

Saga Dark Age Tournament Packet

Nashcon 2024

Saturday August 17, 2024

The Nashcon 2024 Saga Dark Age tournament is organized and run by JC McDaniel. As of now, there are 12 slots open for players on a first come, first served basis.

Registration

- Players must register for the tournament through the Nashcon website (<https://www.nashcon.org/>) to book their spot. If we do not prebook all slots, players with a valid Nashcon badge can sign-up the day of the tournament.
- Please send any questions to the tournament organizer (TO) at mcdanieljudson@yahoo.com, or you can post questions to the G.I.T.S.U.M Facebook Group, (<https://www.facebook.com/groups/233581633479506>).

Fees and prizes

- Fee: Is included when you purchase your badge on Nashcon website.
- Prizes: Top 3 will receive gift cards to Shieldwall Gaming plus extras.

Rulebooks and Allowed Factions

- Rulebooks: We will be using the Saga 2nd Edition rulebook (with most recent FAQ).
- Factions: Factions must be from the Dark Age source books - Age of Invasions and Age of Vikings.
- Mercenaries: One point of mercenaries permitted by your chosen faction are allowed and must be listed on the army roster (use latest FAQ for allowed factions).
- Old Friends/New Enemies and War Banners: These are allowed.
- Legendary units: These will not be used.

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Rules for Rosters

- Points: Games will be played with 6 point warbands chosen from a 7 point list. Players must list their faction and how their 7 points are spent on their roster when checking in before the tournament.
- List sharing: The 7 point list should be shared with the GMs at check-in and your opponent before the game. If using an army with sub-factions, such as Carolingians, you must specify which you are using on your roster.
- Mercenaries: Mercenary unit type must be specific and listed on the roster
- List break down: All other units do not need to be listed or their equipment specified. Equipment options and unit types and sizes may be chosen in each game during deployment. In other words, if your faction allows different variants of Warriors (horse, foot, bow, etc.), you do not have to specify which and may choose at deployment. You specify only points spent on Hearthguard, Warriors, Levy, and Mercenary.
- Deployment: You also decide at deployment which 6 points of the 7 on your roster you will use.
- Customized Warband Recruitment Rule: We will be using the 1/2 point Customized Warband Recruitment rule. In other words, you can select to have 1.5 points of warriors, and use the remaining half point for hearthguard or levy, for example.

What you should bring

- Players should bring their own warband of miniatures, terrain, rules, appropriate "Age" book for their army, dice, fatigue markers, range rulers, Battleboard and a pen or pencil.

Miniatures standards

- Miniatures should be appropriate to the warband and allow an opponent to clearly determine different unit types and equipment options.

- Miniatures should be painted with at least 3 colors on them (primer doesn't count). If you are new to Saga and would like to borrow an army we have them available, please contact the TO. We can provide everything you need to play.

Sportsmanship

This is a friendly event and we want everyone attending to have an enjoyable experience whether they win or lose! All players are expected to behave respectfully towards their opponent. In the event of any disagreements, players should refer to the official rules and try to resolve the problem. If players still disagree then the TOs can be called upon to make a final decision. This must be respected even if it turns out to be wrong!

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Match-ups

Player match ups for the first game will be determined by the TOs. We will attempt to match people up against opponents they do not usually face. Opponents for the subsequent rounds will be decided using a "Swiss chess" system.

Ranking

- Victor: The victor and placing in the tournament will be decided primarily by wins, ties, and losses.
- Tie breaker: Tie breakers for players with similar Win-Tie-Loss records will be resolved by comparing the total Tournament Points accrued in the three rounds.

Tournament Points

- After each game players total the points they received as directed in the scenario and consult the following table to determine the number of Tournament Points received:

Difference in Points	Winner	Loser
+0 1 st player is considered winner	10.5	10
+1 to +3	11	9
+4 to +6	12	8
+7 to +10	13	7
+11 to +15	14	6
+16 to +20	15	5
+21 to +25	16	4
+26 to +30	17	3
+31 to +35	18	2
+36 or more	19	1

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Terrain and Battlefields

- All games will be played on a standard 4' by 3' table.
- Terrain on each table will be set by the players according to the standard terrain placement in the Book of Battles, with exceptions noted in the scenario.
- Players taking mercenary units that allow altering the terrain may do so as detailed in the rules.

Standard terrain set-up from the Book of Battles is as follows ->

1. First player chooses a piece of terrain from the universal terrain table and places it anywhere on the table.
2. Next, their opponent chooses a piece of terrain and places it more than 5 away from an already deployed piece of terrain, while respecting the upper limits on the universal terrain table.

3. The players alternate placing terrain until one player decides to end the terrain set-up. This cannot be done until at least three terrain pieces have been placed on the table.
4. When a player decides to end the process, they may immediately move a terrain piece up to M, but it cannot move within S of another terrain piece.
5. After that, their opponent may place one last piece of terrain.

Type Classification Maximum Possible Size

Fields or Scrubland Low, uneven, light cover 2 Small or large (1)*

Hill High, open, no cover 1 Large

Marsh or fen Low, dangerous, no cover 2 Small

Rocky ground Low, uneven, solid cover 1 Small

Ruins High, uneven, solid cover 1 Small

Steep hill High, uneven, no cover 1 Large

Woods High, uneven, light cover 3 Small or Large (1)*

- Only one large piece of each these types of terrain can be placed.

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Timetable (subject to change)

8:30 - 9:00 Arrival and registration

9:00 - 11:15 Game 1: Desacralization

11:15 - 12:15 Lunch

12:15 - 2:30 Game 2: Advance

2:30 - 2:45 Break

2:45 - 5:00 Game 3: Clash of Warbands

5:15 – 5:30 Winners announced, and prizes chosen

Game duration

Games will last 2:15 hours. When the allotted time is up, please ensure that both players have played an equal number of turns. There is a 15-minute buffer built between rounds in case this is needed. If time has almost elapsed, and you agree there is insufficient time for both players to complete another turn within the remaining time, then the game must be ended. Refer to the scenario objectives to determine the winner. Please do not “stall” to prevent your opponent from scoring the points they would otherwise. Be a good sport!