

Peterborough Wargames Club
Saga Campaign 2019

Invasion England 1067

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Background

Spring 1067 – William Duke of Normandy has invaded the south of England – winning a victory at Senlac Hill in Sussex on 14 October 1066. From there to London to be crowned King on Christmas Day (25 December) 1066 in Westminster Abbey. Outside London was far from under control, with hostile crowds surrounding the Abbey.

In March 1067 William withdrew to Normandy leaving his half-brother Oda behind to continue subduing the country.

Many Saxon Lords had submitted to William and retained their lands, others were still hostile, especially further away from London. These Lords continued to defy William's rule.

Other forces also saw the instability in England as an opportunity to either expand their power or gain wealth by raiding.

Into this world you will bring your warband.

What faction will you be?

Normans – Followers of William – seeking your fortune in a new land.

Bretons – Mercenaries from Northern France allied to William.

Anglo-Saxons – still control most of the country, north and west of London. Some allied to William, some not, you choose.

Welsh – See opportunities to strengthen their control of the Welsh Border counties of England, to raid. They are also willing to support any Anglo-Saxon lord who has coin and wants help to oppose the Normans.

Strathclyde Welsh – An enclave of the Welsh north of Cumbria, they look to gain control of Northern England.

Scots – Control most of Scotland. Ruled by Malcolm III who followed Macbeth to the throne.

Irish – With many Kings they control most of the island of Ireland, and seek to raid across the sea to England, Wales and Scotland.

Norse-Gaels – A mix of Irish and Viking, controlling the Hebrides and the Isle of Man. They continue to raid from their island bases to Ireland, England and Scotland.

Anglo-Danes – These are the Danes (Vikings) who have settled Northern England – Yorkshire and Cumbria. They resist William and seek to maintain their independence.

Vikings – Will ally with the Anglo-Danes but seek to raid all around the British Isles. They have bases in Orkney, Dublin and their home in Denmark and Norway.

Jomsvikings – Roving bands of mercenaries from the Baltic, these Vikings will fight for coin, or just raid for the fun of it.

Franks – Predecessors to the Kingdom of France, seeking to increase their influence over Normandy and Brittany. They use the Carolingian Battleboard.

The Campaign

Starting –

We will be playing a series of six games of Saga – over six months from April 2019 to September 2019.

Games will generally be played on the First Monday of the Month starting on 1 April 2019. Note if you cannot attend that night it will be possible to play your game at a later date – as long as it is resolved before the following month's game.

Rules:

Saga Version 2 – Core Rule Book

Saga Version 2 – Age of Vikings – Factions (as listed above)

Saga version 2 – Book of Battles

Please ensure you have a copy of the Latest Addendum and FAQ, especially any that apply to your own Faction and Battleboard. There will be a link to this on the Forum.

Warband:

Choose your warband – you will need to pick a faction. Choose an eight point warband, and post the details on the Forum:

For example:

Player: Fred Smith

Warlord: Ulfric Squint-Eye

Faction: Viking

Points: 3pts Hearthguard, 1pt Berserkers, 2pts Warriors, 2pts Levy.

Only a basic warband list is allowed – without Legendary Units. No Mercenaries and Swords for Hire are allowed, nor can any Relics and Artefacts be taken in the basis warband. War Banners are allowed.

As an exception to Mercenaries – Bards, Priests and Personal Champions are allowed. This includes Jomsvikings who are not allowed Mercenaries in the Rule Book, are allowed for this campaign.

Warbands will need to be represented by suitable 28mm miniatures (preferably Painted) it should be easy to identify what they represent, and as far as possible WYSWYG.

This eight point list need only show what unit type is selected. Actual equipment selection can be done on the day, including (but not exclusively), Mounted/Unmounted, Heavy Weapons, Crossbows, Bow/Spear, where options exist for a unit in the relevant list.

Games:

The first game will be played with a six point Warband formed from the eight point list.

Before the game starts you must declare what six points you will use – for example from the list above a valid list would be: 2pts Hearthguard, 1pt Berserkers, 2pts Warriors, 1pt Levy.

You only need to reveal the actual composition of your Warband as it is deployed. Then you reveal how your points are combined and what options have been taken. For example you could deploy the example Warband, as a units of 8 Hearthguard, 4 Berserkers, 2x8 Warriors, 12 Levy with Bows, plus your Warlord. At total of five units.

GAME 1

The first match-up for Game 1 will be random.

The Scenario will be Clash of Warlords from the Saga Rule book.

Option A will be used for Deployment.

Terrain to be select using the standard rules with the exception that only none or one Large terrain piece may be taken, and a maximum of four pieces in total.

The game will end after either 6 turns, when one Warband generates no Saga Dice, or the Warlord is slain. Whichever occurs first.

Calculate Massacre Points as normal.

Results to be submitted in terms of Massacre Points.

Please note any units that were completely removed in the game (number and type).

Warlord Experience

We will follow the Book of Battles rules to track Warlord experience, with one correction, the point for Your Warlord was Eliminated, should be Your Warlord was **NOT** Eliminated, you don't get points for dying!

Please keep a record of your Total Experience, and the any Experience remaining after Talents have been selected.

Note Talents remain with you so if you pick the wrong one then you just have to spend more Experience on another one!

Territory

There is a map for the campaign. Each Faction will be given a base Territory on the map. As you win games you will gain Territory for your faction in the areas where you fight, in some case you can choose this on the map, first battles will be in "vacant" areas. Later battles my result in the loss of gained areas, it is hoped that the base Territory will never be threatened!

For the Jomsviking faction they do not hold Territory, so they will gain gold in place of land! This will count the same as Territory for tracking the campaign but will not show on the map.

Games 2 – 6

The scenario for Games 2 to 6 will be announced later (but at least a week before). The match-up will also be decided in advance.

Challenge

After the first game you can choose not to play the assigned Scenario and match-up, by issuing a challenge. You may pick ANY Warlord to challenge, with the exception you may never Challenge a Warlord more than once in the campaign, nor may you Challenge a Warlord who has Challenged you. Even if the Challenge was refused.

If a Challenge is refused then the Challenged Warlord loses 4 Experience points, but they still retain any Talents they have already assigned.

If the Challenge is accepted, then play the basic scenario as per Game 1. The opponents of each Warlord involved in the Challenge, who now do not have a game, will now play each other instead.

Win/Loose/Draw

Following the first Game Win/Loose/Draw will affect the next game.

Win – Gain one Point to spend on either Swords for Hire unit or upgrading your Warlord to a Legendary Unit. Where your Warlord becomes a Legendary unit, this may affect what options your main warband may have when deployed.

This upgrade only applies for one game.

You will normally face another upgraded Warband so the points will be the same, however if there is a discrepancy in points then there will be compensation in the results.

Draw – If you draw a game you will be allowed to choose a Relic or Artefact, again for only one game.

Loose – Sorry you lost! You don't gain any bonuses.

Warlord Experience – Summary of rules

Conditions	Points
Your Warlord took part in the battle	2 Points
Your Warlord participated in one Shooting Attack or Melee as attacker or defender	1 Point
Your Warlord was not eliminated	1 Point
You Won the game	1 Point
You fought a Warlord with more experience	1 Point

Talents

Hunting	
I	Your Warlord is equipped with a bow, which replaces all other weapons they have.
II	Your Warlord has an Aggression of 5 during shooting attacks.
III	Against enemies with an Armour against shooting of 5 or more, your Warlord gets a +1 bonus on their attack dice.

Protection	
I	During melees and shooting attacks, your Warlord can re-roll their defence dice if the opponent has a bonus of +1 or more on their attack dice.
II	Your Warlord's Armour is increased by 1 against shooting attacks
III	The Warlord's Armour can never be lower than 4, for any reason.

Battle	
I	Before resolving a melee involving your Warlord, roll a die. On a 6 they gain 2 bonus attack dice.
II	If the enemy unit has an Armour of 6, your Warlord gets a bonus of +1 to their attack dice.
III	After having rolled your attack dice, reroll 1 dice. If the result is lower than the number of hits you score, add 2 automatic hits to the number of hits scored.

Exploration	
I	Your Warlord can move through any uneven terrain without any reduction in movement
II	Once per turn your Warlord can add a ruler of S to a movement (but not a charge)
III	Your Warlords movement activations are free (but not their charge activations)

Wisdom	
I	Instead of removing a fatigue from your Warlord during a rest activation, you can take one of your available Saga dice and roll it and place it on the Battleboard.
II	You may reroll one of your inactive Saga dice during each of your Orders phases.
III	At the start of the enemy turn, you can take one of your available Saga dice, roll it, and place it on your Battleboard.

Tenacity	
I	When a fatigue is used to reduce your Warlord's Armour, they gain 1 defence die.
II	The range of the Warlords <i>Bodyguards</i> special rule is M instead of S .
III	Once per game before the resolution of a melee or shooting attack involving your Warlord, you may increase the value of their <i>Resilience</i> special rule by +1 for the resolution of this melee or shooting attack.

Wealth – At the start of a game the Warlord can assign the benefits of these Talents to a single unit of Non-Mercenary Hearthguard.	
I	During the melee, using fatigue can only reduce the Units armour by 1.
II	Each turn, the first figure in the unit to be eliminated via the <i>Bodyguard</i> special rule cancels two casualties instead of one.
III	While the unit is within S of your Warlord, it generates an extra Saga die.

Renown	
I	Give 1 Heroism token to your Warlord. You can spend a Heroism token after a die roll to apply a +1 to an attack or defence die of your choice – maximum one token per die.
II	Give 2 Heroism token to your Warlord. You can spend a Heroism token after a die roll to apply a +1 to an attack or defence die of your choice – maximum one token per die.
III	Give 3 Heroism token to your Warlord. You can spend a Heroism token after a die roll to apply a +1 to an attack or defence die of your choice – maximum one token per die.

Note: Heroism tokens are cumulative for each level, so a Warlord with level III Renown has Six Heroism Tokens.

Handicap

Difference	Bonus
1 to 10	No bonus
11 to 20	Once per game, before rolling your Saga dice, you can add one of your available Saga dice to the dice you are going to roll. This cannot be used in the first turn to increase the limit of three dice.
21 to 30	Once per game, before the resolution of a Melee you can announce that all your defence dice get a +1 bonus.
31 to 50	Roll an extra Saga die each turn, which you can add to the dice you would have rolled.
51 and over	All your units get a +1 bonus to all attack dice against the enemy Warlord.

