of the game, if the unit holding it is fully within its opponent's deployment zone.

#### 7) Exalted Pilgrims:

Saga dice	Armour	Aggression	Equip.
0	3(4)	1/3(0)	-
<b>S. rules:</b> Determination, Reluctant, Fugitives, Holy purpose, Failed pilgrimage			

**Holy purpose:** Whenever an *Exalted Pilgrims* unit is activated for a Rest, they score 1 **Survival Point** for their player.

**Failed pilgrimage:** When an *Exalted Pilgrims* unit is destroyed, its enemy player earns +3 **Massacre Points** instead of +1.

#### 8) Angry Rabble:

Saga dice	Armour	Aggression	Equip.
0	3(4)	1(1/2)	-
<b>S. rules:</b> Determination, Fugitives, Stones can hurt, Mobsters			

**Stones can hurt:** *Angry Rabble* units can perform one free shooting Activation per turn which does not generate Fatigue. During this shooting Activation treat *Angry Rabble* unit as if it was armed with improvised projectiles. Note that *Angry Rabble*'s basic combat pool may be extended by any eligible Saga ability.

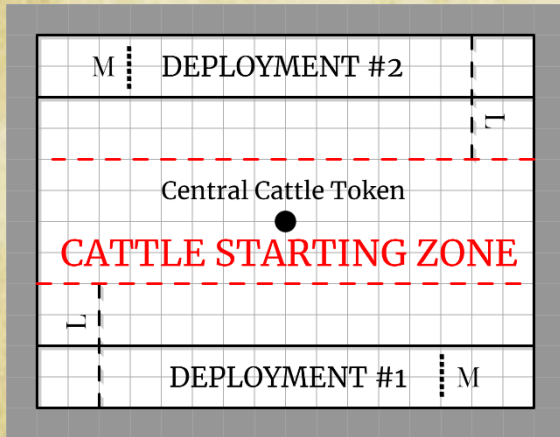
**Mobsters:** *Angry Rabble* units have to use their *Determination* special rule to activate themselves for a charge whenever it is possible for them to charge an enemy unit.

**Designer's note:** Please remember that no *Civilian* unit of any type is Unarmed. This rule would only bring chaos, hence its exclusion.



### 3) Cattle Rattle

This scenario requires a set of six Cattle Tokens (C.Ts), which can be models or dioramas fixed to 40 mm bases. They are not considered units.



#### Setup

- 1) Start by placing a single Cattle Token in the centre of the table (it has to remain **X** away from each of the longer board edges and **Y** away from the shorter ones).
- 2) Next, starting with the second player, both players alternate placing C.Ts (one at a time). These tokens need to be placed more than **M** away from any previously placed C.T. but also within **L** of at least one previously placed C.T. and more than **L** from any longer board edge.
- 3) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from any Cattle Token.

#### Deployment & Beginning the Game

- 1) 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 **M** of their table edge.
- 2) Next, the second player deploys their whole Warband entirely within **M** of their own table edge.

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

4) Begin the game as described in *Universal Rules* chapter of this booklet.

#### Special Rules

- 1) Any player can activate a Cattle Token to relocate up to **S** when they activate their own unit in range of **VS** from that Token for a movement. C.T.'s relocation is performed before the activation of said unit (or any Activation/Reaction ability) is resolved.
- 2) Players cannot relocate any C.T. more than twice per turn. C.Ts can't be activated by a player at all in any of their opponent's turns.
- 3) Units with *Mount: X* special rule which activate for a movement in **VS** of a Cattle Token receive a Fatigue before this activation (or any Activation/Reaction) is resolved.

#### Scoring

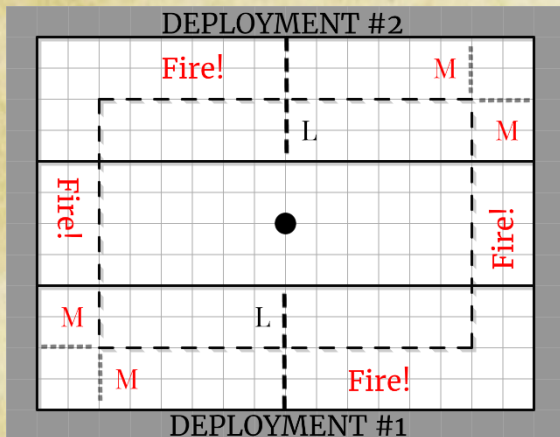
- 1) During the game players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models) and through C.Ts as described below.
- 2) At the end of the game each player scores 3 Massacre Points for each C.T. fully within **L** of their table edge and 5 Massacre Points for each C.T. fully within **M** of their table edge.

#### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends. Each player adds up their Warband's score in Massacre Pts.
- 2) 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.



#### 4) **Baptism In Fire** (released in 2024)



##### **Setup**

- 1) Before the setup may begin, choose the first player following a unique method. In this scenario both players have to choose at least one **Act Of Faith** according to their faction's religion and from the *SAGA: Age Of Crusades* supplement, applying changes from this booklet's FAQ chapter below. Both write down their choices in secret and then have to present them to their respective opponent simultaneously. Whoever chose more AOF-s becomes the first player.
- 2) Begin setup by placing a single Objective Marker in the centre of the table.
- 3) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from the central Objective Marker.

##### **Deployment & Beginning the Game**

- 1) 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.
- 2) Next, the second player deploys their whole Warband entirely within **L** of their own table edge.

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

4) Begin the game as described in *Universal Rules* chapter of this booklet.

##### **Special Rules & Scoring**

- 1) Players score **Massacre Points** as described in *SAGA: Book of Battles* p. 6 (by killing models) and by other means, as described below.
- 2) Players score **Scenario Points** by fulfilling their chosen Acts Of Faith (each Act's value is described below in this booklet's FAQ).
- 3) At the end of any of their opponent's turns after the first, a player scores 2 **Massacre Points** if they control the central Objective.
- 4) Players cannot score points for controlling the Objective Marker during neither of their own turns nor the first turn of their enemy.
- 5) Beginning with the third turn, each unit which finishes either of the Activation Phases (their own or their enemy's) within **M** from any of the board edges either loses one model (two if it's a Levy unit) or receives a Fatigue token – the choice of penalty belongs to their opponent.

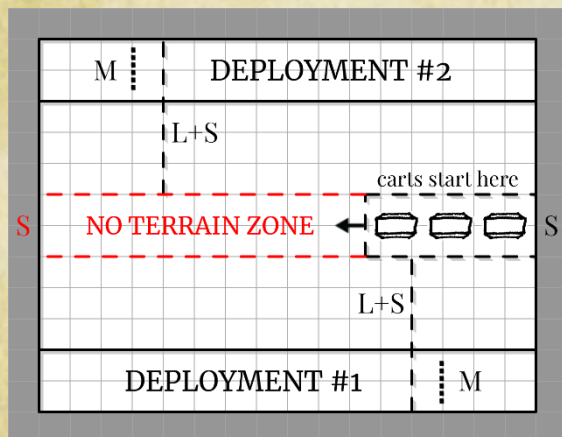
##### **End of the Game**

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in **Massacre Pts** and **Scenario Pts**.
- 3) A player wins the game if at its end they have at least 12 Points and at least 3 Points more than their opponent. Otherwise, the game ends in a draw.



## 5) Pure Profit (2025, test run)

This scenario requires a set of 3 Carts. Their bases need to have at least 50 mm in diameter and can be max. 100mm wide, 120 mm long.



### Setup

1) Start by placing three **Carts** on the table along the centre line dividing the board down its length. The first *Cart* is placed with its base's shorter edge adjacent to one of the board's shorter edges; this edge will be now called the *Carts' starting edge* and the opposite one: the *Carts' escape edge*.

2) The second *Cart* should be placed with its base's shorter edge adjacent to the first, and the third: analogically but adjacent to the second. When all *Carts* are placed they should form a line one *Cart* in width and three in length.

2) Then begin placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed within **L+S** from the longer edges of the board.

### Deployment & Beginning the Game

1) 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 **M** of their table edge.

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

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

4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules

1) Each *Cart* counts as a Levies unit comprised of 12 infantry models. They always count as enemy units to either player and don't generate Saga dice.

2) *Carts* make use of a following profile:

Saga dice	Armour	Aggression	Equip.
O	4(5)	2(O)	-

**S. rules:** Resilience (2), Roll out!, Heavy wagons

**Roll out!:** *Carts* can't be activated by regular means. At the beginning of each player's turn that player rolls a d6 for each *Cart*, starting with the one furthest from the *Carts' starting edge*. Compare the result with the chart below:

1	That <i>Cart</i> moves <b>S</b> along the centre line towards the escape edge.
2-4	That <i>Cart</i> moves <b>M</b> along the centre line towards the escape edge.
5-6	That <i>Cart</i> moves <b>S+S</b> along the centre line towards the escape edge.

Add +1 to the result for the first *Cart* you roll for. If a *Cart* you roll for is *Exhausted*, subtract 1 from the result.

- If the *Cart's* movement is blocked by another *Cart*, it has to stop in adjacency with that *Cart*.

- If the *Cart's* movement is blocked by models, each unit blocking the path has to withdraw from the centre line of the board as if it lost a *Melee* resolution. If after that



withdrawal is made the models still block the path of that *Cart*, indiscriminately remove (as casualties) as many models as needed to clear the path.

**Heavy wagons:** *Carts* always count as if they benefited from light cover. They cannot close ranks but units armed with javelins which charge at a *Cart* don't receive a +1 modifier to their Attack Dice roll. When a *Cart* is destroyed, units in **S** of it don't receive Fatigue tokens.

3) If any of the *Carts* reaches its escape edge and finishes its movement in adjacency with that edge or passes through, it **escapes**. *Carts* which escaped are removed from the table without effect.

4) Either Player can declare a *Shooting attack* or a *Charge* with their units on any *Cart* which remains in play. If they destroy it in *Melee*, the unit which destroyed said *Cart* captures an Objective Marker.

5) If a unit which destroyed a *Cart* carries an Objective Marker already or if that *Cart* was destroyed by a *Shooting attack*, a new Marker is spawned in place of that *Cart*. Place it centred on that *Cart's* base contour or as close as possible to it. This Marker can be captured by either player as described in *SAGA: Book of Battles* on page 17.

### Scoring

1) During the game players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models) and by capturing and/or relocating Objective Markers as described below.

2) At the end of the game each player scores 5 Massacre Points for each Objective Marker fully within **M** of their table edge and 3 Massacre Pts for each other Objective Marker their units are carrying.

3) If an Objective Marker is carried at the time of scoring, use contours of model bases from the unit carrying that O.M. as a reference. All models from such unit need to stand entirely on either of the scoring zones in order to score points for an O.M. they carry.

### End of the Game

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

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

3) A player wins the game if at its end they have at least 10 Massacre Points and at least 3 Massacre Pts more than their opponent. Otherwise, the game ends in a draw

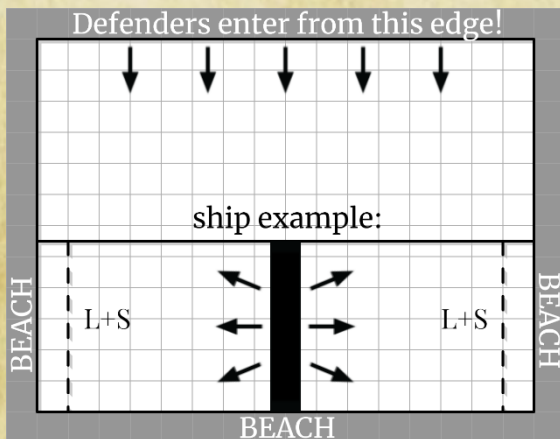


## 6) Burn Their Land / Burn Their Ships

(released in 2024 with the naval combat booklet; renamed)

*This scenario requires a set of 1 to 4 ships which belong to the first player. That player needs to be able to fit their whole Warband on these ships (see below in the paragraph: "Deployment...").*

*The ships cannot be longer than **L+S** nor wider than **M**. Starboard and larboard of a single ship need to be identical in shape.*



### Setup

- 1) The first player begins by choosing one of the longer board edges as their starting edge (the second player takes the opposite edge). Then the first player places all of their ships on the board, perpendicularly to their starting edge. These ships need to be placed at least **M** from each other.
- 2) Then begin placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. No terrain piece can be placed within **L+S** from the first player's starting edge and all have to be placed more than **S** from any ship.

### Deployment & Beginning the Game

- 1) The first player allocates crews to each of their ships, choosing from the units making up their Warband. Each ship can

host a crew of up to 24 infantry models (cavalry models count as two infantry models) and 1 Hero max. Then they deploy each crew on their given ship immediately.

2) The second player doesn't deploy their Warband on the board. They have to perform a single Movement Activation with each of their units, choosing a point on their starting edge for each of those units and measuring their Movement distance from there.

3) Finally, the first player has to perform a single Movement Activation with each of their units, choosing a point on their allocated ship for each of those and measuring their Movement distance from there. These Movement Activations cannot relocate a unit further than **L+S** from the first player's starting edge. The ships count as high uneven terrain pieces offering solid cover unless **burned** (see below).

4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules & Scoring

- 1) Players score Massacre Points as described in SAGA: Book of Battles on page 6 (by killing models) and by other means described below.
- 2) The first player's units are allowed to finish their Movement Activations beyond the board, leaving it through the second player's starting edge, but only with a basic Movement Activation and only if all its models can move so far as to finish their Activation behind that table edge. Models which left the board don't generate Saga



dice and don't count as killed at the end of the game.

3) If the second player's non-exhausted unit counting at least 4 models performs any Activation with all of its models adjacent to one of the ships, they can choose to burn that ship. If they do, do not resolve an Activation with such unit but mark the ship as **burned**; it becomes a high impassable terrain piece until the end of the game and all units which stood on it have to leave it with a free Movement Activation as described in bullet 3) of the previous paragraph (*Deployment...*).

4) At the end the game, the first player scores Massacre Points for each of their

models which left the board. The second player scores 6 Massacre Pts for the first ship they burned, +5 for the second and +4 for any subsequent (if there are more).

### **End of the Game**

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

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

3) A player wins the game if at its end they have at least 10 Massacre Points and at least 3 Massacre Pts more than their opponent. Otherwise, the game ends in a draw.

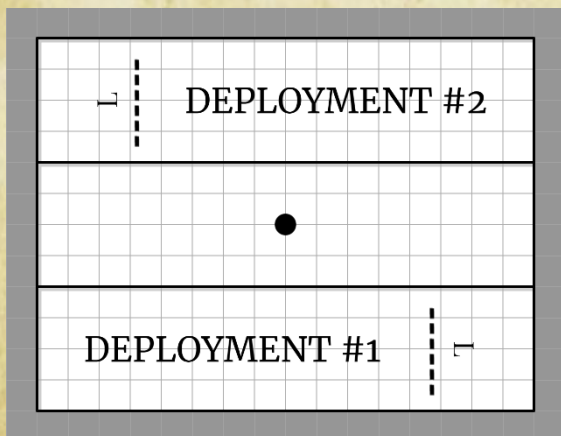
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## 7) Hunt For The Beast

(2025, original concept by Jacek Trzybiński)

*This scenario requires a model of the Beast. Its base has to be at least 50mm wide and cannot be wider than 80 mm. If you're playing SAGA: Age Of Magic, simply use Behemoth's rules instead.*



### Setup

- 1) Begin setup by placing a single Objective Marker in the centre of the table.
- 2) Then start placing scenery according to the Universal Method as described in *Universal Rules* chapter of this booklet. All terrain pieces have to be placed more than **S** from the central Marker.
- 3) When both players have passed, remove the Objective Marker and replace it with a model of the **Beast** placing it in the centre of the board.

### Deployment & Beginning the Game

- 1) 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 t. edge.
- 2) Next, the 2nd player deploys their whole Warband entirely within **L** of their own t. edge.
- 3) Finally, the first player deploys the rest of their Warband entirely within **L** of their t. edge.
- 4) Begin the game as described in *Universal Rules* chapter of this booklet.

### Special Rules

- 1) The *Beast* counts as a Levies unit comprised of 12 infantry models. It always counts as an enemy unit to either player and doesn't generate Saga dice.

- 2) It makes use of a following profile:

Sag. dice	Armour	Aggression	Equip.
0	4(6)	12(0)	-
<b>Special rules:</b> Determination, Resilience (2)			

(If you are playing in *Age Of Magic* SAGA universe, you should replace this profile with a *Behemoth's*.)

- 3) Each turn, before the first player's Orders Phase begins, both players roll a die; the one who scores higher can move the *Beast* up to **M** in any direction or charge any of their or their opponent's units within that distance. The *Beast's* movement or charge distance cannot be shortened by any means: terrain, abilities etc.
- 4) If any roll for control over the *Beast* ends in a draw, it is immobile until the end of that turn.
- 5) At the start of each Orders Phase, remove one Fatigue from the *Beast* if it has any.
- 6) The *Beast* **cannot** charge or be charged or shot at during the first turn of the game.

### Scoring

- 1) During the game players score Massacre Points as described in *SAGA: Book of Battles* on page 6 (by killing models) and by means described below.
- 2) At the end of the game the player who slain the *Beast* receives +5 Massacre Points AND +X Pts, where X is the number of turns during which the *Beast* was alive after the first.
- 3) Models killed by the *Beast* count as killed by their enemies for the purpose of scoring.

### End of the Game

- 1) After both players have played five turns OR at the start of a player's Orders Phase when their Warband cannot generate any Saga dice, the game ends.
- 2) Next, each player adds up their Warband's score in Massacre Points.
- 3) 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.



## 8) To Pillage A Village

*To be continued in version 1.0.0., coming somewhere in 2025...*

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### IV) Favourite Asked Questions

#### a) Universal Rules

**Question: Can I surround an Objective Marker with models from my single unit, so that my enemy cannot claim it / put a banner on it / grab it?**

**Answer:** You cannot create an impassable terrain over already existing one (i.e. you can't move your unit so it would create impassable terrain over your other unit or an Objective Marker). This applies to your units' cohesion during deployment and after each and every relocation, so: every movement, charge and withdrawal from melee, etc.

#### b) Claim Or Die / Raise The Banners

**Q.: Can I claim an Objective or put a banner on it when withdrawing from a Melee or when one of my models becomes adjacent to it after a successful Charge?**

**A.:** Claims nor banners cannot be denied / raised / taken down in any way other than described above, i.e. not when performing a withdrawal, a Charge or a Manoeuvre. Only a regular Movement Activation (either from a basic Saga ability or a multi-Activation) may seal the deal. Remember you will also have to push away any non-exhausted enemy units which generate Saga dice and remain adjacent to a Marker you'd like to claim or raise your banner on.

#### c) Sacred Ground

**Q.: In the scenario rules for controlling sacred grounds and a marker on top of the hill seem to be different than controlling objectives in the *Book Of Battles*. Is this intentional?**

**A.:** Yes. We didn't want to implement two different control systems in this scenario; we already had to write a new one for the sake of controlling terrain pieces. In previous iterations of our scenario pack we tried to implement the "classic" control system; however, it was a mess when applied to terrain pieces instead of markers. Then we were forced to add a marker on top of the hill because testers were abusing an exploit with multiple small units hiding behind it, which was unsportsmanlike. Now they need to get on top of it and actually fight. The marker is controlled the same way as sacred grounds in order to avoid rules' bloat and confusion.



## d) Baptism In Fire

**Q.: Which Acts Of Faith may my AoI/AoV faction choose if it's not present in the AoC book?**

A.: Follow the table below (if a faction is present in more than one box, choose a single religion before choosing Acts Of Faith for this scenario and inform your opponent about it):

<b>Pagan (/Eastern):</b>	<b>Christian:</b>	<b>Muslim:</b>
Vikings, Anglo-Danes, Pagan Rus, Norse-Gaels, Early Piasts, Jomsvikings, Steppe Tribes, Germanic Tribes, Franks, Picts, Romans, Goths, Saxons, Huns, Sassanids + all <i>Age Of Invasions</i> OFNE.	Anglo-Danes, Anglo-Saxons, Scots, Carolingians, Irish, Welsh, Normans, Jomsvikings, Last Romans, Lombards, Early Piasts, Romans, Britons, Goths, Franks + all <i>Age Of Chivalry</i> factions.	Umayyads.

**Q.: How many points do I score for specific Acts Of Faith? Did you change anything?**

A.: Indeed, and here's the promised score sheet:

<b>Religion</b>	<b>Act Of Faith</b>	<b>Scoring changes</b>
Pagan (/Eastern)	<i>Pagan Idol</i>	Gain +2 Pts instead of +1 AND lose -3 Pts instead of -2 if applicable.
	<i>Sacrifice</i>	Score +5 Pts instead of +4 OR lose -3 Pts instead of -2 if applicable.
	<i>Sacred Ground</i>	Score +6 Pts instead of +5 OR lose -3 Pts instead of -2 if applicable.
	<i>Oath Of Vengeance</i>	No changes.
Christian	<i>Path Of The Cross</i>	When placing the markers for this Act, <u>your enemy places them</u> at least <b>M</b> from their table edge and more than <b>M</b> from each other. Gain +2 Pts instead of +1 if applicable AND ignore the bonus score.
	<i>Curse Of St. Sebastian</i>	No changes.
	<i>Architect Of Peace</i>	Gain +3 Pts instead of +4.
	<i>Litany</i>	<u>The chosen unit has to generate a Saga die.</u> No point value changes are applied.
Muslim	<i>Fasting</i>	No changes.
	<i>Call To Jihad</i>	Deduct -2 Pts instead of -1 if applicable.
	<i>Pilgrimage To Mecca</i>	<u>Instead of the described scoring value for leaving the board, use the following one:</u> +8 (1 <sup>st</sup> turn) OR +6 (2 <sup>nd</sup> turn) OR +5 (3 <sup>rd</sup> turn) OR +4 (4 <sup>th</sup> turn) OR +3 (5 <sup>th</sup> turn). If your Warlord hasn't voluntarily left the board, deduct -4 Pts instead of -2.
	<i>Five Prayers</i>	Now works exactly like the Christian <i>Litany</i> (see above).



Thank you for reading this booklet.

After playing your own testing games, send us feedback at:

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Don't forget to follow our Facebook fanpage  
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To check for our 2025 events, visit our website at: **www.weles.club**  
or

our Facebook fanpage at: **Stowarzyszenie Weles**

See you at our tables in Poland.

*- Jan*

*from the WELES Association*