

# SAGA PORTUGAL

## Official First SAGA Slugfest Player's Pack v.2

### Lisbon, Portugal, 2 & 3 May 2020

Welcome to the First SAGA Slugfest. In this document you will find out all you need to know about the tournament. Should you have any questions after reading this pack, or if we have missed anything, please feel free to drop us a line at [slugfest@sagaportugal.pt](mailto:slugfest@sagaportugal.pt) and we will do our best to answer your questions.

#### 1. The Venue

The First SAGA Slugfest will take place at the Museu de Marinha (The Portuguese Navy Museum, (<https://ccm.marinha.pt/pt/museu>)). The Museum is located in Belém, one of the prime touristic areas of Lisbon, the Portuguese capital. Travel times from downtown Lisbon by taxi, bus, tram or train are 15/20 minutes (taxi fare c. 15 euros). We recommend you book your airline ticket/hotel accommodation well in advance.

#### 2. The Tournament

##### 2.2. Factions.

You can enter the First SAGA Slugfest with a **SIX point** warband from any of the 3 official historic books (Age of Vikings/Age of Crusades/Age of Invasions) including any of the factions in Old Friends, New Enemies. All Heroes/Legendary Units in the above books are allowed (– **PLEASE NOTE**: Peter the Hermit's list will be allowed only **1 point** of Fanatical Pilgrims). The only exceptions being the two factions in AoC a Matter of Peace & Faith. You are also not permitted to use Skraelings. All Swords for Hire are allowed. Relics & Artefacts are not allowed. The Tournament being held in Lisbon, we have created a Portuguese Hero for the First SAGA Slugfest: Dom Afonso Henrique, the First King of Portugal (see below).

You are free to use figures from any manufacturer so long as they are What You See Is What You Get (**WYSIWYG**).

Please note that WYSIWYG is important. So, as well as no stand-in figures, please make sure that, if you are using any equipment/options, this is also clear to your opponent from the figures you are using – don't expect them to remember just because you mentioned it during deployment.

Furthermore, all figures must be painted and appropriately based – any unpainted or unbased figures will not be allowed.

PLEASE NOTE – You are also asked to provide your own terrain, to be specified in your Warband Roster Sheet (see below).

##### 2.3. Warband Roster Sheet

Each Warband Roster Sheet must contain the following details: player's name/surname, ID number, country, club (optional), faction and the points spent breakdown (for example, 3 points Hearthguards, 2 points Warriors, 1 point Levy).

### **2.3.1. ID Number**

The Navy Museum being a military facility, there are certain security requirements to comply with under Portuguese Law. You are required to include your Passport or ID card number on the registration form. This is the only way to grant you access to the event. Please rest assured that all your personal information will be destroyed after the event according to GDPR (Data Protection) Law.

### **2.3.2. Equipment/options**

Equipment/options **ARE** fixed for the whole tournament, but you may change the way you field your troop types from game to game (e.g. you could field 8 Hearthguards as two units of four in the first game and as one unit of eight in the next). Also, you need to declare upon deploying a unit what they are and any options you have taken (e.g. 'Four model one point Hearthguard Berserkers'). This is why WYSIWYG is extra important.

### **2.3.3. Warbanners**

Warbanners may be used. Please have a suitable banner-bearing figure to use when fielding the banner, and another figure to match the rest of the unit when not fielding the banner – this will make it clear to your opponent if the banner is being used or not.

### **2.3.4. Terrain**

Your warband roster sheet should contain four terrain pieces. During each game, you can only select terrain options from the four pieces on your list. Note that the maximum terrain types allowed still apply, so if both you and your opponent select a ruin and he places his first, you will not be able to select a ruin as only one ruin is permissible.

### **2.3.5. Warlord**

You may only have **ONE** Warlord in your list so if you opt for, say, a Hero of the Viking Age, that is the Warlord you will be using during the whole event. Furthermore, if you are using a bard or troubadour or indeed any 'free' unit, then they must be fielded in every game.

You will need further copies of this roster so that an opponent may consult it at any time before, during or after the game.

## **2.4. Rules**

Unless specifically over-ruled in this document or by the Judges on the day, the rules as defined in the SAGA v2 rulebook (English language version) & the Official 2019 FAQ clarifications & corrections will be used. You can download the latest FAQs from the Studio Tomahawk website: <http://www.studio-tomahawk.com/en/saga/>

## **2.5. Placing Scenery**

The actual playing area will be 36" x 48" for all games.

Scenery will be placed according to the Rulebook.

Note, you must select 4 pieces of terrain for your list. These are the only pieces which you may use in the games and you must bring your own terrain with you. None will be provided at the event.

## **2.6. Deploying your Warband**

Warbands will be placed according to the Rulebook.

## **2.7. No SAGA Dice?**

A player immediately loses the game if, at the start of their turn, their Warband does not generate any SAGA Dice. The game ends immediately.

## **2.8. Conceding**

Please call a Judge before agreeing to concede.

The Judge will agree the Winner's Tournament Points (TP), and the conceding player's Loss TP.

Standard VP will be those scored at the time of concession. If, in the Judge's opinion, there is collusion between the players, then there will be no TP for either player.

## **2.9. Tournament format**

### **2.9.1. Scoring**

The tournament will be played with the 'Iron Man' scoring system (Victory Points are all that matters). The victor will receive 3 Tournament Points. The loser will get 0 TP. If the game ends in a draw, both players will receive 1 TP.

Players will also need to record the total VP they score in each match on the results sheet. Players' total VP over the Slugfest will be used in the event of any TP draws. Please check and sign your result sheet before handing it in at the Staff Desk – once results have been entered they cannot be changed even if both players agree a horrendous miscarriage of justice has occurred.

### **2.9.2. Pairings**

The pairings/classification management will use a software system similar to the one adopted by FIDE (International Chess Federation).

For the first round, players will be paired randomly. If you have come with chums, please let the Judges know and they will do their best, where possible, to make sure you don't play chums on the first day of the event.

After the first round, Swiss pairing format will be used to determine opponents and pairings will be based on result. A results slip will be provided for both players to complete at the end of each game.

## **2.10. The Games**

Registration time on the first day of the tournament will be at 09:00 AM. Timings for each round will be provided on the day. Please try and finish your games within time.

## **2.11. Prizes**

We will be awarding prizes for:

- First Place, Second Place, Third Place,
- 'The Sluglord' (Last Place);
- 'Doom of Warlords' (the player who killed more Warlords). If, by the end of the Slugfest, there is a tie in this award category, both players will fight a duel (probably a drinking contest).

### **3. How to register**

#### **3.1. Ticket prices:**

- Early bird (by January 31st): 25 Euros.
- From 1 February to 15 April: 30 Euros.

**PLEASE NOTE** – Registration end date: 15 April 2020.

#### **3.2. Payment**

Drop us a line at [slugfest@sagaportugal.pt](mailto:slugfest@sagaportugal.pt) so we tell you how.

After good payment we will email you nominated ticket (non-transferable and non-refundable).

**PLEASE NOTE** – Your registration will be confirmed only after good payment.

### **4. Code of Conduct**

This event is going to be a relaxed affair. Despite being a competition, we expect the players to behave like gentlemen and ladies, and the fun and pleasure of meeting new opponents should be more important than winning your match. We won't allow any inappropriate behaviour and it will be subject to severe sanction!

You will need to play at a suitable pace to ensure your games are finished in the time allocated during the briefing before each round (minimum 01,45 hours). Dragging your games seriously hampers the smooth running of the tournament.

There will be Judges at the event who will be on hand to answer any rules questions. If you don't like or disagree with the Judge's decision, you may of course discuss with the Judge and your opponent at the table but as soon as the Judge leaves the table, the decision will stand, even if it turns out to be wrong.

**PLEASE NOTE** – No eating nor drinking inside the Museum. There's a nice cafeteria right next door.

### **DON'T FORGET TO BRING:**

- your painted and based Warband.
- your 4 terrain pieces.
- your dice, SAGA & D6 (if you are using home-made SAGA dice, please make sure the symbols are completely obvious for your opponent). Any knock-off SAGA dice will imply immediate disqualification from the event and no access to Valhalla.
- your completed roster sheets.
- your measuring sticks or rulers (if you are not using Official SAGA Measuring Sticks, please check yours against an official set and not the printed examples in the back of the rulebooks; also, you may use measuring sticks in inches or cm, as long as your opponent uses the same measure).
- your fatigue tokens.
- your Rulebook & supplements.
- a pen and some paper.

## **LAST BUT NOT LEAST**

The First SAGA Slugfest is being publicized in our Facebook page and at the excellent Facebook Group SAGA: The skirmish game (<https://www.facebook.com/groups/1512883212323934/>), and we are currently emailing invitations to more than 350 wargames clubs from Europe, the USA, Canada, Australia and other countries. We are also contacting a few dozen sponsors to try and guarantee some really good prizes and a few goodies for each and every player.

If everything goes according to our expectations, will be hosting an event for 150/200 players (actually, we won't be able to accommodate more than 200 players, so be quick to register, don't tell us we didn't warn you!)

We at SAGA Portugal are sparing no efforts to try to offer you a SAGA weekend to remember, but we cannot do it without you. The First SAGA Slugfest is a competitive event for fair players. Let's all have fun!

Let's play SAGA!

## Age of Crusades Hero – Dom Afonso Henriques, the first King of Portugal



Afonso I (1106-1185), nicknamed the Conqueror, the Founder or the Great, was the first King of Portugal. He achieved the independence of the southern part of the Kingdom of Galicia, the County of Portugal, from Galicia's overlord, the King of León, in 1139, establishing a new kingdom and doubling its area with the Reconquista, an objective that he pursued until his death in 1185, after forty-six years of wars against the Moors. The Portuguese revere him as a hero, both on account of his personal character and as the founder of their nation.

### Legendary Unit:

Dom Afonso Henriques is a Legendary Warlord who replaces your Warlord for 1 point. He may use the Normans or the Spanish battleboards, and he has the following characteristics:

- Saga Dice: 2
- Armour: 5 (4)
- Aggression: 8
- Equipment: Horse
- Bodyguards, Determination, Presence, Resilience (1), We Obey

**Warrior King:** Dom Afonso Henriques was revered by his soldiers. The Bodyguards rule is extended to Warriors and Levies. You may also change the face of one SAGA Dice rolled at the beginning of your turn.

**Hero of the Reconquista:** Dom Afonso Henriques conquered Lisbon with the help of Northern Crusaders and during his campaigns he was assisted by the Christian Military Orders. If you use the Norman battleboard, you may include in your band for free a unit of Templars (4 mounted Hearthguards) OR a unit of Crusaders (8 dismounted Warriors, no shooting capabilities). None of these units generates SAGA Dice.

**From warrior to ruler:** In 1169, the now old Dom Afonso was possibly disabled in an engagement by a fall from his horse. From this time onward, the Portuguese king never rode a horse again. On turns 5 and 6, the King has the following characteristics:

- Saga Dice: 1
- Armour: 5 (4)
- Aggression: 4
- Equipment: Dismounted
- Bodyguards, Determination, We Obey

**Player Warband Roster Sheet**

Name: \_\_\_\_\_/Surname: \_\_\_\_\_

**No. (\_\_\_\_)**

ID/Passport No. \_\_\_\_\_

Country: \_\_\_\_\_

Club (optional): \_\_\_\_\_

E-mail : \_\_\_\_\_

Warband Faction: \_\_\_\_\_

My 6 point warband consists of (Hearthguard, Warrior, Levies & Mercenaries/Swords for Hire) as follows:

1:

2:

3:

4:

5:

6:

Free units:

My 4 terrain pieces are:

1:

2:

3:

4: