



Tournament Pack

This document contains all of the tournament rules for the 2026 Saga World Cup including team composition, warband construction, scenarios, and scoring system. It is encouraged that you read this document carefully and familiarise yourself with the scenarios, as this will aid with the pace of the day, and you never know – you may come up with a devious plan or two in process!

If you have any questions on any of the information given in this document, please ask by sending an e-mail to sagaworldcup2026@gmail.com and we shall provide you with an answer.

This is version **2** of the Tournament Pack. Any subsequent versions shall have changes/additions from version 1 shown in **red**.

Team Composition, Permitted Factions, and Warband Construction

Each team consists of 4 players, one of which shall be appointed as the Team Captain who shall be the direct contact for the tournament organisation prior and during the event. They shall also be responsible for the assignment of scenarios and administration of the shared terrain pool. Each member of the team will play one of the following periods:

Period	Saga Age of... Book(s)
Antiquity	<i>Age of Hannibal</i> and <i>Age of Alexander</i>
Dark Ages	<i>Age of Invasions</i> and <i>Age of Vikings</i>
Crusades	<i>Age of Crusades</i>
Chivalry	<i>Age of Chivalry</i>

Only factions which have a battleboard supplied in the *Age of...* books shall be permitted, and they must be used in the *Age of...* book in which it was supplied (i.e. Old Friends, New Enemies are not permitted). Skraelings and the Early Piast Dynasty are also not permitted.

In addition, factions from the upcoming Antiquity book *Age of the Caesars* are not permitted, even if the book is released prior to the tournament.

Warbands shall be constructed using factions from *Saga Age of...* book(s) for your selected period following the rules given in 'Assembling a Warband' from *Saga Rulebook* with the following restrictions and clarifications:

- Your warband shall be made up of 6 points. Note the 'Customised Warband Recruitment' option (1/2 point rule) shall be permitted at the time you deploy in each game and does not need to be recorded beforehand (thus may change for each scenario).
- Factions with sub-factions must specify the sub-faction used and must use the same sub-faction for the entirety of the tournament (e.g. Goths must pick either Visigoths or Ostrogoths).
- Factions with other options, such as Republican Romans Warlords (Consul or Tribune) and Successors Ambitions, must specify these options and use them for the entirety of the tournament.
- A warband may recruit mercenaries, by following the rules presented in the *Saga Rulebook* and the relevant *Saga Age of...* book. Note that for *Age of Vikings* the 'Swords for Hire' table from the FAQ shall be used.
- 'War Banners' may be used if applicable to the *Saga Age of...* book the warband is taken from.
- Any 'special units' e.g. 'Irish Curaidh' must be specified in your list.
- 'Legendary Units' and factions listed in 'Old Friends, New Enemies...' are not permitted.
- 'Relics and Artefacts', and 'Acts of Faith' shall not be used.
- Ruses shall not be used.
- Chariots are troop types and must be specified in your list. The only exception to this are Warlords who are permitted to take a chariot, in which case it is an equipment option (although may be due to additional conditions e.g. Gauls).

- All 1/2 point units must be specified in your list, used in every game, and cannot be increased or removed using the 'Customised Warband Recruitment' option (1/2 point rule).
 - *Example: An Achaemenid Persian player may decide to include a single Scythed Chariot in their warband, replacing either 2 Hearthguard or 4 Warrior models during deployment (can change from game to game). The player may not decide to not use the Scythed Chariot, or to add another Scythed Chariot using the 1/2 point rule.*
- **Special Restrictions:** If your warband has access to 3 or more unit types (excluding the Warlord), then you are not permitted to include more than 4 points of one particular unit type, excluding Mercenaries, in your list. In addition, you may not use the 1/2 point rule to increase this to 4 1/2 points during deployment.
 - *Example A: Jomsvikings have access to 2 unit types (Hearthguards and Warriors) so there is no restriction on how the players 6 points may be spent.*
 - *Example B: Anglo-Saxons have access to 3 unit types (Hearthguards, Warriors, and Levies) so cannot spend more than 4 points on any one of these unit types, excluding the inclusion of any Mercenaries e.g. 1x Warriors, 4x Levies, and the Scouts (Levies) would be a legal list, but 1x Warriors and 5x Levies would not.*

Remember that although your warband composition is fixed, your unit's equipment options are not and can be changed at the point of deployment. As such, all miniatures must be appropriately modelled, clearly representing their equipment options.

Each player must record their warband composition in the 'Warband Roster' sheet (blank and example versions found at the end of this document).

What to bring

- *Saga Rulebook – 2022 Edition*
- *Saga Age of... books and Battle Boards*
- Any relevant FAQs which are available via the *Studio Tomahawk* website released before 30th June 2026. Note that in the absence of an official FAQ for *Age of Invasions*, the FAQ at the end of this document shall be used.
- A copy of this tournament pack.
- A completed copy of the 'Warband Roster' sheet (each player)
- Your warband, which shall be made up of miniatures, appropriate to the Faction, clearly representing the selected troop type and equipment options, and fully painted.
- Objective markers, Baggage, a selection of Characters and some Pillage tokens for the chosen scenarios.
- Rulers, fatigue markers, Saga dice (official only), D6 dice, and any other markers and tokens you may require.
- A pen and paper are also recommended.

Note that the **English** version of the rules takes precedence over any other language.

Scoring and Pairing

Team match-ups shall be done at random for Round 1, based on 'Team Number' which shall be allocated at the beginning of the day. For the remaining games, opponents shall be decided based on a "Swiss chess" style system.

Note that the pairing of same nations shall be avoided for Round 1 only, and teams will not play each other more than once during the tournament.

After each individual game, the allocation of Tournament Points (TP) shall be done as follows:

Result	TP
Win	6
Draw	3
Loss	0
Bonus Objectives	TP
Opponents Warlord eliminated and own Warlord survived	1
Score 10 or more Massacre points	1

As well as recording the number of TPs scored, players shall also record the number of Victory Points (VPs) for each game as these shall be used to rank competitors on equal TPs. At the end of each game, players shall complete the table found on the scoring sheet and have it countersigned by their opponent. The Team Captain shall then submit all 4 of the completed scoring sheets to the tournament organisers to record the results of the round. The TPs of all 4 team members is combined to give the total score of the team. This score will range from 32 (all team member won and achieved both bonus points) to 0 (all team members lost and did not obtain any bonus points).

Players are encouraged to check each other's scoring sheets prior to submission to avoid unfortunate mistakes as these cannot be subsequently changed.

At the end of the tournament, final standings shall be based on TPs won, with any ties then ranked based on head-to-head results (if applicable). If this still results in a tie then the number of total VPs scored.

Universal Scenario Rules

The following ‘universal scenario rules’ shall be used for all scenarios played:

- To determine Player 1, each player rolls a die. The player who rolls highest is Player 1.
- No Saga Dice? If a player starts their turn and their warband generates no Saga dice, the game **does not end**.
- A player needs to score 3 or more VPs more than their opponent at the end of the game to win, otherwise the game will end in a draw.

Other Tournament Rules

- **Angry Monks Martyrs:** Change the rule to read “After resolving a shooting or a melee during which at least one Angry Monk was removed as casualty, you may roll one available Saga die and place it on your battleboard. You may also remove a fatigue from a unit within **S** of the Angry Monk unit that has suffered casualties”. This change brings the Angry Monks in line with the Fanatical Pilgrims.
- Saga abilities which add previously lost figures to a unit may **not be used on Mercenary units**.
- **Age of Chivalry English Gruelling Advance:** in addition to the restrictions listed on the battleboard, the **M** measuring stick may not be placed on top of objectives or in a river.

Terrain Pool

Terrain will be provided by the tournament organisers. Teams are not permitted to use their own private terrain. In each round, teams will have access to a fixed terrain pool which shall be used by all 4 team members. The Team Captain should help allocate terrain to their team.

Note that in scenarios which require specific terrain pieces to be placed on the board, the team which chose to play the scenario must provide the specific terrain piece from their terrain pool (except for Village Pillage where the small fields will be provided).

1x Hill	4x Wood (Small)
1x Steep Hill	1x Field (Large)
1x Rocky Ground	2x Field (Small)
1x Ruin	3x Marsh
1x Wood (Large)	+ 1x Rocky Ground or Ruin

Objective Markers

A number of the chosen scenarios use objective markers, which are subject to the following:

- Players shall use circular objective markers 3-4cm in diameter (all must be the same size).
- Objective markers count as low open ground and models may freely move, charge, and withdraw over objective markers, but may not end on top of the objective markers by any means.
- When players are required to measure distance from an objective marker, they measure to the perimeter of that objective marker.
- A unit may control **one** objective marker only (owning players choice, can be changed every turn)
- A unit may contest **one** objective marker only (owning players choice, can be changed every turn).
- A unit may carry **one** objective marker only.
- To control an objective marker, the active player must have a non-mercenary, non-exhausted unit generating a Saga dice within **VS** from that objective marker, and no non-mercenary, non-exhausted enemy unit generating a Saga dice within **S** of that objective marker.
- When capturing an objective marker, the objective marker shall be treated as the reference figure of the unit i.e. all models in an infantry unit must end within **S**, and all models in a cavalry unit must end within **M** of the objective marker. All models in the unit want a share of the bounty! Any unit may capture an objective.

Scenarios and Allocation of Scenarios

We will be playing from a pool of 15 scenarios, a selection of which will be played for any given round. The scenarios have been taken from a variety of sources most players will be aware of, **but do contain some modifications**, so please consult the description of each scenario in this document to understand how they shall be played during the tournament. The scenarios are as follows:

Advance	Desacralization	The Frozen River
Ambush	New Feud	To Settle a Grudge
Change of Plans	Sacred Ground	Village Pillage
Chevauchee	Take and Hold	Winter Warlords
Clash	The Fight for the Body	Wolf Pass

Each scenario shall be played on tables 120cm by 90cm (48in by 36in), and last no more than 2 hours and 30 minutes. Please ensure before the end of the allotted time that both players have played an equal number of turns. If, towards the end of the game, there is not sufficient time for both players to complete one more full turn each, the game must end (regardless of the number of game turns played). Please take some time before the tournament to familiarise yourself with the scenarios, as this will aid with the pace of the day, and you never know – you may come up with a devious plan or two in the process!

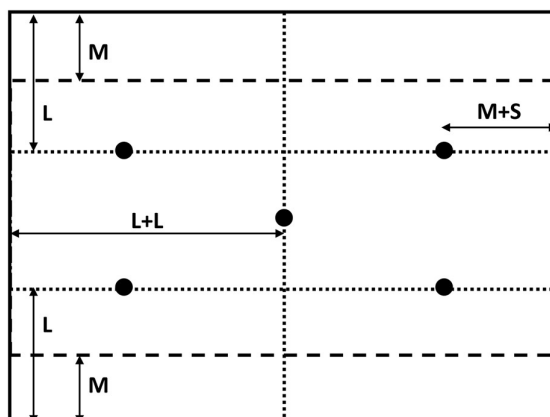
At the start of each round, the Team Captains shall allocate scenarios to their team members. Starting with the lower ranked team (dice-off for round 1), Team Captains shall alternate picking one of the 5 scenarios and determine which Period it will be played. This scenario is then removed from the list of options; thus, no scenario may be chosen twice, and one scenario shall be left over at the end of this process, with neither team picking it. The list of scenarios for each round is as follows:

Round 1	Round 2	Round 3
Change of Plans	Advance	Chevauchee
Clash	Ambush	The Fight for the Body
Desacralization	Take and Hold	Village Pillage
New Feud	The Frozen River	Winter Warlords
Sacred Ground	To Settle a Grudge	Wolf Pass

Round 4	Round 5
Advance	Change of Plans
Ambush	Clash
Desacralization	New Feud
Sacred Ground	The Frozen River
Take and Hold	To Settle a Grudge

Prior to the allocation of scenarios, teams may review their opponents warband roster.

1. Advance: Saga Tournament Booklet Version 2 January 2025



Set Up

Determine Player 1 using the universal scenario rules. Start by placing 5 objective markers on the table as shown. Starting with Player 1 and alternating, each player picks up to 2 small terrain pieces and places them in their own half of the table, more than **S** away from any objective marker. The number of terrain pieces of the same type cannot exceed the maximum indicated by the terrain table.

Deployment

Each player deploys their units entirely within **M** their own table edge. Player 1 deploys as many units as desired in the right half of their deployment zone. Player 2 then deploys as many units as desired in the right half of their deployment zone. Player 1 deploys the rest of their units in the left half of their deployment zone. Player 2 then deploys the rest of their units in the left half of their deployment zone.

Beginning the Game

Player 1 starts the game. Before the first turn Player 2 rolls 3 Saga dice and places them on their battleboard.

During the Game

From turn 2 onwards, at the end of each of their turns the active player scores victory points for the objective markers they control. Victory points are awarded as follows:

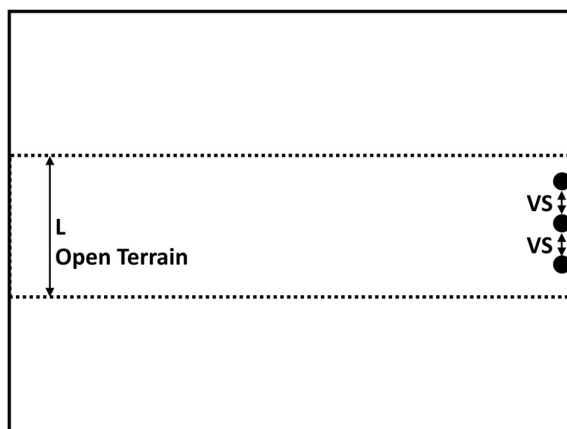
- Objective marker placed in own table half: 2 points
- Centre objective marker: 3 points
- Objective marker placed in the opponent's half of the table: 6 points
- Each Saga die lost by the opponent: 2 points

End of the Game

After each player has played 5 turns roll a die. On a 4+ each player has a final turn otherwise the game ends.

To determine victory, each player calculates the number of VPs scored each round. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

2. Ambush: Saga Book of Battles



Set Up

Determine Player 1 using the universal scenario rules. Start by placing 3 baggages on the table as shown. Then proceed with setting up the terrain using the universal method (*Saga Book of Battles* p8), however no terrain may be placed or moved within **M** of the centreline. This corridor, **L** wide running from one short table edge to the other must remain entirely open.

Deployment

No figures are deployed at the start of the game. Each player brings their units onto the table during the first turn from any point that is more than **L+M** from a baggage.

Beginning the Game

Player 1 starts the game.

During the Game

The baggage in this scenario is subject to the following special rules.

- Except during melee, neither player controls the baggage and therefore both players count them as enemy figures.
- Armour 5(6), Aggression 3(-), Resilience (1), Unarmed, Wagon (always counts as being in solid cover when it is the target of a shooting attack, with the increase in armour already accounted for).
- At the start of every Activation Phase, the active player rolls a die for each baggage and for the result performs the following:
 - 1-2: the baggage does not move and removes all fatigue
 - 3: the baggage moves **M** in a straight line directly towards the opposite short table edge
 - 4-5: the baggage removes 1 fatigue, then moves **M** in a straight line directly towards the opposite short table edge
 - 6: the baggage removes all fatigues, then moves **M** in a straight line directly towards the opposite short table edge
- If the movement of a baggage would bring it in contact with a figure, it stops **VS** away from the figure in question and the unit it belongs to suffers a fatigue.
- A baggage's fatigue can never be used during its movement. If the baggage comes in contact with a table edge it is removed from the game.
- Saga abilities cannot be triggered during a shooting activation or melee involving the baggage.

- The baggage will always use Resilience to cancel casualties suffered.
- When baggage is eliminated, it is replaced by an objective marker. If eliminated during a melee, the unit which eliminated it immediately receives the objective marker (if not currently holding an objective marker).

End of the Game

After each player has played **6** turns the game ends.

To determine victory, each player calculates their warbands survival points, and adds 6 points for each objective marker held by one of their units. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

3. Change of Plans: Saga Book of Battles

Set Up

Determine Player 1 using the universal scenario rules. Then proceed with setting up the terrain using the universal method (*Saga Book of Battles* p8).

Deployment

Each player deploys their units entirely within **L** their own table edge. Each player rolls a die, with the highest scorer deploying a unit (in case of a tie Player 1 must deploy a unit). Continue until one player has deployed all of their units, at which point their opponent deploys the rest of their warband.

Beginning the Game

The player who finished deployment first starts the game, but must play their first turn with 3 Saga dice, the 5 other Saga dice being removed from the game for this first turn.

During the Game

After both players have played 3 turns, each player calculates the massacre points they have accumulated at this point in the game.

After both players have played 5 turns, each player calculates their warbands survival points at this point in the game.

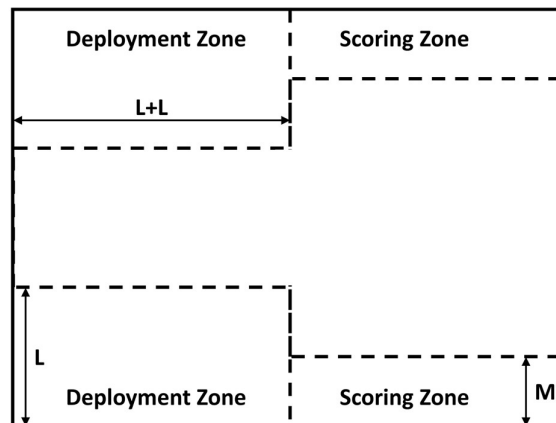
After both players have played 6 turns, each player calculates conquest points for each of their units entirely within the enemy half of the table (more than **L+M** away from their own table edge).

End of the Game

After each player has played 6 turns the game ends.

To determine victory, each player calculates their massacre points, survival points, and conquest points scored throughout the game. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

4. Chevauchee: Saga UK Scenario



Set Up

Determine Player 1 using the universal scenario rules. Starting with Player 1 and alternating, each player places one piece of terrain in a different table quarter until 4 terrain pieces are placed. No terrain piece may be placed or moved within **M** of the centre of the battlefield or within **S** of another terrain piece. No large pieces of terrain may be placed. Finally, the number of terrain pieces of the same type cannot exceed the maximum indicated by the terrain table.

Deployment

Each player deploys their units entirely within **L** their own table edge, and **L+L** of a common short table edge as shown. Starting with Player 1, players alternate deploying units one at a time until all units are deployed.

Beginning the Game

Player 1 starts the game. Before the first turn Player 2 rolls 3 Saga dice and places them on their battleboard.

During the Game

After both players have played 4 turns, each player calculates the massacre points they have accumulated at this point in the game.

End of the Game

After each player has played 6 turns the game ends.

Each player calculates conquest points for each of their units even partially within their scoring zone (within **M** of their opponents long table edge, excluding the region defined by the opponent's deployment zone).

To determine victory, each player calculates their massacre points and conquest points scored throughout the game. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

5. Clash: Mix of Saga Rulebook 2022 Edition & Saga Tournament Booklet Version 2 January 2025

Set Up

Determine Player 1 using the universal scenario rules. Then proceed with setting up the terrain using the universal method (*Saga Book of Battles* p8).

Deployment

Each player deploys their units entirely within **S** and **L** of their own table edge. Starting with Player 1, players alternate deploying units one at a time until all units are deployed.

Beginning the Game

Player 1 starts the game. Before the first turn Player 2 rolls 3 Saga dice and places them on their battleboard.

End of the Game

After each player has played 5 turns roll a die. On a 4+ each player has a final turn otherwise the game ends.

At the end of the game, all units with at least one model within **L** of their table edge are eliminated.

To determine victory, each player calculates massacre points scored throughout the game. This becomes their total number of VPs. If a player scores at least 8 VPs, and 3 or more than their opponent, they are the winner otherwise it is a draw.

6. Desacralization: Saga Tournament Booklet Version 2 January 2025

Set Up

Determine Player 1 using the universal scenario rules. Starting with Player 2 and alternating, each player picks up to 2 terrain pieces. Each player may only choose 1 large terrain piece. The number of terrain pieces of the same type cannot exceed the maximum indicated by the terrain table. Then, starting with Player 1 and alternating, each player places their terrain pieces with the following restrictions:

- Large terrain pieces must be placed in contact with a table edge.
- At least one of each players small terrain pieces must be more than **L** away from their long table edge.
- No terrain piece may be placed within **M** of another terrain piece.

After terrain placement, each player takes 3 objective markers. Starting with Player 2 and alternating, each player places their objective markers with the following restrictions:

- All markers must be more than **M** away from the short table edges
- The first marker must be placed more than **M** away from the players own table edge
- The second marker must be placed more than **L** away from the players own table edge
- The third marker must be placed more than **L+S** away from the players own table edge
- No marker may be placed in uneven or dangerous terrain

Deployment

Each player deploys their units entirely between **M** and **L** of their own table edge. Player 1 deploys half their units. Player 2 then deploys all of their units. Finally, Player 1 deploys their remaining units.

Beginning the Game

Player 1 starts the game, but may not trigger any advanced Saga abilities during their first turn.

During the Game

From their turn 2 onwards, players can attempt to desecrate markers. Opponent's objective markers can be charged as if they were enemy units. Melee is resolved normally with the following special rules:

- Objective markers have an armour of 5 in melee
- No advanced Saga abilities may be triggered during the melee
- The opponent can use the attacking units fatigue to increase the armour of the objective marker
- The objective marker always rolls a number of defence dice equal to twice the number of hits obtained, and will cancel a hit on a 5+. The objective marker is destroyed if at least 1 casualty is inflicted.
- The attacking unit does not suffer fatigue following the melee
- All units of the player to which the objective marker belongs and which are within **S** of a destroyed objective marker suffer fatigue as if it were a friendly unit
- If the objective marker is not destroyed, the attacker must disengage
- If the objective marker is not destroyed, note that you have carried out an unsuccessful attack on an objective marker. Count only one unsuccessful attack for each objective marker per turn

End of the Game

After each player has played 5 turns roll a die. On a 4+ each player has a final turn otherwise the game ends.

To determine victory, each player calculates the number of massacre points scored throughout the game, with the total capped according to the number of enemy objective markers still left on the table. The cap is increased by 1 for each unsuccessful attack scored during the game. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

Remaining Enemy Objective Markers	Capped Massacre Points
3	10
2	16
1	24
0	No cap

7. New Feud: Rodge Saga Thursday

Set Up

Determine Player 1 using the universal scenario rules. Begin by placing a Hill in the centre of the table. Then proceed with setting up the terrain using the universal method (*Saga Book of Battles* p8). Note that the Hill may not be moved and does not count as one of the three terrain pieces (but a second Hill cannot be placed).

Deployment

Starting with Player 1, each player chooses a Challenger from the Saga Book of Battles Old Feud scenario (p29) (with the latest FAQ modifications) and adds them to their warband as a Hero unit. Both Challengers must be different.

Each player deploys their units entirely within L their own table edge. Player 1 deploys half their units. Player 2 then deploys all of their units. Finally, Player 1 deploys their remaining units.

Beginning the Game

Player 1 starts the game. During each players first turn, neither player may activate a unit more than once.

During the Game

From turn 2 onwards, players may score bonus points at the end of each of their turns if their Challenger is entirely on the Hill as follows:

- 2 points: Traitor, Princess, and Mystic
- 1 point: Soldier and Counsellor
- 0 point: Brute (unfortunately the Brute is not bright enough to score any points)

End of the Game

After each player has played 5 turns roll a die. On a 4+ each player has a final turn otherwise the game ends.

When the game ends, any Challenger not entirely on the Hill counts as eliminated.

To determine victory, if one of the Challengers was eliminated but not the other, the player controlling the surviving Challenger wins. Otherwise, if both Challengers were either eliminated or survived, each player calculates their massacre points scored throughout the game and any bonus points accumulated for their Challenger being on the Hill. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

The Challengers

The Brute

Saga Dice	Armour	Aggression	Equipment
0	5 (5)	8	Heavy Weapon – the reduction in Armour is already included
Special Rules			
Pride, Determination, Resilience (1)			

The Counsellor

Saga Dice	Armour	Aggression	Equipment
1	3 (4)	2	Unarmed
Special Rules			
Bodyguards, Resilience (1), We Obey			

The Traitor

Saga Dice	Armour	Aggression	Equipment
0	5 (5)	2	-
Special Rules			
Resilience (1). During a Rest activation the Traitor can inflict a fatigue on an enemy unit within M .			

The Soldier

Saga Dice	Armour	Aggression	Equipment
0	5 (6)	4	-
Special Rules			
Bodyguards, Determination, Pride, Resilience (1). The Soldier may not be activated for a movement if he is within M and line of sight of an enemy unit that he could reach with a charge.			

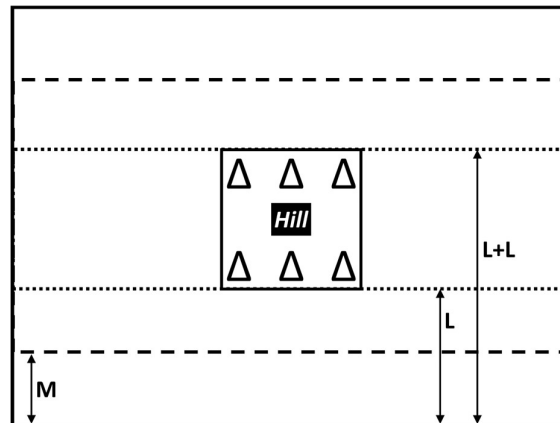
The Princess

Saga Dice	Armour	Aggression	Equipment
0	3 (3)	1	Unarmed
Special Rules			
Bodyguards. Any friendly figure can be removed as a casualty when using the Bodyguard special rule, not just Hearthguards.			

The Mystic

Saga Dice	Armour	Aggression	Equipment
*	4 (5)	3	-
Special Rules			
Resilience (2) * Immediately after having rolled your Saga dice, roll a D6 and deduct the Mystic's fatigues from the result. On a 1-2, take one of your inactive Saga dice and add it to your available Saga dice. On a result of 3-4, take one of your available Saga dice, roll it, and add it to your inactive Saga dice. On a result of 5-6, take two of your available Saga dice, roll them, and add them to your inactive Saga dice			

8. Sacred Ground



Set Up

Determine Player 1 using the universal scenario rules. Begin by placing a Hill in the centre of the table. Then starting with Player 1, each player selects a terrain piece and places it entirely between **L** and **L+L** away from their table edge. Terrain must be placed more than **M** away from any other terrain piece. No other terrain is placed, no pieces may be moved, and a second Hill cannot be chosen.

Deployment

Each player deploys their units entirely within **M** of their own table edge. Starting with Player 1, players alternate deploying units one at a time until all units are deployed.

Beginning the Game

Player 1 starts the game, but cannot activate units to shoot or charge in their first turn. Neither player may manoeuvre their units for the entire game.

During the Game

From turn 2 onwards, players score conquest points at the end of their opponents turn for models located on (even partially) any of the three terrain pieces. The maximum number of conquest points scored from each terrain piece is capped at the players turn number.

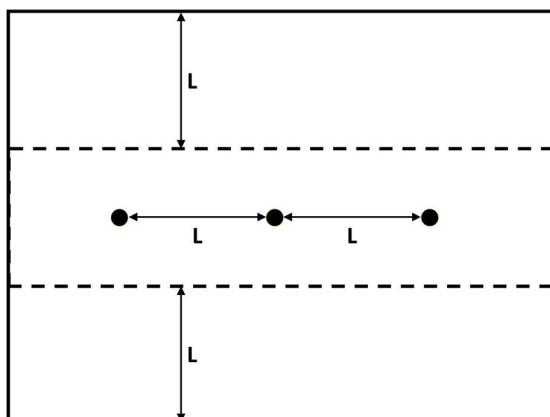
For example: It is the Player 1 3rd turn. Player 2 has 3 Warriors in a rocky ground terrain piece – they score 0 points. 4 Hearthguards and the Warlord are on the hill – that scores 3 points for the Hearthguards and 1 point for the Warlord for a total of 4 points but capped at 3 points because of the turn number. 12 levies are in the final terrain piece – they score 3 points. Player 2 scores a total of 6 points this turn.

End of the Game

After each player has played 6 turns the game ends.

To determine victory, each player calculates the conquest points scored throughout the game. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

9. Take and Hold: Saga Poland Scenario



Set Up

Determine Player 1 using the universal scenario rules. Start by placing 3 objective markers along the centreline of the table as shown. Then proceed by setting up the terrain using the universal method (*Saga Book of Battles* p8), however no terrain may be placed or moved within **S** of an objective marker.

Deployment

Each player deploys their units entirely within **L** their own table edge. Player 1 deploys half their units, including their Warlord. Player 2 then deploys all of their units. Finally, Player 1 deploys their remaining units.

Beginning the Game

Player 1 starts the game. Before the first turn Player 2 rolls 3 Saga dice and places them on their battleboard.

During the Game

From turn 2 onwards, both players immediately score bonus point(s) for completing the following:

- 1 point: winning a melee with at least one model from their unit within **S** of an objective marker before step 6 (removing casualties) of the melee
- 2 points: for each objective marker they control at the end of their opponents turn

End of the Game

After each player has played 5 turns the game ends.

To determine victory, each player calculates the massacre points scored throughout the game, and adds any bonus points obtained from the objective markers. This becomes their total number of VPs. If a player scores at least 12 VPs, and 3 or more than their opponent, they are the winner otherwise it is a draw.

10. The Fight for the Body: Saga UK Scenario

Set Up

Determine Player 1 using the universal scenario rules. Then proceed by setting up the terrain using the universal method (*Saga Book of Battles* p8)

Deployment

Each player deploys their units entirely between **S** and **L** away from their own table edge. Player 1 deploys half their units. Player 2 then deploys all of their units. Finally, Player 1 deploys their remaining units.

Beginning the Game

Player 1 starts the game. Before the first turn Player 2 rolls 3 Saga dice and places them on their battleboard.

During the Game

After a melee, in which the winning side has caused at least one casualty, the victorious player may declare they are capturing a body (add a marker to the unit to clearly show they are in possession of a body). If so, the unit is subject to the following special rules:

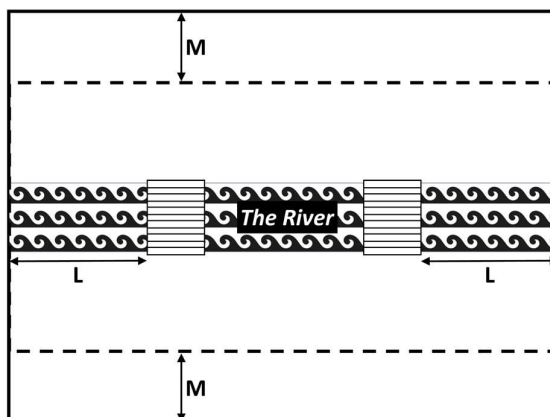
- Each unit may only capture one body.
- The unit counts as capturing an objective marker (*Saga Book of Battles* p17).
- If the unit is beaten in melee, or the last figure in the unit is slain, the objective marker is lost (is not given to the victorious unit or placed on the table).

End of the Game

After each player has played 5 turns roll a die. On a 4+ each player has a final turn otherwise the game ends.

To determine victory, each player calculates their warbands survival points, and adds 3 points for each unit which in possession of a body or 8 points if the unit is in possession of the body of the opposing Warlord. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

11. The Frozen River: Saga Age of Invasions



Set Up

Determine Player 1 using the universal scenario rules. Place a river with a width of **M** on the table's centre line. Place two fords/bridges with a width between **S** and **M** exactly **L** away from the short table edges. Then proceed by setting up the terrain using the universal method (*Saga Book of Battles* p8). No terrain may be placed or moved within **M** of the fords/bridges (no restriction on how close terrain may be placed to the river, as long as it remains **M** away from the fords/bridges).

Deployment

Each player deploys their units entirely within **M** of their own table edge. Player 1 deploys half their units. Player 2 then deploys all of their units. Finally, Player 1 deploys their remaining units.

Beginning the Game

Player 1 starts the game, but cannot trigger any advanced Saga abilities during the first turn. Clarification from the Age of Invasions book, the first player may place dice (activate) on advanced Saga abilities.

During the Game

Both players are attempting to reach the opposite side of the river, and prevent their opponent from doing so. The river has the following rules:

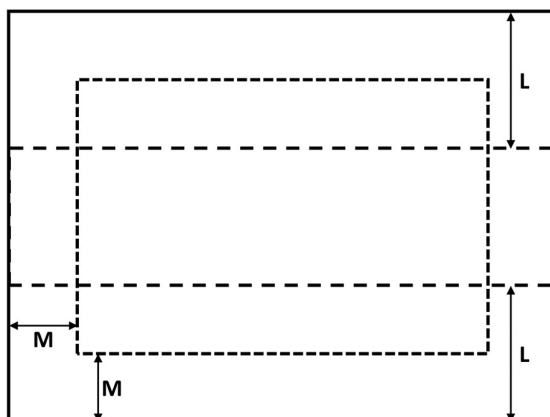
- The river may be crossed at either of the fords/bridges, or over the frozen river itself.
- The river is not an area of terrain, and so game effects which target terrain do not apply to the river. In addition, the river does not block line of sight or offer cover.
- If a unit finds itself in the river at any point during a Move or Charge activation, it must immediately replace its movement ruler with a single **S** ruler, even if the unit benefits from an ability to ignore this. A unit may not manoeuvre if at any point during the move it finds itself in the river.
- In addition, roll a D6 for each figure in the unit: each roll of a 1 means that unit suffers a casualty. Figures with the *Presence* rule roll 4xD6.

End of the Game

After each player has played 6 turns the game ends.

To determine victory, each player counts up how many figures from their warband are situated on the opposite side of the river from the table edge they were deployed. **Note that the models must physically cross the river (e.g. move, charge, withdraw) and not “teleport” across (e.g. Picts Secret Ways).** Each figure is worth its value in massacre points. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

12. To Settle a Grudge: Saga Poland Scenario



Set Up

Determine Player 1 using the universal scenario rules. Then proceed by setting up the terrain using the universal method (*Saga Book of Battles* p8). No large terrain pieces may be placed or moved within **S** of the centre of the table.

Deployment

Each player deploys their units entirely within **L** of their own table edge. Player 1 deploys half their units, including their Warlord. Player 2 then deploys all of their units. Finally, Player 1 deploys their remaining units.

After **deployment**, starting with Player 1, players designate friendly unit as **Avengers** and an enemy unit as **Prey**. Heroes and Heroic units cannot be **Prey**, and Mercenary units cannot be **Avengers**. Elephants or chariots cannot be **Avengers** or **Prey**.

Beginning the Game

Player 1 starts the game. Before the first turn Player 2 rolls 3 Saga dice and places them on their battleboard.

During the Game

Both players immediately score bonus point(s) for completing the following:

- 1 point: winning a melee
- 2 points: eliminating an enemy Hero in melee
- 2 points: eliminating an enemy Mercenary unit in melee
- 3 points: eliminating 10+ enemy model in a single Melee resolution
- 3 points: eliminating an enemy unit if it contains models previously removed as casualties and restored using Saga abilities (e.g. Persian, Free Companies, Ordensstaat)
- 4 points: eliminating the opponents **Prey** with the players **Avengers**

Note that if multiple conditions above are fulfilled in a single melee, the player scores points for every case.

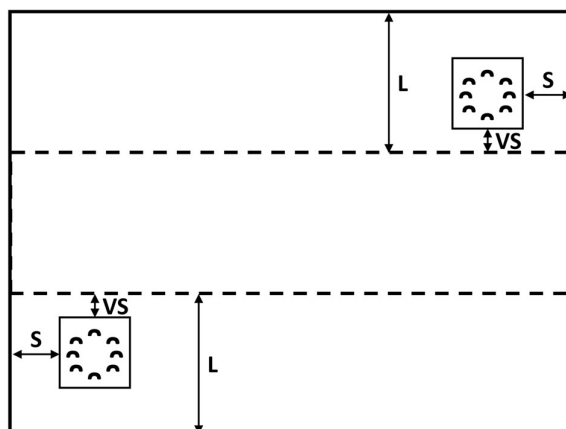
In addition, from turn 3 onwards, each unit which finishes an Activation Phase within **M** of any table edge either suffers one casualty (two if the unit consists of Levies) or takes a fatigue, the choice made by the players opponent.

End of the Game

After each player has played 5 turns roll a die. On a 4+ each player has a final turn otherwise the game ends.

To determine victory, each player calculates their warbands survival points, and adds any bonus points obtained during melees throughout the game. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

13. Village Pillage: Saga UK Scenario



Set Up

Determine Player 1 using the universal scenario rules. Each player places a small field **S** from the short table edge to their left, **VS** short of **L** from their long table edge. The fields are considered high and impassable. Then proceed by setting up the terrain using the universal method (*Saga Book of Battles* p8). No piece of terrain may be placed or moved within **M+S** of two small fields.

Deployment

Each player deploys their units entirely within **L** of their own table edge. Player 1 deploys half their units, including their Warlord. Player 2 then deploys all of their units. Finally, Player 1 deploys their remaining units.

Beginning the Game

Player 1 starts the game. Before the first turn Player 2 rolls 3 Saga dice and places them on their battleboard.

During the Game

Both players are attempting to loot the oppositions, but protect their own fields. Players interact with the fields as follows:

- When a unit ends a **movement activation** with at least one model in contact with the opponent's field, they receive a pillage token.
- Units carrying pillage token(s) may not be activated to shoot, but receive no penalty to their movement.
- Units are limited on how many pillage tokens they can carry based on the troop type and the number of models in the unit. Thus, pillage tokens must be removed as models in the unit are eliminated.
 - Hearthguard, Elephant, Chariot, and Warlord troop types may carry two pillage tokens per model in the unit.
 - Warrior and Levy troop types may carry only one pillage token per model in the unit.
- Pillage tokens cannot be transferred between units or dropped; the owners have worked too hard to relinquish their new riches. In addition, Mercenaries cannot gain pillage tokens.

End of the Game

After each player has played 6 turns the game ends.

To determine victory, each player calculates the total number of pillage tokens held by their warband. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

14. Winter Warlords: Saga UK Scenario

Set Up

Determine Player 1 using the universal scenario rules. Then proceed by setting up the terrain using the universal method (*Saga Book of Battles* p8).

Deployment

Each player deploys their units entirely within **S** and **L** of their own table edge. Player 1 deploys half their units. Player 2 then deploys all of their units. Finally, Player 1 deploys their remaining units.

Beginning the Game

Player 1 starts the game. Before the first turn Player 2 rolls 3 Saga dice and places them on their battleboard.

During the Game

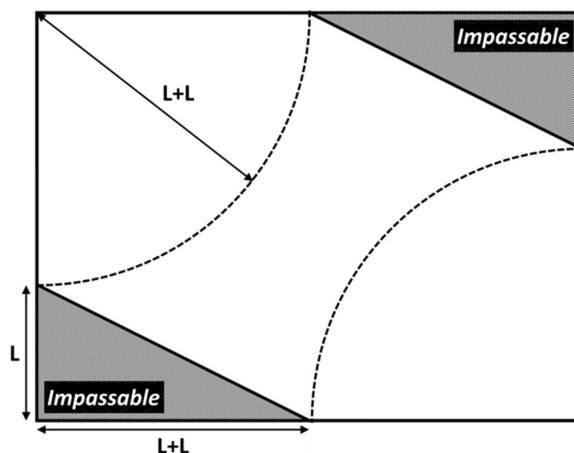
A frozen wind whips around the battlefield. After deployment but before the first turn, all units except for Hearthguard and Heros suffer a fatigue.

End of the Game

After each player has played 5 turns roll a die. On a 4+ each player has a final turn otherwise the game ends.

To determine victory, each player calculates their massacre points scored throughout the game. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

15. Wolf Pass: Saga UK Scenario



Set Up

Determine Player 1 using the universal scenario rules. The corners of the board to the players left form the rocky mountain sides of the pass, as shown above, and are classed as impassable for all units. Designate these regions using the provided triangles. Then proceed by setting up the terrain using the universal method (*Saga Book of Battles* p8).

Deployment

Each player deploys their units entirely within $L+L$ of the corner to their right. Starting with Player 1, players alternate deploying all of their Levies, followed by all of their Warriors, and finally all of their remaining units.

Beginning the Game

Player 1 starts the game, but must play their first turn with 3 Saga dice, the 5 other Saga dice being removed from the game for this first turn. Player 2 must play their first turn with 5 Saga dice, the 3 other Saga dice being removed from the game for this first turn.

End of the Game

After each player has played 5 turns roll a die. On a 4+ each player has a final turn otherwise the game ends.

To determine victory, each player calculates their warbands conquest points. Any unit ending the game wholly or partly within their opponents deployment zone counts as having an additional 3 models. This becomes their total number of VPs. If a player scores 3 or more VPs more than their opponent, they are the winner otherwise it is a draw.

Unofficial Age of Invasions FAQ

Romans Manuballista (page 18): A Roman warband can recruit a single manuballista. A manuballista cannot close ranks.

Britons Companions (page 36): A Briton warband can include a maximum of 2 Companion figures. Companions have Hearthguard characteristics.

Franks: Loyal mercenaries benefit from the “Franciscas” rule.

Personal Champion: If your warlord has a war chariot, your personal champion must be mounted on a horse and armed with javelins.

Bishop: Change the divine judgement rule text to read “Once during each of your activation phases, you can transfer 1 fatigue between two friendly units within M of the Bishop OR two enemy units within M of the Bishop”.

Guides Reconnaissance: The terrain manipulation rules apply only to scenarios using the ‘unmodified ‘universal method’ for terrain. Any terrain added must be a piece from terrain table. *Camouflaged:* The change to shooting and melee attacks is only in place when the Guides unit are on uneven terrain. When in open terrain Guides have melee aggression of 1 and shooting aggression of 1/2.

Foederati Ferocious Charge: The bonus attack dice only apply to the first melee, and not if the Foederati win the melee and start a new melee sequence.

Goths Resolve: Your opponent cannot use fatigues to cancel this ability.

Sassanids Volley Fire: For the avoidance of doubt, the unit has the profile: Mount (horse), 3/3 armour, bows.

Picts Masters of the Field: The ability lasts until the start of your next turn. The terrain piece counts as solid cover only for the units of the player who triggered the ability.

Loyal: As described in the *Age of Vikings* FAQ, mercenaries with this rule only count as mercenaries for the purpose of mustering the warband. For victory point purposes and scoring objectives loyal units count as normal members of the warband.

Sportsmanship and Tournament Organisation

Despite being a tournament, the tournament shall be a relaxed affair, with good sportsmanship expected from all competitors. Please make sure you are aware of the scenarios and maintain a suitable pace to your play to maximise gaming time and ensure games finish on time.

Several judges will be allocated on the day to resolve any rules queries in games. The Judges' decision stands, even if they turn out to be wrong!

Contact Details

If you have any questions, please contact the Saga World Cup 2026 Organisers:

E-mail: sagaworldcup2026@gmail.com



WARBAND ROSTER SAGA WORLD CUP 2026
PERIOD: ANTIQUITY

PLAYERS NAME

PLAYERS TEAM NAME

.....

FACTION (INCLUDING SUB-FRACTION)

HALF POINT UNIT (IF ANY)

.....

6 POINT ROSTER

1

2

3

4

5

6



WARBAND ROSTER SAGA WORLD CUP 2026
PERIOD: DARK AGES

PLAYERS NAME

PLAYERS TEAM NAME

.....

FACTION (INCLUDING SUB-FRACTION)

HALF POINT UNIT (IF ANY)

.....

6 POINT ROSTER

1

2

3

4

5

6



WARBAND ROSTER SAGA WORLD CUP 2026
PERIOD: CRUSADES



PLAYERS NAME

PLAYERS TEAM NAME

.....

FACTION (INCLUDING SUB-FRACTION)

HALF POINT UNIT (IF ANY)

.....

6 POINT ROSTER

1

2

3

4

5

6



WARBAND ROSTER SAGA WORLD CUP 2026
PERIOD: CHIVALRY

PLAYERS NAME	PLAYERS TEAM NAME
.....	
FACTION (INCLUDING SUB-FRACTION)	HALF POINT UNIT (IF ANY)
.....	
6 POINT ROSTER	
1	
2	
3	
4	
5	
6	