

# SAGA

## BATTLE BROTHERS III THE DOOM OF KINGS



A SAGA DOUBLES EVENT  
SATURDAY 7TH OCTOBER 2023

## Venue

*Battle Brothers III* will be held on Saturday 7th October 2023 at:

Dark Sphere Shepherd's Bush Megastore  
Unit 8  
W12 Shopping Centre  
London, W12 8PP

There is parking in the Westfield shopping centre and several options for warm food in and near the shopping centre. Toilets are located inside the shopping centre itself.

## Schedule

- 09:00-09:30 Arrival, set-up
- 09:45-10:00 Welcome + briefing
- 10:00-12:30 Game 1 - **Seize the High Ground**
- 12:30-13:00 Lunch, Best Painted voting
- 13:00-15:30 Game 2 - **Migration**
- 15:45-18:15 Game 3 - **Chaos and Confusion**
- 18:15-18:30 Awards, packup

## Event Rules

Battle Brothers is a doubles wargaming event in the SAGA ruleset. Players attending Battle Brothers may enter as part of a pre-defined team or be assigned a partner on the day. This rules pack tries to make understanding Battle Brothers as easy as possible, but if you feel something is unclear or would like further information, please contact the organiser at [louis.cox-brusseau@cantab.net](mailto:louis.cox-brusseau@cantab.net)

## Code of Conduct

Battle Brothers is an extremely relaxed affair meant to be conducive to good stories, good games, and making new friends. It's a great event for players new to SAGA to jump in and learn the game! Having fun is more important than winning, and players should ensure their conduct reflects this philosophy. In the event of a disagreement over rules, please summon the organiser. The organiser's word is final.



## Warband Creation

You can enter *Battle Brothers III* with a four (4) point warband from any of the following SAGA books:

- *Age of Vikings*
- *Age of Crusades*
- *Age of Invasions*
- *Age of Alexander*
- *Age of Hannibal*
- *Age of Magic\**

*\*Age of Magic factions may NOT include Spellcasters or spellcasting units of any kind*

The following rules apply when creating a warband:

- Legendary units or legendary sub-factions are **not** allowed at this event.
- Sacred Ground terrain pieces are **not** allowed.
- Skraelings, “Old Friends, New Enemies” and the Age of Crusades factions from “A Matter of Peace and Faith” **ARE** allowed for this iteration of *Battle Brothers*.
- You may not select more than one (1) point of Mercenaries per warband. This means a team (comprised of 2 warbands) may not have more than 2 points total comprised of Mercenaries. **No duplicate Mercenary choices within the same team are allowed.**
- The mercenary matrix from the *Age of Vikings* 2021 FAQ is used when selecting mercenaries from the *Age of Vikings* Universe.

*Battle Brothers III* will use the 2022 edition of the Saga rulebook and the most up-to-date FAQs released by Studio Tomahawk at the time of the event.

You are free to use miniatures from any manufacturer, as long as they are fully painted (no unpainted/half-finished models will be allowed) and are easily identifiable as what they represent on the tabletop. If in doubt, contact the organiser!

### Fixed Warbands

- Both players on a team must fill out a sheet (attached at the end of this pack) containing the following details: player names, team name, factions and points breakdown, stating any mercenaries taken.
- Warband selection is fixed. You may not change how you have spent your points between games. However, equipment options and deployment configurations are not fixed, so players may change the equipment they use from one game to the next – e.g. Okke could choose to deploy his 2 points of Jomsvikings Hearthguard as 2 units of 4 models, or 1 unit of 4 models, with or without heavy weapons.
- Similarly, Sven could choose to deploy up to one point of his Viking Hearthguard as Berserkers if he wished, and could choose (or not) to use a War Banner.
- However, players may not change sub-factions between games – e.g. if you are running Eastern Princes (Rus Princedoms) you must stay within any equipment boundaries set by your sub-faction throughout the event.

## The Doubles Format

Players attending *Battle Brothers III* should note the following rules, as a SAGA Doubles event plays a little differently to a 'regular' event. Please read and adhere to the following rules:

- Players in the same team share the same turn. This means that both players share an Orders phase, an Activation phase. Both players must complete their shared Orders phase before moving to the Activation phase. It is up to the two players to agree in what order they trigger their various Orders and Activation abilities!
- Players **MUST** give their opposing team a chance to trigger Orders/Reaction abilities before moving to the Activation phase.
- In the Activation phase, players must resolve each activation completely before moving to the next – in other words, two players on the same team cannot resolve activations at the same time.
- If a player triggers a multiple activation, they must resolve **ALL** of their resulting activations before their teammate can activate any units.
- “Friendly units” in SAGA terminology refers only to the units in a player’s own warband.
- Units belonging to your teammate are referred to as allied units.
- Players only generate Saga dice from their own units, and may not share or exchange dice with their teammate.
- Players may not play Activation, Orders, or Reaction abilities of any kind on or in reaction to allied units. Nor may the “We Obey” rule be used on allied units – just friendly units.
- Allied units do not count for Saga abilities which affect or are affected by “friendly units”. They do, however, count as ‘other’ units. Example: A Byzantine player triggers “Mixed Formation”. Only units within the Byzantine player’s own warband count for this ability (even if the allied player is also Byzantine). Example 2: A Viking player triggers “Njord”. This affects all units – friendly, allied and enemy.
- When playing Saga abilities specifying “the opposing player”, “the opposing warband”, or “a warband”, you may pick either of the opposing warbands (or your own if relevant) to apply the ability’s effect to, but not an allied warband. When triggering abilities specifying “Both warbands”, pick one opposing warband and your own warband.
- If a Saga ability however specifies “all units” (e.g. Njord as outlined above) it must be applied to all units eligible – friendly, allied, and both opposing warbands.
- Units which apply bonuses to nearby units (e.g. Turcopole defence dice) only apply this bonus to friendly units, never allied units.
- When a unit is destroyed, all friendly units and all allied units within S will take a fatigue unless specifically overruled by a Saga ability.
- It is highly likely that, despite the organiser’s best intentions, some irregularities may emerge when applying certain Saga abilities in the doubles format! In these cases, if a suitable agreement cannot be reached between players, please ask the organiser to make a ruling. In all cases, the organiser’s ruling is final.

- The method of placing terrain at Battle Brothers follows the Universal Method outlined in the Book of Battles, with the alteration that each team functionally 'counts as' a single player when placing terrain – in other words, your team places one piece of terrain, then your opponent does.
- Players are limited to a preset terrain 'pool' from which they may choose terrain – this will be clearly outlined on the day but will not be significantly different to the Universal Method terrain list in the Book of Battles.

## Scoring

Battle Brothers uses a simple scoring system to rank teams:

- Win – 5 tournament points
- Draw – 3 tournament points
- Loss – 1 tournament point
- Each enemy Warlord slain (whether by shooting or melee) - 1 tournament point.

The team with the highest number of overall tournament points on the day is crowned the victor!

## Awards

There are several awards given out at Battle Brothers:

- **Lords of Legend** – overall victors (team)
  - Second Place (team)
  - Third Place (team)
- **Craftsman of the Gods** – Best Painted Army (individual)
- **Master Smith** – Best Terrain Piece(individual)
- **Best Historical Theme** – (team; historical boards only)
- **First Into Valhalla** – Wooden Spoon

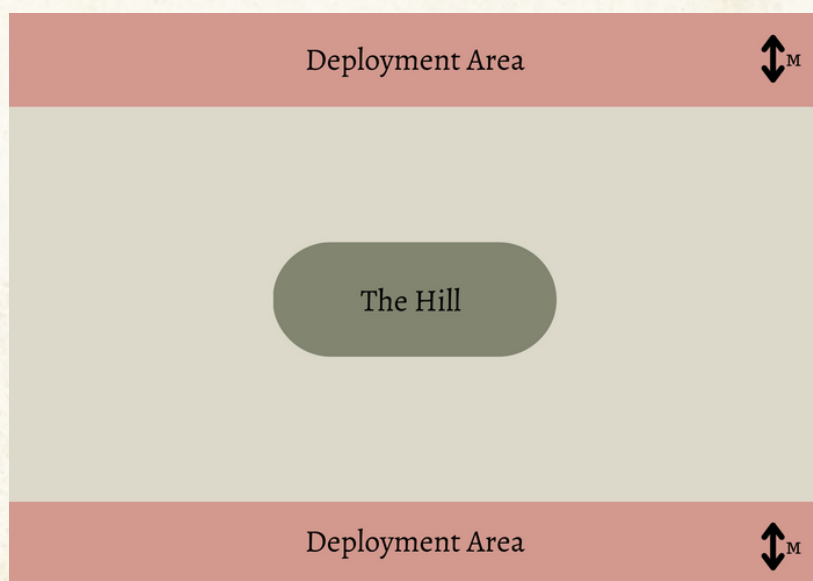
**Lords of Legend:** Determined by overall tournament points accumulated across all three games. The team with the highest points is overall winner, followed by second highest, third, etc.

**Craftsman of the Gods:** This award is a 'player's choice' award - players will be asked to vote for their favourite army during the lunch break.

**Master Smith:** To be eligible for this award, you may bring one (1) piece of homemade terrain to *Battle Brothers* for use in your games. This piece of terrain must be added to the terrain pool used to place terrain at the start of each game, and must be made available to both teams. It must be fully compliant with the Universal Terrain Table, and must be fully modelled and painted. The tournament organiser will select the best piece of player-made terrain to win this award at the end of the day.

**Best Historical Theme:** Teams including *Age of Magic* factions are not eligible. The organiser will, at his discretion, pick a team which succeeded in capturing a particular historical theme or event in the selection of their factions, overall modelling and presentation - and any extra lengths gone to present their armies! Suitable allied factions, display boards, supporting paraphernalia and 'thinking outside the box' all recommended.

# SEIZE THE HIGH GROUND



## SET-UP

Terrain is placed using the Universal Method. A Hill is placed in the centre of the table, aligned so that the distance from the Hill to both teams' deployment areas is the same. This Hill counts as a terrain piece for the purposes of advanced Saga abilities, with the exception that it may not be moved under any circumstances. Both teams roll-off; the higher roll may decide which team is the first team.

## DEPLOYMENT AND BEGINNING OF THE GAME

Both teams' deployment areas are M from their table edges. The first team must split their individual warbands into two groups, each with as equal a number of units as possible, and deploy one of these groups each. Next, the second team deploys both their warbands in their entirety. Finally, the first team deploys all remaining units from both warbands. The first team begin the game; they must play their first turn with a limit of 3 Saga dice per player, with the other 5 being removed for their first turn.

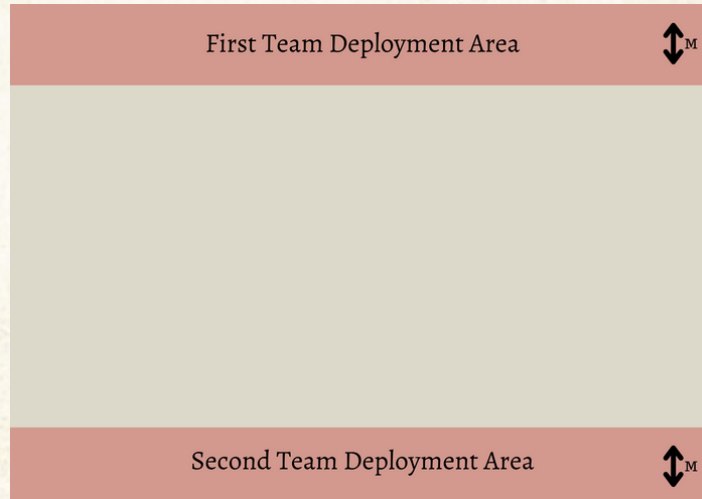
## SPECIAL RULES

Starting at the end of Turn 2, both teams score Conquest points at the end of their turns if they have units on the hill. In order to score, a unit must still generate a Saga die and have at least 50% (rounding up) of its models entirely on the hill. (E.g. a 9-man Warrior unit must have at least 5 models on the hill.) For each unit so positioned, the owning team generates that unit's worth in Conquest points (see the Book of Battles). Units not generating a Saga die cannot score. The presence of enemy models on the hill does not prevent a unit from scoring.

## END OF GAME

Roll a die at the end of Turn 5. On a 4+, both teams play another turn, otherwise the game ends. Both teams calculate Conquest points scored, with the team scoring the most points winning the game. A team must score 4 or more points than their opponents to win the game, otherwise it is a draw.

# MIGRATION



## SET-UP

Both teams roll-off; the higher roll is the first team. Terrain is then placed using the Universal Method. Both teams add **two** baggages to **each** of their warbands, represented by the appropriate figures (see *Baggage*, p.17, *Book of Battles*). Therefore, each team will have four baggages in total. A player's baggage count as part of their warband in all respects; their teammate's baggages count as allied units per the *Battle Brothers* rules.

## DEPLOYMENT AND BEGINNING OF THE GAME

Both teams' deployment areas are M from their table edges. The first team must split their individual warbands into two groups, each with as equal a number of units as possible, with one baggage in each group. The first team then deploys one of these groups each. Next, the second team deploys both their warbands in their entirety, with baggages. Finally, the first team deploys all remaining units from both warbands. The first team begin the game; they must play their first turn with a limit of 3 Saga dice per player, with the other 5 being removed for their first turn.

## SPECIAL RULES

Both teams' units may leave the table from any point on the opposing team's long table edge (see *Leaving the Table*, p.16, *Book of Battles*).

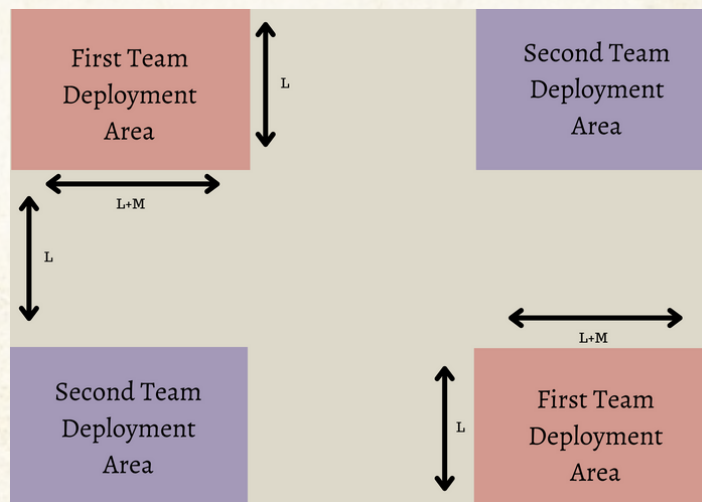
## END OF GAME

The game ends when there are no more baggages on the table belonging to either team, or after both teams have played 6 full turns. At that point, each team counts their combined survival points, ignoring the baggages. That total is then modified as follows:

- For each of their baggages destroyed by the enemy, a team must subtract 6 from their total survival points;
- For each of their baggages which have left the table, a team must add 6 to their total survival points;
- For each of their baggages still on the table, a team must subtract 3 from their total survival points.

The highest total wins the game; a team must score 3 or more points to win, otherwise it is a draw.

# CHAOS AND CONFUSION



## SET-UP

Both teams roll-off; the highest roll is the first team. Terrain is placed using the Universal Method.

## DEPLOYMENT AND BEGINNING OF THE GAME

Both teams have **two** deployment zones in this scenario. After placing terrain, the first team must pick two deployment zones. These must be at diagonally opposite corners of the board. Each player is assigned one of these zones; only their own units may be deployed in this zone

Deployment is done by alternation; starting with the first team, one player must deploy one unit in their deployment zone. Then the second team must pick a player to deploy a unit, before passing to the first team, and so on until both teams have fully deployed all units from both warbands in their respective areas.

The first team begin the game; they must play their first turn with a limit of 5 Saga dice per player, with the other 3 being removed for their first turn.

After deployment, but before the game begins, the second team may roll 3 Saga dice per player and place those dice on their battle boards.

## SPECIAL RULES

The first turn of the game is played with the Night special rule (Book of Battles p.17).

## END OF GAME

Roll a die at the end of Turn 5. On a 4+, both teams play another turn, otherwise the game ends. Both teams calculate Massacre points scored, with the team scoring the most points winning the game. A team must score 4 or more points than their opponents to win the game, otherwise it is a draw.