

# SAGA



## ITALIAN 1ST GRAND MELEE

**5 Matches**

**2 Historical pool**

**(Age of Alexander/ Hannibal)**

**(Age of Crusade/ Chivalry)**


**16-17 May 2026**

**Polisportiva Sacca**

**Via Paltrinieri 80**

**Modena 41122 (MO)**

**Italy**



*The Italian Grand Melee is being held for the first time this year, organized by Aurelian Leclerc of the La Piccola Armata club in Turin, with the invaluable help of Enrico Dotti and Roberto Miselli of the Mutina Bellica club in Modena.*



*This event is intended, first and foremost, to be a special moment for the Italian SAGA gaming community: a sort of symbolic anniversary and a small celebration of the journey we have made together over the years. Thanks to the passion and commitment of many players, the community has grown and strengthened, and the Italian Grand Melee was created with the desire to celebrate this shared journey.*

*Inspiration also comes from the major events organized abroad, which have prompted us to imagine a gathering that combines competition, conviviality, and community spirit. For this reason, we wanted to pay particular attention to the aesthetics of the gaming tables, seeking to create an immersive and evocative environment that best showcases the armies and games.*

*We hope that the Grand Melee Italiana will become above all a moment of celebration, where we can get together, play, and share our passion with everyone.*



### ♣ Where?

Polisportiva Sacca  
Via Paltrinieri 80  
Modena 41122  
Italy

### ♣ When?

May 16-17, 2026

### ♣ How to register?

To join the tournament, each player will be required to send an email by **April 26, 2026**, to [leclercaurelian@hotmail.com](mailto:leclercaurelian@hotmail.com) with the following information:

- ◆ First name
- ◆ Last name
- ◆ City/ country of origin
- ◆ Phone number
- ◆ Historical period in which you wish to participate: ancient (Hannibal/Alexander) or medieval (Crusade/Chivalry).  
*This decision will not be final until the list is sent. It is only needed to help us organize ourselves better.*
- ◆ Chosen payment method and the date on which you made the payment.
- ◆ Please indicate if you wish to join the lunch on Saturday and Sunday on site.

Advance payment of the non-refundable registration fee is required by **April 26, 2026**. The cost is €35, to be sent via PayPal ([leclercaurelian@hotmail.com](mailto:leclercaurelian@hotmail.com)), indicating in the comments: first name, last name, and "Grand Melee Italiana."

Alternatively, you can pay by bank transfer to the following account:

IBAN: IT72Z0200801046000102568943

Payable to LECLERC AURELIAN BERNARD Y

BIC/SWIFT: UNCRITM1BD4

Registration will be confirmed by email and only after payment has been made. If you do not receive a confirmation email, please contact the organizers by email at [leclercaurelian@hotmail.com](mailto:leclercaurelian@hotmail.com) or by phone at **+39 3313275172**.



## ♣ Where to stay?

### **Partner hotels:**

#### **B&B HOTEL** Via Emilia Est, 441, 41122 Modena MO

3.9 km from the tournament – price €92 with a 10% discount using the code "MODENA10" + €3 per person tourist tax

#### **ALBERGO MODERNO** Via Giuseppe Campi, 244/1, 41125 Modena MO

5.2 km from the tournament – double room with bathroom €90 (discounted) + €2 per person tourist tax. Please indicate "GRUPPO ENRICO DOTTI" when booking.

#### **Hotel Europa** Corso Vittorio Emanuele II, 52, 41121 Modena MO

500 m from the train station 1.9 km from the tournament - double room €129 discounted with the code "Evento Dotti"

#### **CX Hotel** Via Manfredo Fanti, 155, 41122 Modena MO

700 meters from the train station, 800 meters from the tournament - €80-100 from the website for a room for up to 3 people, 20% discount with promo code "SAGAMELEE"

#### **Hotel DONATELLO** Via Pietro Giardini 402, 41124 Modena MO

Double/twin room €105 + tourist tax, breakfast included. Single room €95 + tourist tax, breakfast included. Please indicate "Evento Dotti" when booking.

## ♣ Program

### Saturday, May 16


- ◆ 8:30 a.m. registration
- ◆ 9:00 a.m. opening speech
- ◆ 9:15 a.m. - 12:00 p.m. first game
- ◆ 12:15 Lunch on site
- ◆ 1:00 p.m. - 3:45 p.m. Second match
- ◆ 4:00 p.m. - 6:45 p.m. Third match
- ◆ 8:00 p.m. dinner out

### Sunday, May 17

- ◆ 9:15 a.m.-12:00 p.m. Fourth match
- ◆ 12:15 Lunch on site
- ◆ 1:00 p.m. to 3:45 p.m. fifth match
- ◆ 4:00 p.m. awards ceremony

## ♣ Registration

During on-site registration, participants will be asked to provide a copy of their list to the organization at . This list must match the one provided via email and will be shown to the opponent before the match.



Each participant will receive a welcome *Saccus Ludorum* bag containing exclusive surprises for this event.

### Tournament Structure

The event will host two tournaments from two historical periods simultaneously:

- ◆ an Ancient tournament using armies from Age of Hannibal and Age of Alexander
- ◆ a Medieval tournament using armies from Age of Crusade and Age of Chivalry

Players may only participate in one of the two tournaments, playing 5 games, 3 on Saturday and 2 on Sunday.

Lunch will be available on site on both Saturday and Sunday, subject to reservation.

On Saturday evening, there will be a set-menu dinner in town for everyone to celebrate this fun event. Reservations will also be required for this. More information about meals will be provided to participants at a later date.

### Swiss round

In the first round, we will try to avoid pairing players from the same club/city/country.

After the first round, the Swiss pairing format will be used to determine opponents, and pairings will be based on results.

A results sheet will be provided, which both players must complete at the end of each game.

At the end of the fifth game, players will not score tournament points but will consolidate their position. This means that at the first table, the top two players will compete for first and second place, the second table will determine third and fourth place, and so on.

### Scoring

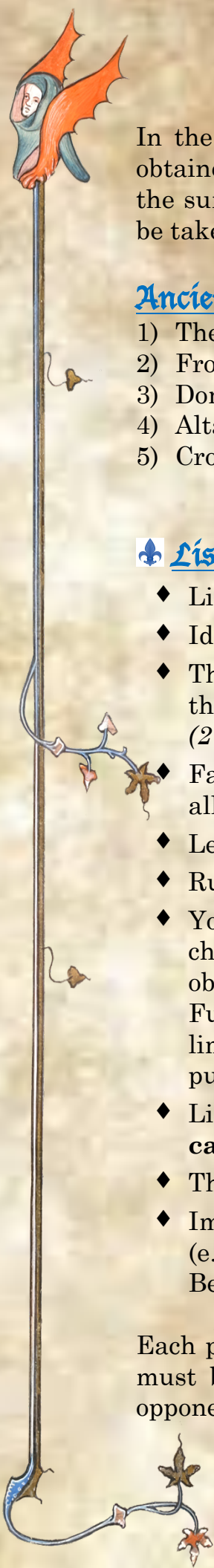
Win = 5 tournament points

Draw = 3 tournament points

Loss = 1 tournament point

+2 bonus tournament points for an exceptional victory

+1 point if the enemy Lord dies



In the event of a tie in the rankings, the sum of the victory points obtained in previous games will be used as a tiebreaker. As a last resort, the sum of Saga dice generated at the end of each previous game will be taken into account.

### Ancient Scenario List

- 1) The Tomb of the Invincible
- 2) From Dawn to Dusk
- 3) Dominate the Battlefield
- 4) Altar of Pluto
- 5) Crossing the River

### List of medieval scenarios

- 1) San Lorenzo Village
- 2) Desacralisation
- 3) Ambush
- 4) River in flood
- 5) Plundering of the village

### ♣ Lists and factions

- ◆ Lists must consist of 7 points (6 + 1 on the bench)
- ◆ Identify the faction and any sub-factions
- ◆ The half-point rule is accepted, which should not be included in the list, but only at the time of deployment  
(2 guards = 4 warriors = 6 recruits)
- ◆ Factions from the "old friends, new enemies" section are not allowed
- ◆ Legendary characters or units are not allowed
- ◆ Ruse cards are not allowed
- ◆ You can only choose one mercenary choice (not 1 point, but one choice. So, if your unit costs 2 points, this means that you are obliged to field it (only 1 point can remain on the bench). Furthermore, the Age of Chivalry cannon is not subject to this limitation as it is not considered a mercenary unit for recruitment purposes).
- ◆ Lists must be sent by email **by May 10, 2026, to , and no changes can be made after that date!**
- ◆ The FAQs to be released by May 1, 2026, will apply.
- ◆ Improvements or special units must be clearly marked on the list (e.g., Flemish chariot, war wagon of the Eastern Princes, Berserkers, canon etc.).

Each player will submit an Army List at the time of registration and must bring an additional copy of this list with them so that their opponent can consult it at any time before, during, or after the game.



What you must not forget:

- ◆ Your army, preferably painted and based
- ◆ Your SAGA dice and D6 (if you are using homemade SAGA dice, please have them checked by the staff at the beginning of the tournament and inform your opponent)
- ◆ Two copies of your Army List
- ◆ Your measuring sticks or rulers (if you forget them, don't worry, you won't be left without!)
- ◆ Your fatigue markers
- ◆ A pen and something to take notes on (always at hand)
- ◆ Players participating in the Medieval tournament must have at least 3 baggage counters that are equally based and comply with the following dimensions: minimum 4cm x 4cm, maximum 10cm x 5cm. The organization will be able to provide a limited number of luggage tokens for tables that do not have them, so if you do not have any, please indicate this in your registration email.

### ♣ Code of conduct

There will be judges at the event who will be available to answer any questions about the rules. If you disagree with the judge's decision, you may argue, but once the referee has left the table, the decision will be final, even if it is unfortunately wrong. Referees are human beings and can be prone to errors, so we ask for your understanding; after all, it is just a game.

Please do not involve players at neighboring tables in discussions about the rules. Aggressive or insulting behavior, or raising your voice at your opponent or the referees, will not be tolerated. Behavior considered seriously inappropriate or against the rules will be potentially punishable by a collective decision of the referees, which may result in a reduction of tournament points or even expulsion from the event. This is intended to be a fun event, so we insist that you be as sporting and courteous as possible.





## Memento General Rules

### Kill Points

Massacre points earned for each figure eliminated in the enemy army:

- ◆ 4 points for each Hero eliminated (including the Lord)
- ◆ 1 point for each Guard eliminated
- ◆ Points equal to half the number of Warriors eliminated (rounded up)
- ◆ Points equal to one third of the Levies eliminated (rounded up)
- ◆ 1 point for each enemy unit completely eliminated (except Mercenaries and legendary units), which will be added to the points for the eliminated figures of the unit.
- ◆ 2 points for each enemy mercenary unit completely eliminated, which will be added to the points for the unit's eliminated figures.
- ◆ 1 point for each enemy mercenary unit not completely eliminated, but which has lost at least
- ◆ half of its models, which will be added to the points for the unit's eliminated figures.
- ◆ 4 Points for each enemy legendary unit that has been completely eliminated, which will be added to the points for the unit's eliminated figures.

### Survival Points

Survival Points are generally counted at the end of the scenario, and each player counts them for their own figures that have survived the game, as opposed to massacre points, which are earned by eliminating enemy units. Therefore, Survival Points require you to preserve your troops as much as you need to inflict damage on enemy troops.

At the end of the battle, each of your units still on the field is awarded Survival Points based on the figures it includes at the end of the game.

- ◆ 2 Points for each Hero (including those in Heroic Units)
- ◆ 1 Point for each Guard in the unit
- ◆ Points equal to half the number of Warriors in the unit (rounded up)
- ◆ Points equal to one-third of the Levies in the unit (round up)



- ◆ 1 bonus point if the unit generates Saga dice
- ◆ The value of mercenary units is halved (after all, you're glad some of them died, so you don't have to pay them!)
- ◆ Remove 1 point for each unit that is completely eliminated (3 points if it is a legendary unit)

### ♣ Conquest Points

Each scenario indicates when conquest points are counted. Each unit is worth a certain number of conquest points, depending on the number of miniatures it contains, and a bonus depending on its type, as indicated in the table below. The number of models in the unit.

Number of models in the unit	Conquest Points
3 or fewer	0
4 to 6	2
7 to 9	4
10 or more	6
Guards or heroic units	1
Levies and/or mercenaries	Divide the conquest points normally assigned by two
The unit with the Presence rule	1

\* All miniatures in the unit must have this special rule to benefit from this bonus point.





### **♣ objective markers:**

Objective markers must have a minimum diameter of 30 mm and a maximum diameter of 40 mm. All objective markers used in a single game must have the same diameter.

The moment when control over an Objective Marker counts towards Victory Points in a scenario may vary and is always specified in the scenario description. Objective Markers are impassable and block lines of sight.

### **♣ Capturing an objective**

To capture an objective, a unit must end a move with at least one miniature in contact with the objective marker. At the end of this move, the objective marker is removed from the table and the unit is marked as carrying the objective by whatever method you choose. A unit carrying an objective marker is considered to start and end all of its movements in rough terrain (knights on horseback are not well suited to carrying objective markers, unless they are riding mules, and will suffer fatigue after each movement or charge). A unit can only carry one objective marker at a time.

FAQ: Rules, saga skills, and game effects that ignore movement penalties from the objective once it is captured do not apply. Furthermore, remember that a unit carrying an objective cannot benefit from or be the target of saga skills or game effects that allow it to deploy later or alter its movement (such as those that allow the unit to be removed from the table and reappear elsewhere). In addition, a unit carrying an objective can only activate on its own turn. If a unit is defeated in close combat, the winning unit may take the objective token. Note that this unit now carries the objective token, which is given to the opposing player. If the winner chooses not to take it, the token is retained by the defeated unit. When the last miniature of a unit carrying an objective marker is eliminated, the objective marker is placed on the table where the last miniature was located. If this occurs during close combat, the opposing unit may immediately retrieve the marker or leave it in place. Note that a unit cannot give up the objective it holds to another unit, nor can it place it on the ground.

Once taken, it stays there!



### **Control of an objective**

For a player to control an objective, the following conditions must be met:

- ◆ The player has at least one non-mercenary unit that is not exhausted within MC of the objective token.
- ◆ No unexhausted enemy miniatures are within C of the objective marker.

In a scenario that requires control of one or more objectives, markers cannot be carried, moved, or hit.

### **Rivers**

Before the first turn of play (after deployment), roll a die on the table below to determine the difficulty of the river for the duration of the game.

FAQ: Any special abilities or rules that allow movement penalties in rough or dangerous terrain to be ignored do not apply to rivers. All units will be slowed down or suffer the penalties of the river. The only exception is for flying creatures, as they fly over it.

#### **D6 RIVER**

1–3: The river is rough terrain.

4–5: The river is dangerous terrain.

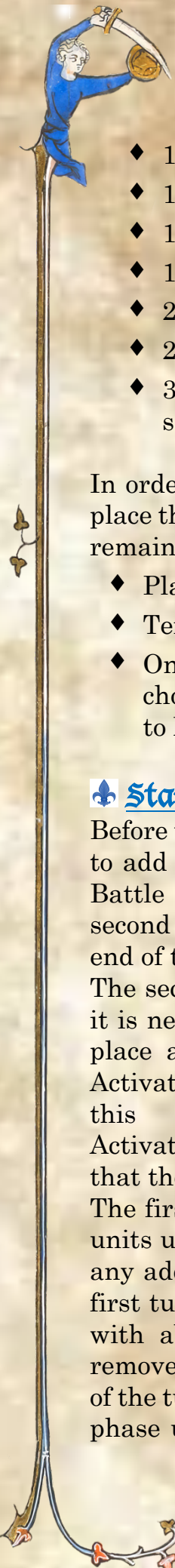
6: The river is impassable terrain.

### **Entering from the table edge**

In some scenarios, units may start the game deployed off the table (sometimes even an entire army may start the game this way!). These units enter the table at the time and place specified in the scenario. They do not generate Saga dice until the turn after they enter the table. The only way to enter the table is through a movement activation. This is impossible with a charge activation. A unit off the table that wishes to activate to enter receives a free activation to do so. The movement ruler is then placed with one end touching the point where the unit enters the table, and the movement is made normally according to the movement rules. Note that this movement is taken into account when calculating the fatigue of subsequent activations, and that the free movement only affects the Saga die cost.

### **Placement of scenic elements**

The list of scenery elements that can be used for the tournament is as follows:

- 
- ◆ 1 hill (large-high-open).
  - ◆ 1 steep hill (large-high-rough-no cover).
  - ◆ 1 ruin (small-high-rough-heavy cover).
  - ◆ 1 rocky terrain (small-low-rough-heavy cover).
  - ◆ 2 marsh of fen (small-low-dangerous-no cover).
  - ◆ 2 fields (small-rough-light cover).
  - ◆ 3 small woods or 1 large wood (consisting of 2 small woods) and 1 small wood (tall-rough-light cover).

In order to balance our scenarios, we decided to let the second player place the first terrain in each game. All other rules of the classic method remain valid:

- ◆ Players take turns placing terrain.
- ◆ Terrain pieces must be placed at least C away from each other.
- ◆ Once at least 3 terrain pieces have been placed, a player may choose not to place a terrain piece and move an existing one by up to M. Their opponent may then place the last terrain piece.

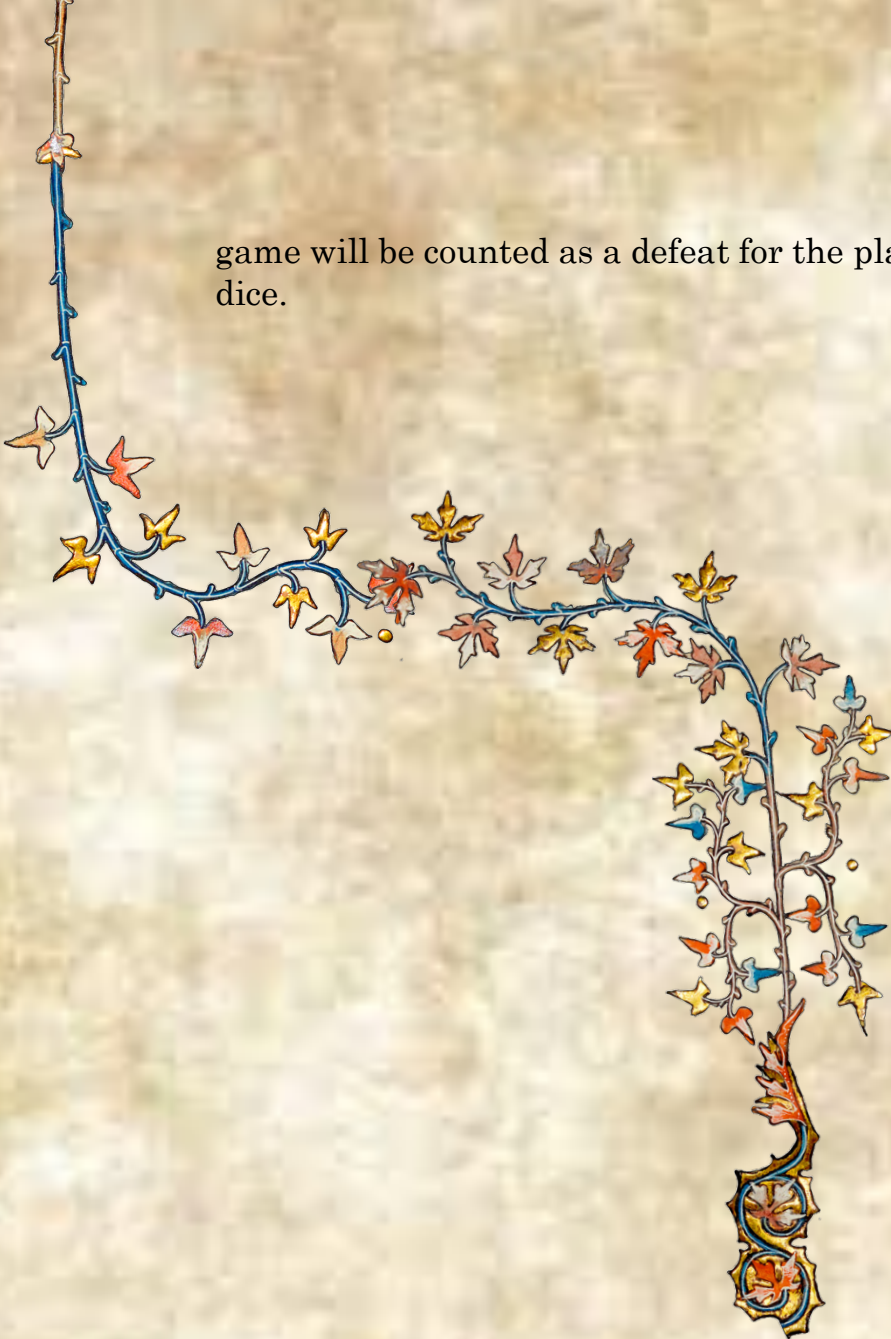
### ♣ Start and end of each game

Before the start of each battle, the second player will receive 3 Saga dice to add to their dice pool. They must roll them and place them on the Battle Card before the first player's first Order Phase begins. The second player's remaining five Saga dice are taken out of play until the end of the first player's first turn.

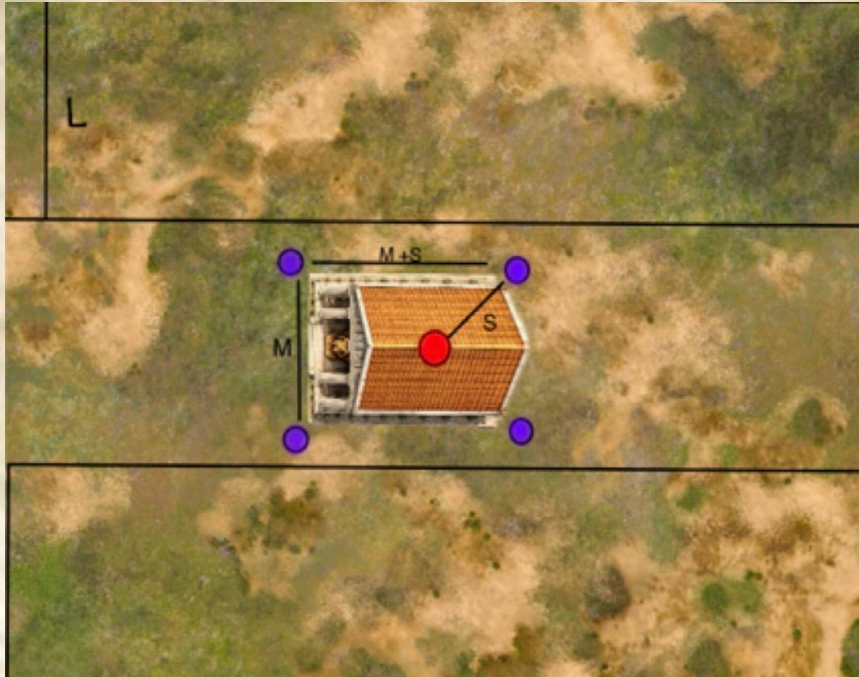
The second player will not be allowed to use Orders or Activations, as it is neither their Orders phase nor their Activation phase. They may place any of the three Saga dice they have on Orders or on their Activation abilities only in preparation for their first turn. Note that this restriction does not apply to Orders/Reaction or Activation/Reaction abilities. Melee abilities may be used in the event that the second player's unit is engaged in the first turn.

The first player starts the game with all Saga dice generated by their units unless otherwise specified in the scenario. They cannot generate any additional dice. Example: the first player generates 6 dice on the first turn; they cannot generate any additional dice on their first turn with abilities such as "Activation pool" or others. Excess dice are removed during their first turn. The end of each game occurs at the end of the turns established by the scenario or if a player begins their orders phase unable to generate any more Saga dice. In the latter case, the

game will be counted as a defeat for the player unable to generate Saga dice.



## ANCIENT SCENARIO I: The Tomb of the Invincible



*For centuries, there has been debate about the burial place of Alexander the Great. Now, ancient manuscripts point to a forgotten underground complex, protected not only by traps but also by ritual guardians, left to watch over the body of the Invincible and his treasures.*

### Preparation of the Battlefield

- ◆ In the center: temple (ruined terrain  $M+S$  x  $M$ ) already positioned by the organization.
- ◆ Place 4 guardian figures at the 4 corners of the temple.
- ◆ The scenic elements follow the general rules of the chapter "placement of scenic elements."
- ◆ Place 4 "Sacred Statues" tokens alternately, starting with the second player. The tokens placed by each player must be more than  $L+S$  from their table edge and more than  $S$  from the short side and the temple. The tokens must be more than  $M$  from each other.
- ◆ Place the "Tomb of Alexander" token in the center of the temple.

## ♣ Deployment and start of battle

Each player deploys their units within M of their long edge. The first player deploys half of their units, followed by the second player who deploys their entire army. Finally, the first player deploys their remaining units.

## ♣ Special Rules and Scoring



The guardians of the tomb:

The guardians do not belong to any player; they are considered guards and enemies of all players, limiting the area of maneuver, for example. Profile

Armor 5/5 resilience 1, aggression 6

They are controlled by the opponent of the player whose turn it is and count towards contesting the markers of Alexander's Tomb and the columns. The opponent of the player whose turn it is can use the guardians' efforts in close combat.

### Activation of the guardians

At the end of each turn, roll 1d6 for each Guardian:

D6	Behavior
1	Remains motionless (defenseless but alert) and loses one fatigue point from itself
2	Moves M toward the Alexander's Tomb token until reaching VS from the token. Their movement is not slowed when entering terrain. If it comes into contact with an enemy unit, it is considered a charge and a melee ensues.
3	He moves M towards the nearest unit within L of him. If he comes into contact, the movement is considered a charge and a melee ensues. If he enters terrain, his movement is not slowed down. If there are no enemy units within L, he remains motionless and removes one fatigue point.
6	Holy Fury: Moves L towards the nearest enemy unit within L. If it comes into contact, it is considered a charge and a melee ensues. If it enters terrain, its movement is not slowed.

⚠ If two targets are equidistant, roll a die.

An exhausted guardian does not roll the die and automatically removes 1 fatigue. Guardians' fatigue can only be used in melee by the opponent

of the player whose turn it is. In melee, guardians cannot use their opponent's fatigue.

## End of game

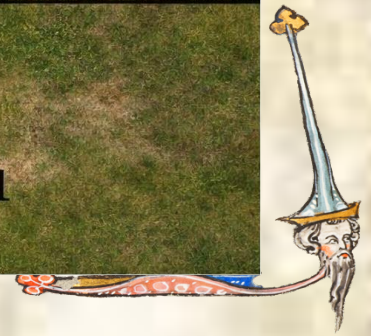
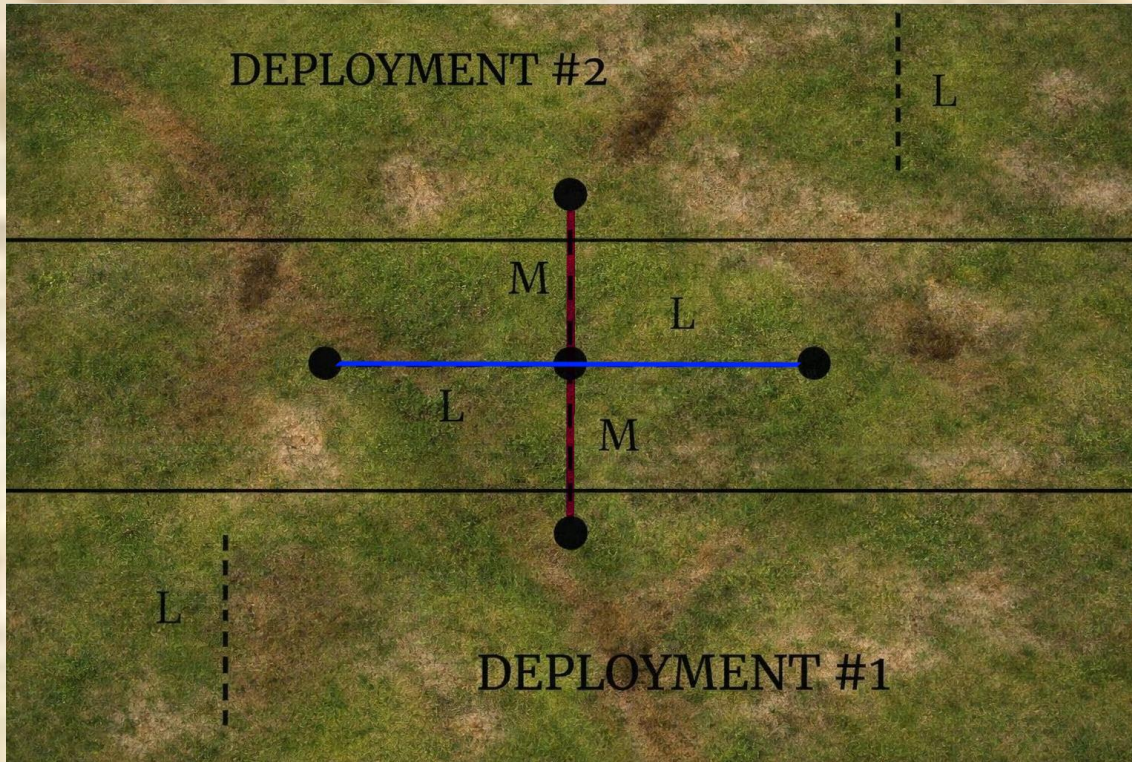
The game ends after 6 turns.

- ◆ Massacre points
- ◆ Victory Points (VP):
  - 4 VP: Control the "Tomb of Alexander" token at the end of the game (classic fixed objective control rules).
  - 3 VP for each Guardian killed
- ◆ Secret Objective (each player chooses one before starting and writes it on a piece of paper that they will reveal at the end of the game):
  - Desecrator: Gain 2 VP for each statue you destroy. To destroy a statue, a unit must charge the Statue Objective Token and inflict at least one damage. The Statue Objective Token has the following profile: Armor 5, always rolls twice as many defense dice as hits suffered, Aggression 0.
  - Plunderer: 4 VP for each statue token taken off your table edge. If at the end of the game it is guarded by a unit remaining on the table, you earn 1 VP (only those with this objective can carry column tokens). To take away a column, you must follow the rules for capturing objectives.
  - Heir: 4 VP Have your Lord not exhausted at MC from the Tomb of Alexander token at the end of the game.

The player achieves an exceptional victory if they win the game by controlling the "Tomb of Alexander" token and if they score 10 points more than their opponent.



## ANCIENT SCENARIO II: from Dawn to Dusk



### ♣ Preparing the Battlefield

- ◆ Start by placing five objective markers on the table. The first objective marker is placed in the center of the table.
- ◆ Next, place two objective markers to the left and right of the central objective, in an L-shape along the center line that divides the table and parallel to the long side (blue line).
- ◆ Then place the remaining two objective markers above and below the central marker at a distance of M from it, along the center line that divides the table but parallel to the short side this time (red line).
- ◆ Starting with the second player, begin placing the scenery elements according to the universal method as described in the "Placing Scenery Elements" section of this booklet.
- ◆ Scene elements must be placed more than S away from any objective marker.

## Deployment and start of the game



- ◆ The first player divides his army into two groups consisting of as equal a number of units as possible. He must deploy the first half of his units, including his Lord, within L of his table edge.
- ◆ Next, the second player deploys his entire army within L of his long table edge.
- ◆ Finally, the first player deploys the rest of his army entirely within L of his long edge of the table.

Start the game as described in the chapter of this booklet entitled "Start and end of each game."

## Special rules and scoring

There are no special rules.



## End of the game

After both players have played five turns OR at the start of a player's orders phase when their Army cannot generate any Saga dice, the game ends.

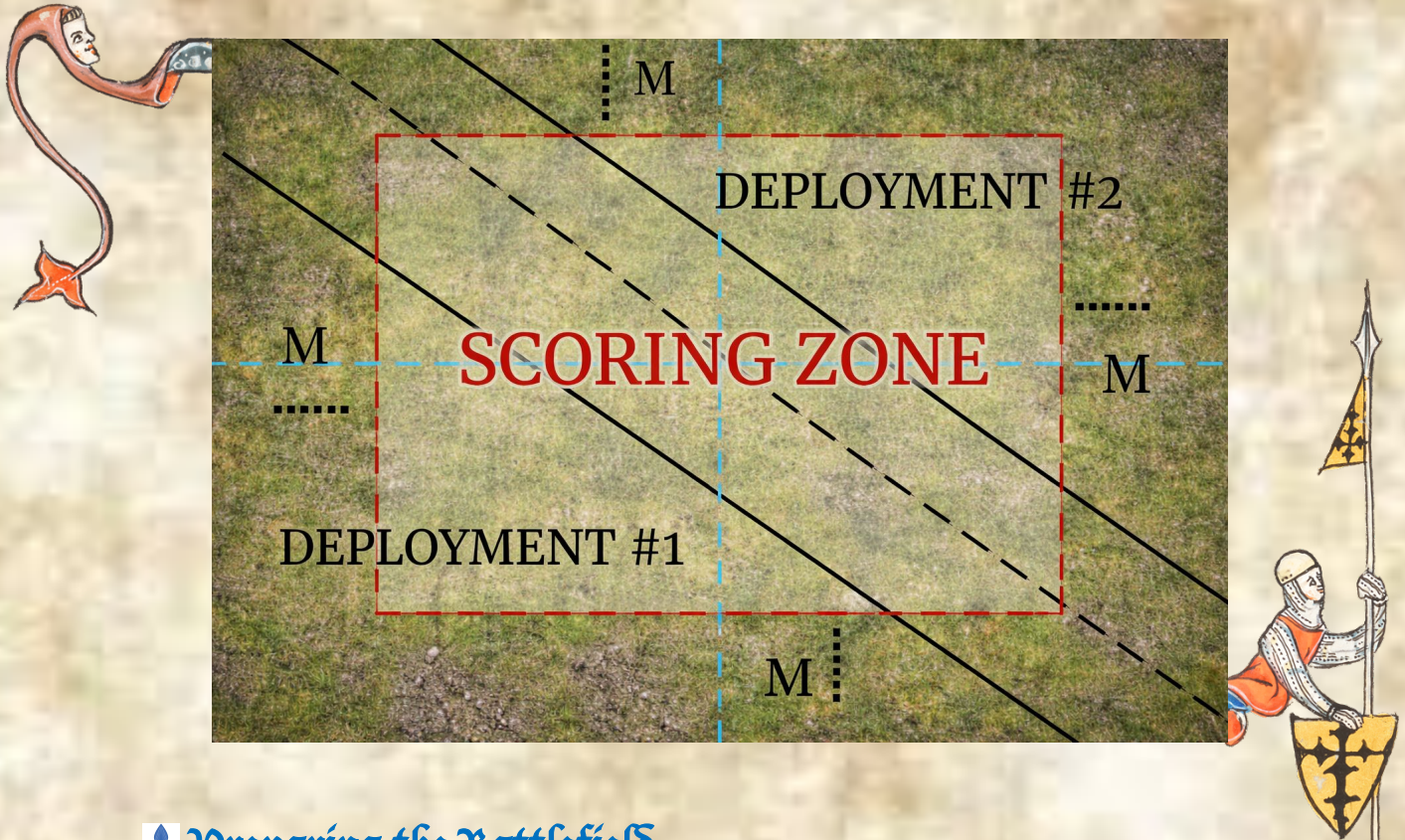
Scoring is calculated based on:

- ◆ Massacre points
- ◆ Dawn: From turns 1-3, only tokens on the blue line will score points.
- ◆ Dusk: from turn 4-5, only tokens on the red line will score points.
- ◆ Control of objective tokens
- ◆ At the end of each opponent's turn, a player scores 3 Massacre Points for each token they control.

A player wins the game if they score at least 10 points (at least 3 points more than their opponent, otherwise it is a draw). To achieve an exceptional victory, the player must have scored at least 15 points more than their opponent.



## ANCIENT SCENARIO III: Dominate the Battlefield



### Preparing the Battlefield

- ◆ Draw an imaginary line connecting the two diagonally opposite corners of the battlefield.
- ◆ The first player chooses one of the two sides thus obtained, and the second player must deploy their army on the opposite side.
- ◆ Place the scenery elements as described in the "Placing Scenery Elements" section of this booklet. All scenery elements must be placed more than S away from the diagonal line initially drawn.

### Deployment and start of the game

- ◆ The first player divides their army into two groups, preferably consisting of an even number of units. They begin by deploying the group that includes their Lord on their half of the field more than M away from the central diagonal line.
- ◆ Next, the second player deploys his entire army on his half of the field more than M away from the central diagonal line.

- ◆ Finally, the first player deploys the rest of his army on his half of the field, again more than M from the central diagonal line.
- ◆ The game begins as described in the chapter on starting and ending the game.

### ♣ Special rules and scoring

There are no special rules.

### ♣ End of the game

After both players have played five turns OR at the start of the orders phase of a player whose army cannot generate any Saga dice, the game ends.

Add the massacre points to your control points obtained by controlling the quadrants.

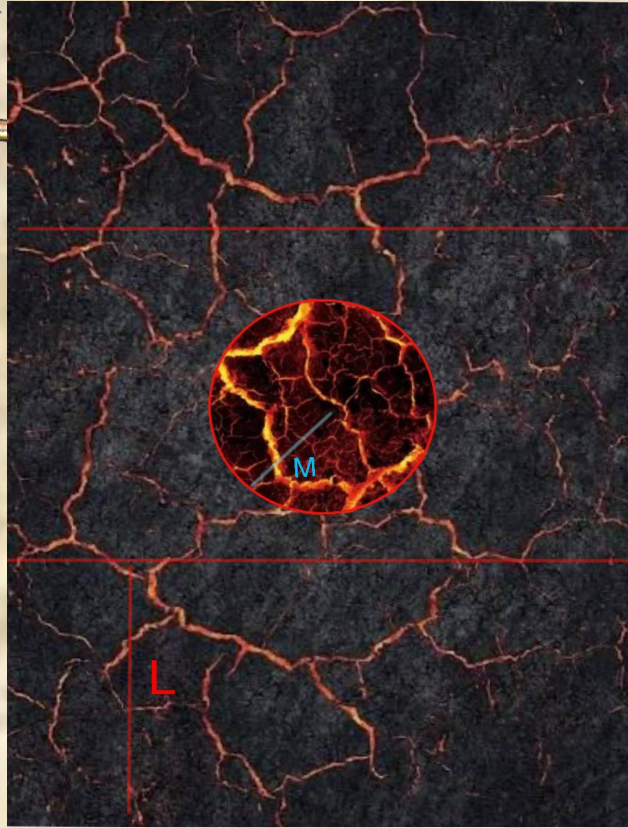
- ◆ Massacre Points
- ◆ Control Points: A player controls a quadrant of the battlefield if they have more non-mercenary and non-exhausted units generating Saga dice on that quadrant. To be considered when determining control of a quadrant, the units in question must remain more than M away from any of the edges of the board and cannot have any of their models located in any other quadrant (even partially).
- ◆ Starting on the first player's second turn, at the end of each opponent's turn, a player scores points for each quadrant they control.
- ◆ Points for each controlled quadrant:
  - 1 point for a quadrant entirely within their own deployment zone
  - 2 points for each quadrant present in both deployment zones or for the quadrant entirely enclosed within the opponent's deployment zone
  - +1 point for each quadrant in which at least half of the units controlling the zone are infantry

A player wins the game if they have scored at least 10 points and at least 3 points more than their opponent. Otherwise, the game ends in a draw.

The player achieves an exceptional victory if, in addition to winning, they end the game controlling 3 out of 4 quadrants



## ANCIENT SCENARIO IV: The Gate of Hell



*According to ancient sources, there were places in Asia Minor believed to be direct access points to the Underworld, known as Plutonia. The most famous was Hierapolis, where lethal vapors escaped from the earth and were considered to be the breath of Pluto (Hades).*

### Preparation of the Battlefield

- ◆ Place the Central Volcanic Zone (mouth of Hades) in the center of the table.
  - Circular zone with radius M.
  - To be considered as open, high terrain with no cover.
- ◆ Place the scenery elements as described in the "placement of scenery elements" section of this booklet, with one exception: large scenery elements cannot be used. All scenery elements must be placed more than S away from the volcanic zone.

## Deployment and start of the game

- ◆ Each player deploys within L of a short edge.
- ◆ The first player deploys half of their units, followed by the second player who deploys their entire army. Finally, the first player deploys their remaining units.

## Special rules and scoring

- ◆ Champions of Pluto: at the start of the game, each player chooses one of their units to be considered the "Champions of Pluto." In each melee, enemy models killed by this unit count as double.
- ◆ All terrain features follow the "Seismic Slopes" rule.
- ◆ Seismic Slopes: At the beginning of each player's order phase, roll 1d6 for each terrain and central volcanic area.

Explosion Results:

Result	Effect
1 - 2	No effect
3 - 4	Minor shock: all units in the terrain take 1 fatigue. The terrain adds the Rough terrain rule until the next dice roll.
5	Local eruption: 1 ranged hit to each unit in the area + 1 fatigue (it will therefore be necessary to roll to hit and save any wounds that would normally be caused). The terrain adds the Rough terrain rule until the next dice roll.
6	EXPLOSION

### EXPLOSION

All units inside or partially inside the terrain:

- ◆ suffer 1d3 shooting hits (the number of hits will be the same for each unit involved), it will then be necessary to roll to hit and save any wounds that will be caused normally.
- ◆ Then they gain 1 fatigue.
- ◆ The terrain becomes: Dangerous terrain until the start of the next player's turn

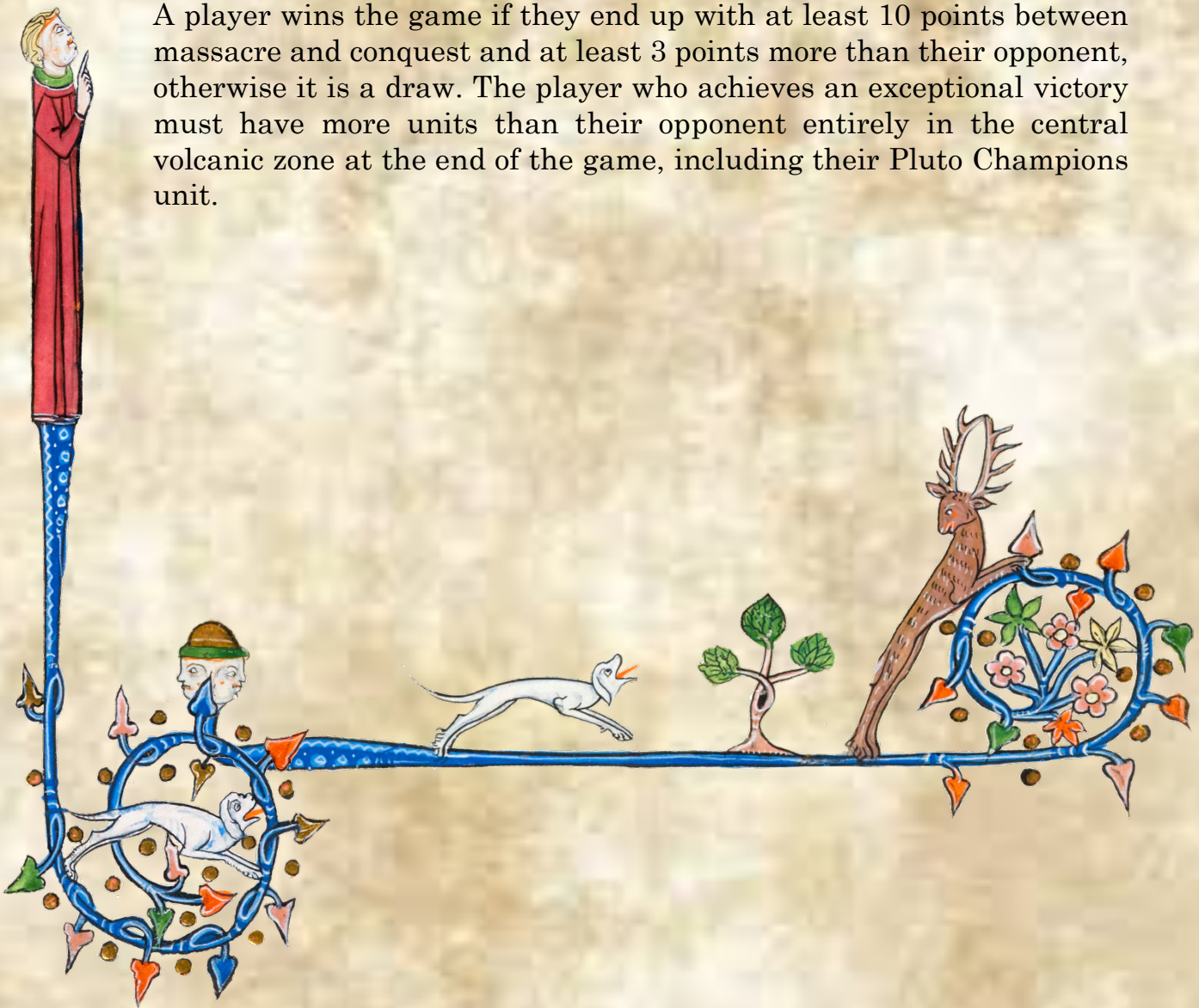
## ♣ End of game

After both players have played five turns OR at the start of a player's orders phase When their Army cannot generate any Saga Dice, the game ends.

Add up the points acquired as follows:

- ◆ Massacre points
- ◆ Double massacre points for Pluto Champion units
- ◆ Conquest points for units that are entirely in the central volcanic zone at the end of the game

A player wins the game if they end up with at least 10 points between massacre and conquest and at least 3 points more than their opponent, otherwise it is a draw. The player who achieves an exceptional victory must have more units than their opponent entirely in the central volcanic zone at the end of the game, including their Pluto Champions unit.



## ANCIENT SCENARIO V: Crossing



### ♣ Battlefield Setup

Place a river on the center line, cutting the table lengthwise. In the center of the river, place a bridge (width S). Place the scenic elements as described in the "placement of scenic elements" section of this booklet. However, no terrain may be placed within L of the bridge.

### ♣ Deployment and Start of Play

Players divide their army into two groups, each comprising as equal a number of units as possible. The first player chooses between deployment zones A and B, and deploys one of their groups of units there (see diagram). Their opponent deploys one of their groups in the same way on one of the quarters of the table in the other deployment zone (B if the opponent has chosen A). The first player then deploys the rest of their units. These must be deployed on the second quarter of the table in the chosen zone. Finally, the opponent finishes with the last group on the last quarter of the table.

The deployment restrictions are as follows:

- ◆ Foot units may deploy within  $L + M$  of the short side of the table.
- ◆ Mounted units may deploy within  $L$  of the short side of the table.
- ◆ No units may deploy within  $S$  of the river.

The first player starts the game. They must play their first turn with 3 Saga dice; the other 5 Saga dice are removed from play for this first turn.

### ♣ Special Rules and Scoring



River (see the "River" rule in this booklet). After deployment, determine the type of river on each side of the bridge separately. Therefore, roll one die on the river table (see the "River" rule in this booklet) for the stretch of river to the right of the bridge and another for the stretch of river to the left of the bridge. Furthermore, maneuvers are not possible in this game.

### ♣ End of the game

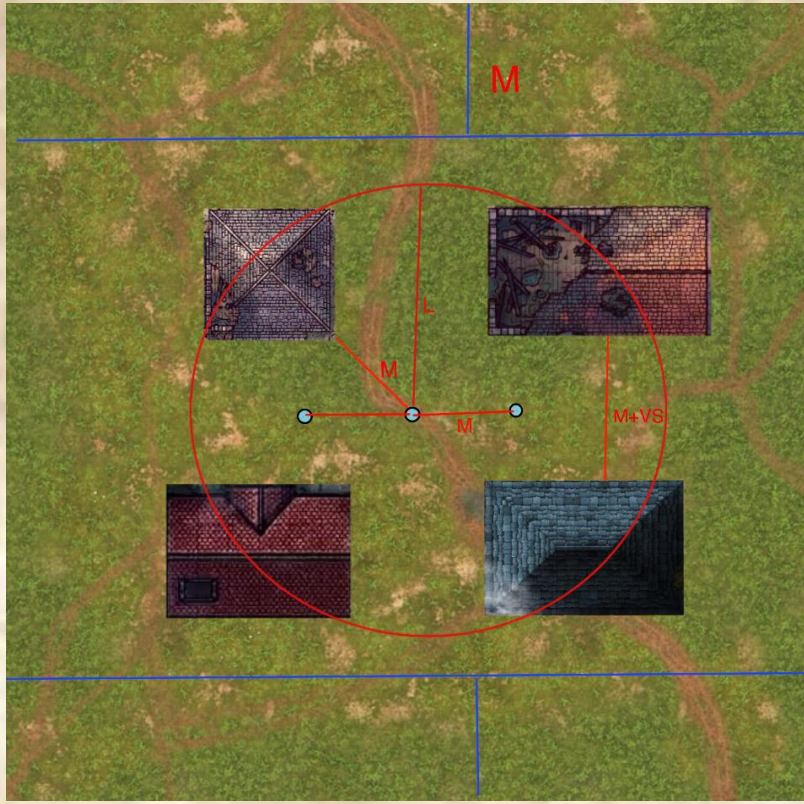
After each player has played 5 turns, the game ends. Each player counts the survival points of their army (see Survival Points). For each friendly unit that is entirely on the opposite bank from the initial deployment at the end of the game, and that is within  $M$  of their Lord, 4 bonus points are added. The player with at least 10 total points and 3 more than their opponent wins the game, otherwise it is a draw.

For an exceptional victory, at the end of the game, the player must have completely crossed the river (i.e., have both their Lord and 4 units still generating a Saga die entirely on the opposite bank from their initial deployment).





**MEDIEVAL SCENARIO I:**  
**The village of San Lorenzo/ Ru'Aysat Sawfar**



*Two rival lords seek to win the favor of the inhabitants of the "Village of San Lorenzo"/ "Au'Aysat Sawfar," located at a strategic agricultural crossroads.*

*The farmers, exasperated by the constant raids, will not tolerate further abuse... and their reaction could turn the tide of battle!*



**♣ Preparation of the battlefield**

The "Village of San Lorenzo" will be placed in the center by the organizers, consisting of:

- ◆ 1 large building (manor house or small rural church) following the Ruins rule, with a size of at least one side  $M+VS \times M$
- ◆ 3 small buildings (houses, shops...) Ruins rule, with at least one side measuring  $M$
- ◆ The 4 elements must be within  $M$  of the center of the table and at

least  $M+VS$  from each other.

- ◆ Place 3 civilian markers: one in the center of the table and the other 2 at a distance of  $M$  from the central one along the center line parallel to the long side.

Other scenic elements: the terrain must be placed beyond  $S$  from the village buildings and other scenic elements, following the rules in the chapter "Placement of Scenic Elements."

### ♣ Deployment and start of the game

Each player deploys within  $M$  of their own edge of the table (long side), alternating one unit at a time.

### ♣ Special rules and scoring



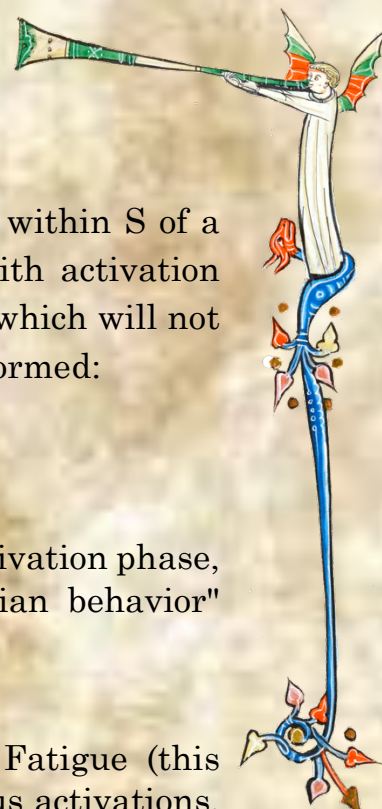
## THE CIVILIANS OF SAN LORENZO

There are 3 civilians (tokens or miniatures with a 25mm base) in the village who will be considered enemies for the players' "manoeuvre" rule.

Civilian behavior: At the beginning of each activation phase, but before the player's activations, each Civilian moves  $S$  as far away as possible from the nearest unit miniature within  $M$ .

- ◆ If two units are equidistant, the civilian will move away from the unit chosen at random.
- ◆ If the civilian encounters an enemy unit, it stops at  $VS$  from it.
- ◆ If the Civilian encounters a building, they cross it without slowing down.
- ◆ If the Civilian has nowhere to escape to for any reason, then it remains stationary





## INTERACTION WITH CIVILIANS

Starting on the first player's turn 2, each of their units within S of a Civilian can spend an activation (of any type: Basic with activation keyword, Advanced with activation keyword, We Obey), which will not be resolved. Instead, one of these two actions can be performed:

### 1. Protect / Assist

- ◆ Gain 1 Capture Point (CP)
- ◆ The Civilian stops and will not move in the next activation phase, ignoring the general rule described in the "civilian behavior" paragraph.

### 2. Intimidate/Coerce

- ◆ Get 2 PP, but the unit immediately receives 1 Fatigue (this fatigue does not add to other fatigue due to previous activations, so this action will always cause only one fatigue).
- ◆ The Civilian will flee L at the beginning of the other player's activation phase, replacing the S movement with an L movement.
- ◆ If a Civilian flees outside the Village Perimeter, i.e., beyond L from the center of the table, they can no longer assign points. A Civilian must be completely within the Village Perimeter to assign points. A Civilian who subsequently returns to the Village Perimeter resumes assigning points normally.
- ◆ A Civilian can award Take Points several times during the game, but never twice in the same activation phase of the active player. Therefore, multiple units can score points in the same Turn but from different Civilians.

## ♣ End of the game



At the end of turn 6, add up:

- ◆ Massacre Points
- ◆ Capture Points (CP) from Civilians: Each Capture Point (CP) is worth  $2$  VP.  
*Example: you have 6 PP → you get 12 VP.*
- ◆ Village Control: 6 VP if you control the Village Perimeter. To determine who controls the Village Perimeter, use Conquest

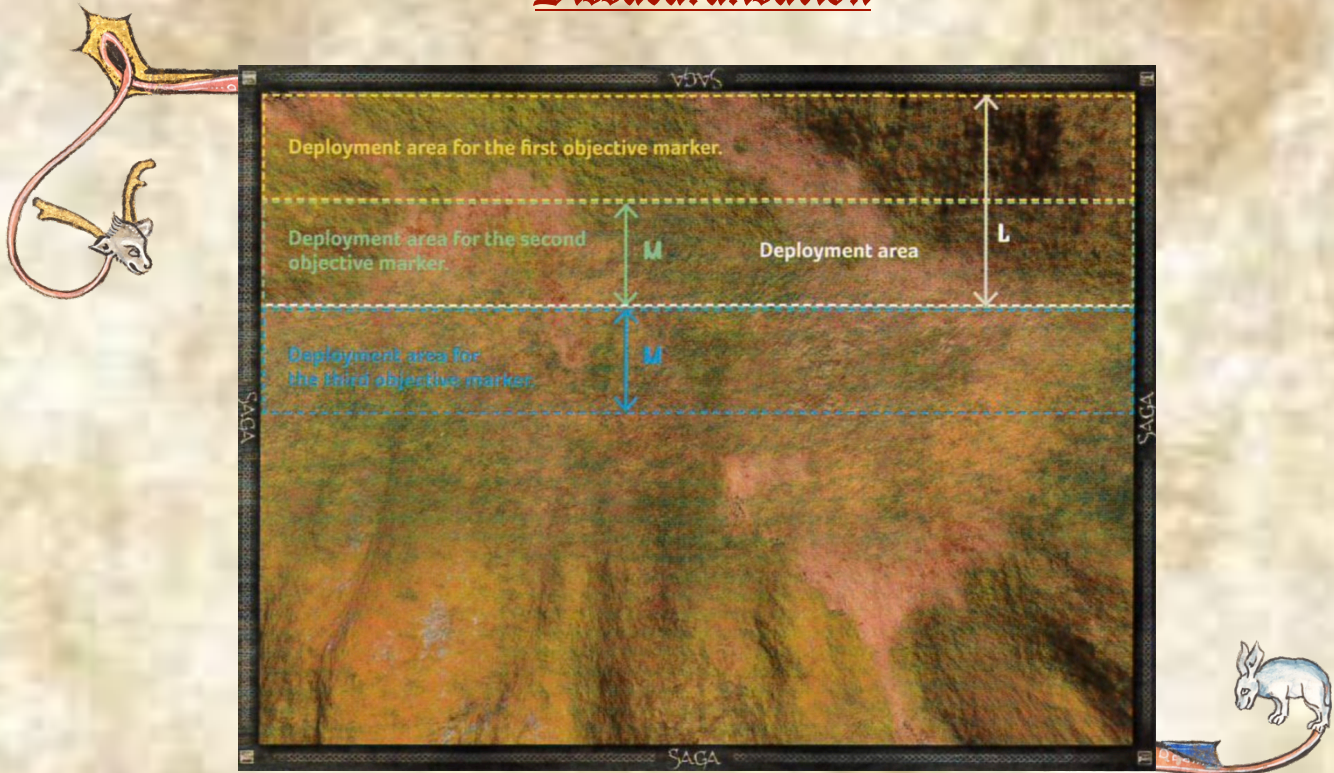
Points\* (Conquest Points do not count as victory points but are only used to determine who controls the village).

\*Only miniatures entirely within the village perimeter (L from the center of the table) count.

To win, a player must score at least 3 points more than their opponent. For an exceptional victory, a player must score at least 20 points more than their opponent.



## MEDIEVAL SCENARIO II: Dissacralisation



### ♣ Preparing the Battlefield

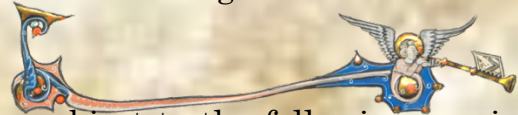
The battlefield is set up using the "scenery placement" method described in this booklet. After placing the terrain, each player takes 3 objective markers. Starting with the second player, players take turns placing an objective marker until each player has placed all 3 markers. Objective markers are placed according to the following rules:

- ◆ The first objective marker must be placed entirely within M of the table edge.
- ◆ The second objective marker must be placed between M and L from the edge of the table.
- ◆ The third objective marker must be placed between L and L+ M from the edge of the table.
- ◆ Each objective marker must be placed more than M away from any marker already in place.
- ◆ Each player may place a maximum of 1 objective marker on rough terrain. The other two markers must be placed in open terrain.

## Deployment and start of the game

The first player divides their army into two groups, each with as equal a number of units as possible. They then choose one of these two groups and deploy all the units belonging to it within L of their long side of the table. The opponent deploys the entire group within L of their table edge. Finally, the first player deploys the rest of their units within L of their table edge. The first player starts the game. They cannot activate any units to shoot or charge during the first turn of play, and they cannot activate any advanced SAGA abilities during this first turn.

## Special Rules and Scoring



Objective markers in this scenario are subject to the following special rules:

- ◆ One of the objectives of this scenario is to destroy the objective markers. To do so, they can be eliminated with a shooting or close combat action.
- ◆ The tokens can be hit or charged as if they were enemy units. When resolving shooting or melee, they have armor of 5 (6 against shooting) and always roll twice as many defense dice as hits suffered. No Saga abilities can be activated when shooting or melee attacking an objective marker. Note, however, that objective markers have no attack dice during melee combat!
- ◆ If the objective marker is not destroyed during combat, the attacker must disengage.
- ◆ A unit does not suffer fatigue after melee combat against a target.

FAQ: During melee combat or a shot against a target, the attacker's opponent cannot use the attacker's fatigue to increase the target's armor.

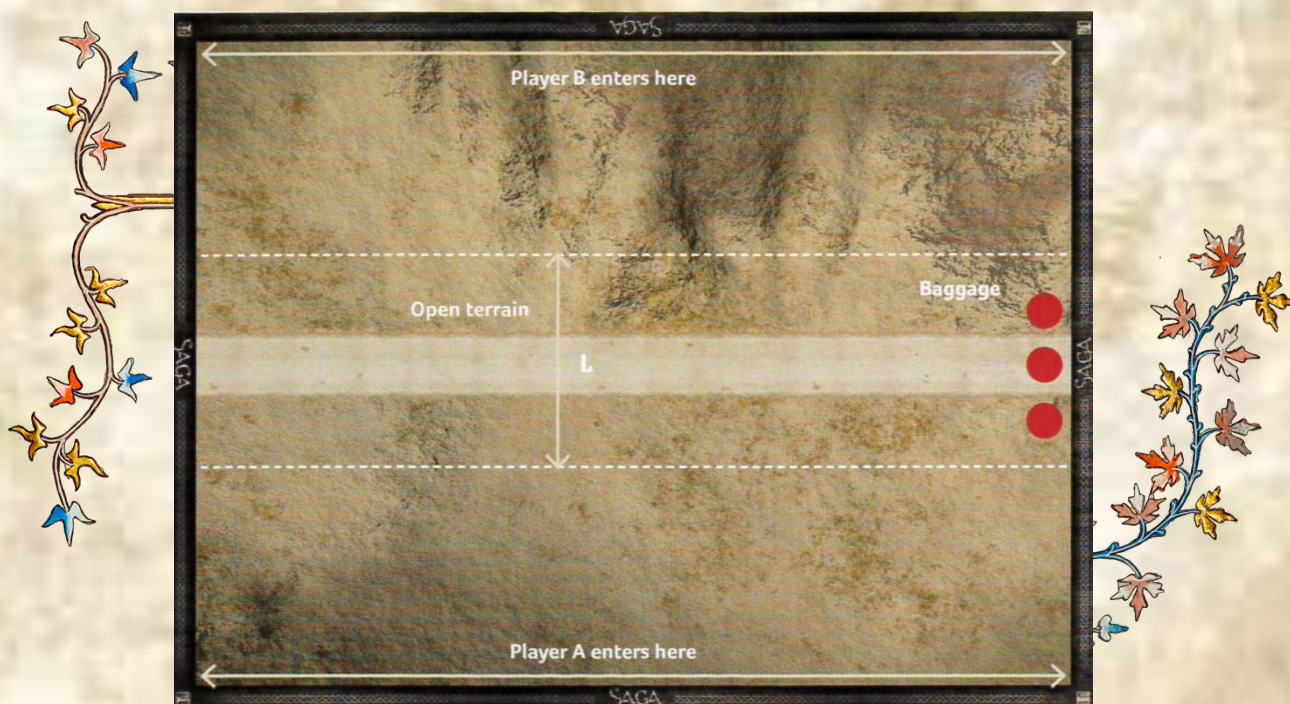
## End of the game

The game ends after 5 turns. At the end of the game, each player adds up the massacre points earned for enemy models eliminated. However, this total is limited by the number of enemy objective tokens still on the table (see table). The player with 3 more points than their opponent wins the game, otherwise it is a draw. For an exceptional victory, the player must destroy all enemy tokens and still have 2 of their own tokens intact.

Opponent's intact objective tokens	Massacre points list
3	10
2	16
1	24
0	None



## MEDIEVAL SCENARIO III: Ambush



### Preparing the Battlefield

Start by placing 3 pieces of luggage on the table, touching a randomly chosen short edge of the table. The first piece of luggage must be placed touching the center of this edge of the table, and each other piece of luggage must be placed within MC of this first piece of luggage, to the right and left respectively (see diagram opposite). Starting with the second player, prepare the playing field as described in the "placement of scenic elements" section of this booklet. No terrain elements may be placed or moved within M of the center line of the battlefield. This corridor (width L, running from one edge of the small table to the other) must remain entirely open terrain.



## Deployment and start of the game

No miniatures are deployed at the start of the game. Each player places their units on the table on the first turn, anywhere on their edge of the table that is more than L + M away from a baggage cart (see Entering the Table). The first player starts the game.

## Special Rules and Scoring

- ◆ Capturing Objective Tokens
- ◆ Entry from the edge of the table
- ◆ Baggage



You can never exploit the fatigue of a baggage while it is in motion. If a baggage comes into contact with the edge of a table, it is removed from the game with no further effect. Saga abilities cannot be activated during melee combat with baggage. If a player engages baggage in melee combat, the opponent controls it for the duration of the combat. Luggage always uses its Toughness to negate damage taken.

When a piece of luggage is eliminated, it is replaced by an objective marker.

If it is eliminated in close combat, the unit that eliminated it immediately receives the objective marker.

Baggage in this scenario is subject to the following special rules:

Except during melee combat, no player controls the luggage, which therefore counts as an enemy miniature for both sides. Furthermore, luggage does not benefit from the Determination and Bodyguard special rules during this scenario. At the beginning of each activation phase, the player rolls one die for each piece of luggage still on the table and consults the following table.

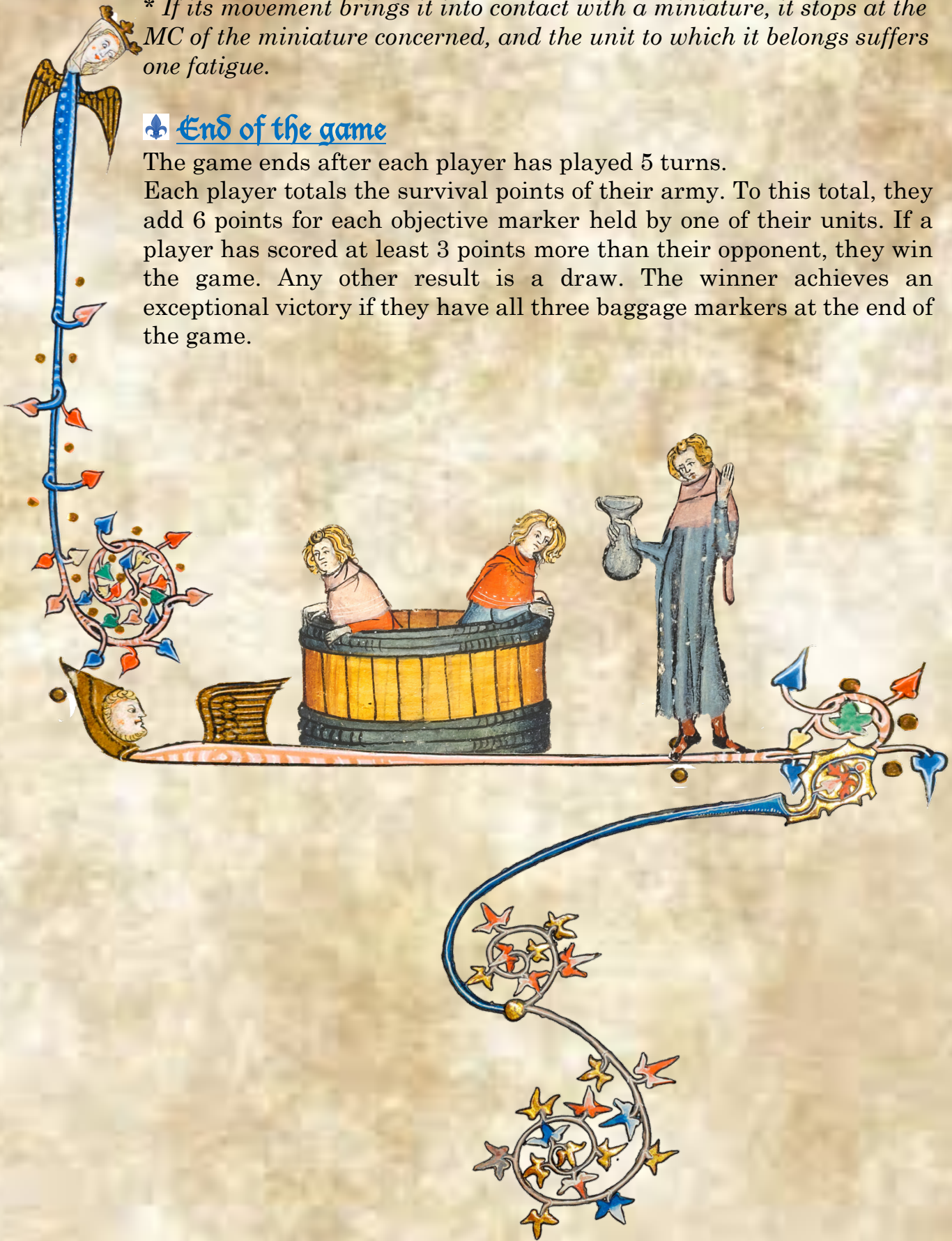
<b>D6</b>	<b>Luggage</b>
1 - 2	The luggage does not move, but eliminates all its fatigue.
3	The luggage moves in a straight line towards the opposite short edge of the table*.
4 - 5	The luggage removes one of its efforts, then moves in a straight line toward the opposite short edge of the table.
6	The luggage removes all its fatigue and moves in a straight line towards the opposite short edge of the table*.

*\* If its movement brings it into contact with a miniature, it stops at the MC of the miniature concerned, and the unit to which it belongs suffers one fatigue.*

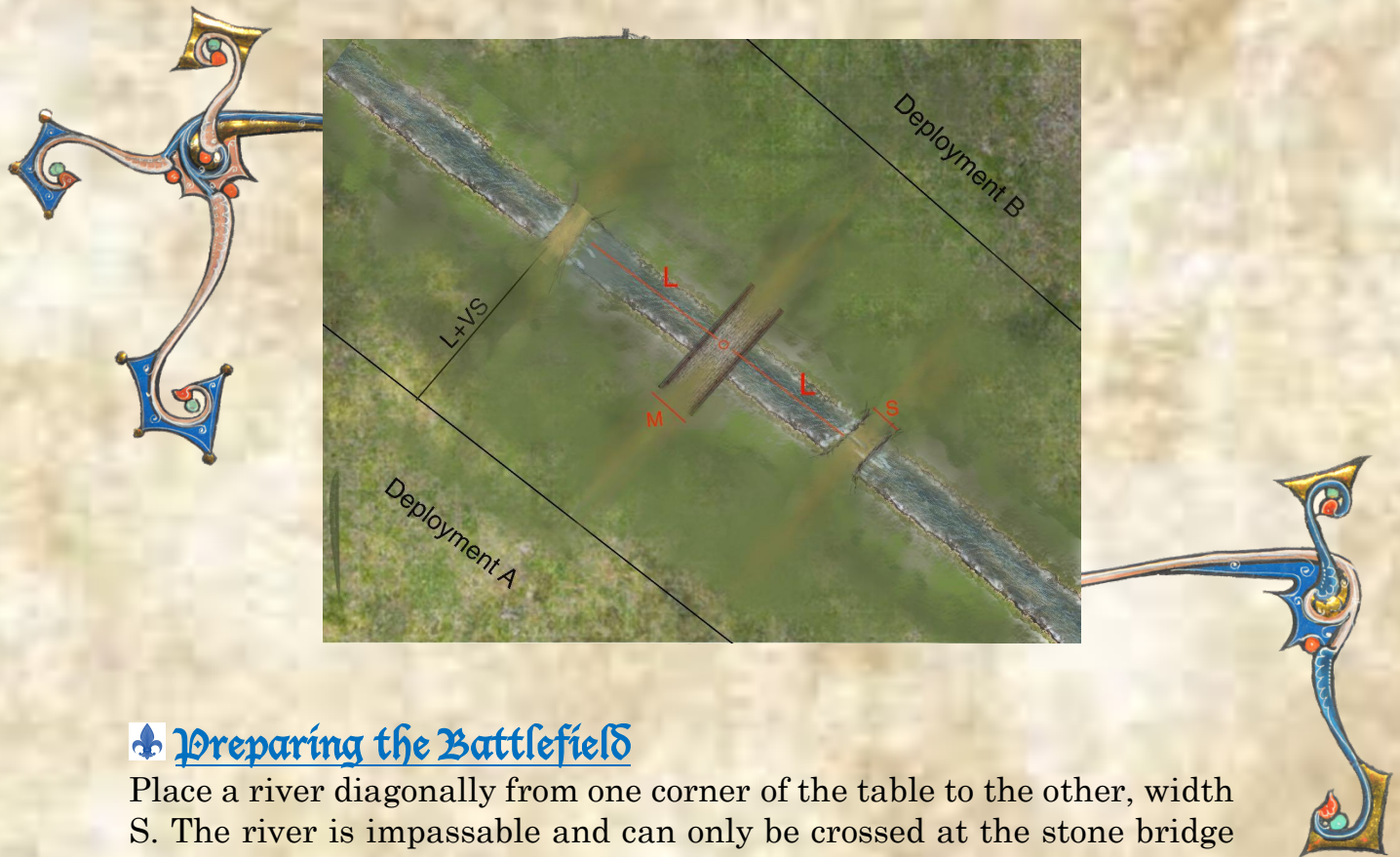
### **♣ End of the game**

The game ends after each player has played 5 turns.

Each player totals the survival points of their army. To this total, they add 6 points for each objective marker held by one of their units. If a player has scored at least 3 points more than their opponent, they win the game. Any other result is a draw. The winner achieves an exceptional victory if they have all three baggage markers at the end of the game.



## MEDIEVAL SCENARIO IV: River in flood



### ♣ Preparing the Battlefield

Place a river diagonally from one corner of the table to the other, width  $S$ . The river is impassable and can only be crossed at the stone bridge or fords. Place a stone bridge width  $M$  in the center of the table to allow crossing of the river. Place 2 fords width  $S$  to  $L$  from the center of the table along the river. Starting with the second player, take turns placing up to two scenic elements each (it is not mandatory to place them; a player may choose not to place any). Only small terrain pieces may be used, and they must be placed more than  $S$  away from the river and more than  $S$  away from each other.

### ♣ Deployment and start of the game

Each unit must be deployed more than  $L+MC$  from the river. The first player deploys half of their units, followed by the second player who deploys their entire army. Finally, the first player deploys the remaining units. The first player starts and generates all their Saga

dice. During the first player's first turn, the second player generates 3 dice to place on their BB, as described in the basic rules of the booklet.

### ♣ Special Rules and Scoring

River in Flood: At the beginning of each player's activation phase, roll 1 die

- ◆ 1–2: no effect
- ◆ 3–4: add 1 flood token
- ◆ 5–6: add 2 flood tokens



Effect on Fordings:

Level	Effect
6 full tokens	Crossing a ford causes additional fatigue.
8 full tokens	One of the two fords is chosen at random and is permanently removed from the table. Any figures on it or partially on it are automatically removed as losses.
12 full tokens	The second ford is removed from the battlefield as described in the box above.

Crossing Ford: Mounted units treat fords as rough terrain.

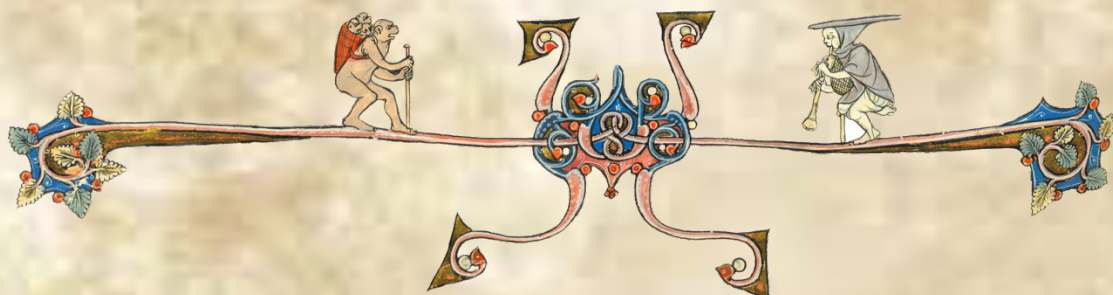
### ♣ End of the game

The game ends after 6 turns.

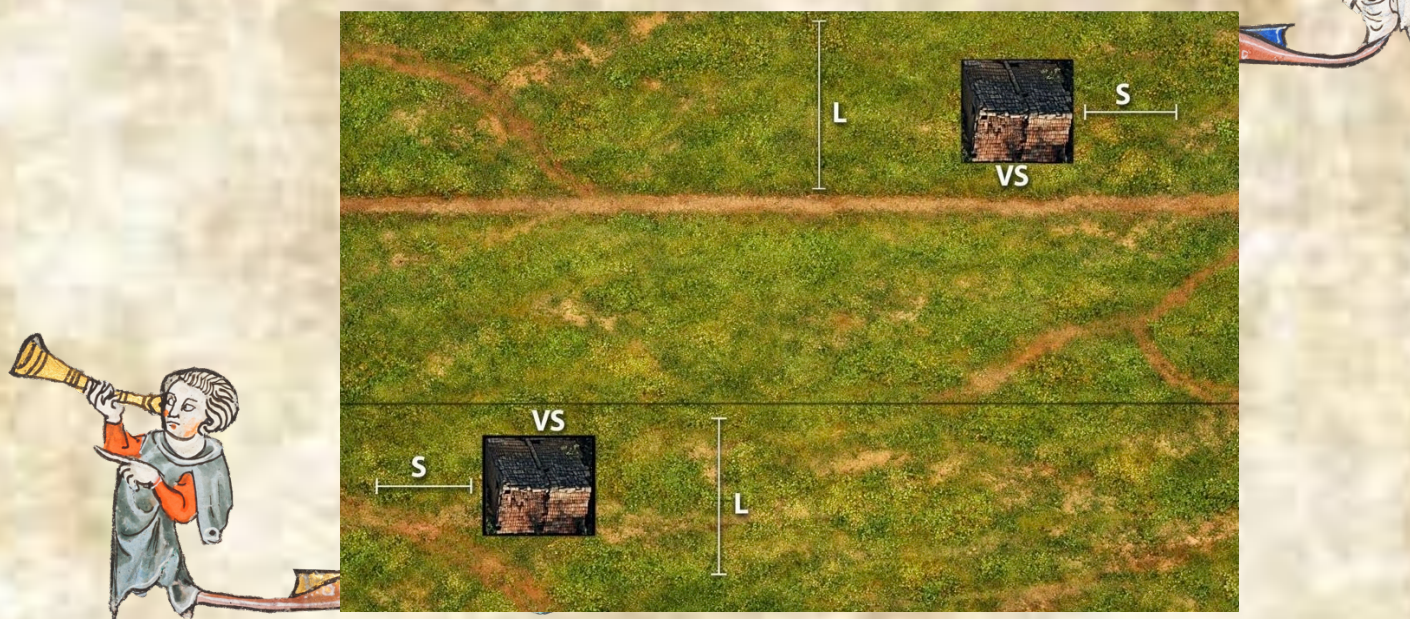
- ◆ Massacre Points
- ◆ Conquest points for units that have crossed the river and are entirely on the other side

The player who scores at least 10 points and 3 more than their opponent wins.

The winner achieves an exceptional victory if, in addition to winning, they end the game with 3/4 of the units they deployed beyond the river.



## **MEDIEVAL SCENARIO V:** **Plundering the village**



*The lords fight each other to defend one building while looting the other.*

### **Battlefield Setup**

1 building on each side positioned at C from the short left edge of the table and at MC from the player's deployment line. These buildings are considered high, impassable terrain. Starting with the second player, prepare the playing field as described in the "scenery placement" section of this booklet. No terrain may be placed within L of any building. Large terrain pieces may not be used.

### **Deployment and Start of Play**

The first player divides his army into two groups, each with as equal a number of units as possible. He then chooses one of these two groups and deploys all the units belonging to it within L of his edge of the table. The opponent deploys the entire group within L of his edge of the table.

Finally, the first player deploys the rest of his units within L of his edge of the table. The first player starts the game.

### ♣ Special rules and scoring



- ◆ Both buildings are considered impassable terrain. No model may enter
- ◆ When any unit ends a movement activation with at least one model in contact with the opponent's building, the unit receives a loot token
- ◆ Units carrying loot tokens cannot be activated for a shot, but they do not suffer any movement penalties. A unit can carry more than one loot token at a time. Cavalry are not slowed down but will suffer additional fatigue on each movement activation while carrying a loot token
- ◆ A unit can carry as many loot tokens as it has models in the unit. This means that loot tokens may need to be discarded when models are eliminated.
- ◆ Models with the Presence rule can carry an additional token.
- ◆ Tokens cannot be captured in melee, exchanged between units, or dropped.

### ♣ Victory Conditions

The battle lasts 5 turns.

Each loot token is worth 2 victory points.

Assassinating the enemy Lord earns 5 victory points. The player who scores at least 6 victory points and 3 more points than their opponent wins. For an exceptional victory, you must score at least 15 points more than your opponent.

