

The Heathen Banner 2015

Introduction

2015 marks the third annual Heathen Banner tournament. The first two tournaments have gone really well, and I am hoping to repeat that this year! It is a 6pt Saga tournament that will be held on October 24th of this year at the Ukrainian Social Club in Leicester (full details of dates, times and addresses can be found below). Once more, I am aiming to create an event that is fun to play in, has great tables to play on and showcases the game of Saga to it's full extent.

Alasdhair McMillan, Tournament Organiser

Buying Your Ticket

Tickets are £12 and can be bought from www.tiebreak.co.uk/heathenbanner.

The Tournament Schedule

09.00 – Arrival/Registration
09.30 - Game 1
11.00 - Break (hand in results, stretch legs, etc.)
11.15 - Game 2
12.45 – Lunch Break
13.45 - Game 3
15.15 - Break (hand in results, stretch legs, etc.)
15.30 - Game 4
17.00 - Break (hand in results, stretch legs, etc.)
17.20 - Prize Ceremony

Registration/Arrival

The event will be held in the upper hall (on the second floor) of the Ukrainian Social Club in Leicester. There will be a club member standing on the door to guide you in the right direction. The address is:

Ukranian Social Club,
2A Fosse Road South,
Leicester,
Leicestershire,
LE3 0QD.

Registration begins at 09.00, please don't arrive later than 09.20 as this will delay the first game. If a player arrives over 20 minutes after the first game starts, they will forfeit the game and a back up player will play their opponent.

Once you have registered you will be given an events pack, a record card and directed to your table.

Breaks and Lunch

There are two 15-minute breaks and one 20-minute break. During these breaks you should hand in your results sheet, stretch your legs and regale the hall with tales of your deeds in battle! There is also an hour-long break for lunch.

Snacks and refreshments will be available throughout the day, however lunch will not be provided. There is a Tesco and Spar within a 5-minute walking distance, and various take-aways within a 5-minute drive. Details of how to get to these places can be provided upon request.

Games Information

There will be four games during the tournament with the following scenarios:

- **Game 1** – Clash of Warlords (Saga: Dark Ages)
- **Game 2** – The Last Stand (Saga: Crescent & Cross)
- **Game 3** – The Raid (scenario is included at the end of the rulespack)
- **Game 4** – Champions of God (Saga: Crescent & Cross)

The games will be 6pts each. The tournament organisers will have set out the scenery in a fair way; if you have an issue with it, please ask a judge and they will be happy to help you. Please bring a copy of all the relevant rules for your warband with you (this includes expansion packs, battleboards, etc). Your figures do not need to be painted, but it looks much more heroic if they are!

Scoring System

At the end of your game, you will be asked to fill out a sheet to record the result of the game. A win is worth 20 points, a draw 10 and a loss is 5. Slaying the enemy warlord scores 2 points. At the end of the game, whoever has the most Conquering Victory Points as per page 108 of the Crescent & Cross gains an additional 2 victory points.

In addition, 5 points are available for bringing a fully painted army, with an additional 3 available at the judge's discretion to reward particularly well done miniatures. 2 points will be given per favourite game nomination received by the player.

Prizes

There will be 6 prizes available on the day; 1st, 2nd & 3rd place overall, best sportsman, best painted army and a wooden sword for the player in last position! In the event of a tie for final placing, the difference between victory points will be used. Painting will be judged by one of the non-competing club members. At the end of the fourth game, players will be asked to select their favourite opponent of the day. Whomever has the most nominations will win the sportsmanship award.

Sportsmanship and Conduct

Although there are prizes for these events, this tournament should be considered a friendly one, and therefore players are expected to behave in a friendly way. I am reluctant to introduce strict rules on punishing unsportsmanlike behaviour because it is my hope that Saga creates an atmosphere of pleasant competition. If you do have an issue with the behaviour of another player, please contact a judge and it will be judged on a case by case basis.

If you have any queries at all regarding the event please feel free to contact me via my e-mail - theheathenbanner@gmail.com

Thank you again for reading,

Alasdhair McMillan

Scenario: The Raid

Two warlords descend upon a deserted village intent on plunder. The helpless peasants can only watch as their homes are ransacked and fields burnt.

Game Length: 6 turns

Deployment

One treasure chest marker is placed in the very centre of the table. Please note, this is not a loot marker and therefore cannot be moved.

Both players roll a d6. The winner (in the event of a tie, the player with the most facial hair wins!) places one of 8 loot markers at least L away from one of the long table edges. The second player then places a marker L away from a long table edge, and M away from another loot marker, and so on until all 8 markers are placed.

Both players then deploy forces as per the Clash of Warlords scenario.

Both players then roll a dice, the winner (in the event of a tie, the player with the most facial hair wins!) then takes the first turn.

Loot

A loot marker can be gathered by a non-warlord unit if it ends its activation touching a loot marker, having moved *up to* Short (or Very Short if the marker is in terrain) and having not shot, been in melee or 'Rested' during that activation. The marker is then placed with the unit and counts as an extra model that generates no attack dice, defence dice or counts towards any Saga abilities. As the unit is burdened down by the loot they carry, they may not move more than M per player turn.

If the unit is wiped out in melee the marker passes to the unit that destroyed them. If the unit is destroyed as part of a Side-By-Side activation, the loot markers are given to a non-warlord model involved in the melee (a Dark Age warlord has better things to do than carry loot!). If there are no non-warlord models available, the loot marker is left in the place where the last figure of the unit carrying it was removed.

If destroyed by ranged combat the marker is placed where the last figure was removed, it can thereafter be collected again.

Victory Conditions

Each loot marker is worth 2 victory points to the player that ends the game with it as part of one of their units.

The player who controls the treasure chest marker at the end of the game gains 7 victory points. To control the marker, a player must have a unit within

M of it. If both players have units within M, the player with the closest model to the marker will control it. If both players have equidistant models, then the player with the most victory points within M of the marker wins. If there is still no one player in control of the marker as per the previous sentences, then no player controls the marker and no one gets the victory points.