

ALLIANCES

Teams	2
Rounds	2
Boons	2
Starting boons	2
Granting boons.....	3
Saving boons.....	3
Spending boons	3
Gaining boons	4
Round 1 – Foggy Forays	4
Fog of War	4
Foray for the win!	4
After the game	5
Round 2 – Seize the Day!.....	5
Allocating scenarios to tables.....	5
Assigning players and boons	5
Round 3 – Vae Victus!	6
Assigning players to fields	6
Swapping players between fields	6
Using boons in round 3.....	7
Winning the campaign	7
Let’s talk about boons, baby	7
Scenario 1: Sacred ground v2.....	9
Scenario 2: Wolf Pass v2.....	10
Scenario 3: A tricky crossing	11

Alliances is mini campaign for Saga. A better name is pending. Dalliances?

An Alliances campaign is played over three games, each representing pivotal encounters in a short, nasty campaign.

TEAMS

Each player is assigned randomly to one of two alliances (i.e. teams) (therefore there needs to be an equal number of players).

Alternatively (depending on which factions are fielded and the vibe desired) players can decide alliances based on theme e.g. English brigands vs French incompetents (Age of Chivalry), Goddy McGodfaces vs Pagan/Infidel Shitheels (Age of Vikings/Invasions/Crusades), posh pointy ears vs mucky green slobs (Age of Magic).

Each alliance must select an Overlord (i.e. team captain).

Overlords play an important role in the campaign by:

- Assigning players to fields in round 3
- Swapping players between fields in round 3
- Keeping track of boons earned and granted by their alliance throughout the campaign, i.e. act as “the boon bank” or the “boonkeeper”
- Distributing boons to alliance team members at the start of each round
- Knocking heads together like a bad motherfucker

ROUNDS

Players fight the Alliances mini campaign over three rounds, being:

1. Foggy Forays – initial encounters in the misty murk
2. Seize the day – or more accurately, seize the objectives
3. Vae victus – the big fight to decide all

BOONS

Boons are advantages that alliances and warlords receive during the campaign. Boons are gifts from the Gods of War, and are earned by performing great deeds in battle or at least having a red hot go. Boons may be used during a battle as a reward to help achieve victory, but may also be saved for later rounds or to help win the campaign.

Each alliance receives boons at the start of the campaign, as described below. Players also earn boons during scenarios, based on the scenario conditions.

STARTING BOONS

At the start of the campaign, distribute boons to each alliance as per this process:

- Each Overlord rolls 1D3
- Each adds 1 to their result for every four players per alliance (or part thereof)

- so add 1 to the result for 1-4 players per alliance
- add 2 for 5-8 players per alliance, etc.
- add both Overlord's results together, divide by 2, and round the result up.

Each alliance receives boons equal to the final result.

GRANTING BOONS

While each warband in an alliance can earn boons, only the Overlord dispenses boons. Overlords may grant boons as they see fit to their alliance's players (including themselves) or may save boons for later rounds. There is no requirement to distribute boons equally, spend a minimum or maximum number of boons per round, etc. HINT: if Overlords are tempted to use all remaining boons in the final battle, they should read how to win the campaign first!

At the start of each round:

- Overlords must dispense boons after opponents are allocated, but before any player commences deployment.
- Overlords must also inform their opposing Overlord (and anyone else who cares to listen) boons granted, to whom, and boons saved for the next round – again, they should do this after players are allocated opponents but before they commence deployment.
- Overlords should wait until their opponent has completed dispensing boons and opponents before making this announcement to maintain a sense of suspense!

SAVING BOONS

As suggested above, Overlords may also save boons i.e. keep a reserve of boons to help in future rounds. When considering whether to save boons, Overlords should read the section on winning the campaign at the end of this document.

Overlords must explicitly decide to save boons. Boons granted to warlords must be used during the same round or they are lost. Any warlord that does not use their boons thus could cost their alliance future assistance, or even campaign points. Bad warlord!

SPENDING BOONS

During each game, players who have been granted boons may use them to obtain one of the following advantages, each costing one boon. By spending a boon, players may:

- Roll one extra Saga die at the start of their own Order phase and place it on their battle board along with the rest of their Saga dice, as usual
- Roll one Saga die at the start of their opponent's Orders phase (as their opponent rolls their Saga dice) and immediately place it on their own battle board

Players may spend only one boon at a time to obtain one of the advantages above.

Scenarios also provide other ways to use boons, as per the scenario descriptions.

GAINING BOONS

At the end of round 1 and round 2, warlords earn boons for their alliance for each of the following conditions they meet:

- Wipe out an enemy unit before their opponent does
- Charge an enemy unit with their warlord before their opponent does
- Wipe out half of their opponent's units (or more) (rounded up in the case of uneven numbers of units)
- Win the game with a margin of 10 or more points
- Remove the enemy warlord as a casualty, and still have own warlord on the table

Players do not earn boons at the end of round 3.

ROUND 1 – FOGGY FORAYS

Assign players random opponents. They play a typical *Clash of Warlords* game. However, neither player may roll on the special conditions table. The game lasts for 6 turns.

FOG OF WAR

Fog engulfs the battlefield in round 1. The following rules apply when foggy conditions prevail:

- all line of sight is reduced to M
- no unit may shoot further than M
- no unit may move more than M
- no unit may charge an enemy unit more than M away
- no Saga ability may override the above conditions

The fog lasts for both players' first and second turns. When both players have played two turns each, roll a dice. If the result is 4 or higher, the fog continues for each players' third turn. Otherwise the fog lifts and the fog rules above end.

If the fog persists into the third turns, then it automatically lifts for the first player's fourth turn and onwards.

FORAY FOR THE WIN!

The winner in round 1 is determined via the usual *Clash of Warlords* method, i.e. by massacre points.

Players earn 2 bonus massacre points during the game when one of their non-exhausted units that generates Saga dice:

- Starts an activation phase with all models more than L from their table edge
- Starts an activation phase with all models more than L+M from their table edge
- Starts an activation phase with all models within M of the opposite table edge

Each warband may earn each of the above bonuses once only, i.e. they may earn a maximum of 6 bonus points.

AFTER THE GAME

When the battle is over and a winner announced, players should leave their gear where it is (you'll see why when you read the rules for round 2).

ROUND 2 – SEIZE THE DAY!

Round 2 consists of three objective-based scenarios. These scenarios are at the end of these campaign rules. They are:

- Sacred Ground v2
- Wolf Pass v2
- A tricky crossing

ALLOCATING SCENARIOS TO TABLES

Each table must have its scenario randomly predetermined before the round begins. Ensure as much as possible that each scenario features on the same number of tables. If the number of tables can be divided by 3 then this is unproblematic. However, the number of tables may not permit even distribution of scenarios, in which case:

- If there are 1, 4, 7 etc. tables (i.e. there are 2 scenarios “spare”) each Overlord (starting with the Overlord whose alliance has the fewest people named Ken, Craig or Julian) chooses a scenario that will not be used.
- If there are 2, 5, 8 etc. tables (i.e. there is 1 scenario “spare”), then the Overlord whose alliance has the most people named Ken, Craig or Julian chooses the scenario that will not be used.

ASSIGNING PLAYERS AND BOONS

Overlords must then flip a coin or play rock scissors paper – the best of 3 wins. The losing Overlord's alliance must pick up their gear and move one table clockwise. This determines opponents and scenarios for round 2.

Once scenarios are allocated and opponents are decided, Overlords may grant their players boons.

When both Overlords have granted and declared boons, players deploy on their allocated tables as per the deployment rules for each scenario.

After both warbands are deployed, but before the first Orders phase, each player (starting with the first player) may spend a boon to move two of their units up to M. Units may move up to M regardless of their typical movement distance. However, all normal movement rules otherwise apply (e.g. rules reducing or prohibiting movement in terrain, inflicting fatigue on mounted units in uneven terrain, etc).

ROUND 3 – VAE VICTUS!

This round is a series of independent *Clash of Warlords* battles on separate “fields” (i.e. sectors) of a larger, epoch-altering battle. So while each game is 1v1, players should keep in mind their efforts form part of a larger, simultaneous effort.

ASSIGNING PLAYERS TO FIELDS

At the start of the round, both Overlords take turns to assign players (including themselves) to a field, one player at a time.

- This process is conducted by the Overlords in each other’s presence, starting with the alliance that began round 3 with the fewest boons.
- If each alliance has the same number of boons at the start of the round, then the alliance who has won the fewest overall battles during the campaign goes first.
- If each alliance has won the same number of battles, the Overlords must flip a coin or rock-scissor-paper it (best of 3 to win in either case) while someone plays Orff’s *O Fortuna* at loud volume. The loser chooses and assigns a player first.

Overlords may not assign players to an opponent who they have already played in the previous rounds. This may limit their decisions or force them to re-assign players.

SWAPPING PLAYERS BETWEEN FIELDS

After Overlords have assigned all players to a field, they may spend a boon to swap two of their players (including themselves, if desired) between fields:

- The Overlord whose alliance commenced round 3 with the most boons may swap two players before their opponent, or pass on the opportunity altogether
- Then the opposing Overlord may switch two of their players between fields, , or pass on the opportunity altogether
- Thus only one pair of players may be swapped per alliance
- Players may not be swapped if it will result in them playing an opponent they have already played in an earlier round
- To swap players, Overlords select two friendly players, and reverse their allocation of fields. So chosen player one moves to field 2, and chosen player two moves to field 1. In other words, they swap fields. Duuuuuuhhhhhh.

USING BOONS IN ROUND 3

As well as the usual ways, during the game players may spend one boon during their own orders phase to do the following:

- Inflict a casualty on an exhausted, non-hero unit
- Inflict a casualty on a unit that no longer generates Saga dice

This no doubt seems brutal – but this is the decider after all.

Players may spend only one boon at a time to obtain one of the advantages above.

In addition, any player with boons to spare during round 3 may, in their own Orders phase, give a boon to a friendly warlord to assist their chances of winning. They may only do so if:

- The player giving the boon, and their opponent, have both played at least 2 turns
- The player giving the boon's warband can still generate at least 4 Saga dice

Only one boon may be granted in this way during a single Orders phase.

The ability to give boons to allied players reflects the bigger stakes alliances are fighting for and encourages warlords to think about the alliance's victory over their own. It reflects that, while players are fighting on separate fields, the battle takes place in the same strategic and geographic environment.

Reminder – only boons granted to players may be used in these ways. Boons saved by the Overlord are, by this stage, saved to contribute to the alliance's campaign points.

WINNING THE CAMPAIGN

Once round 3 is over, Overlords must tally their alliance's campaign points (CPs). Each alliance earns campaign points thus:

- 1 CP per win in round 1
- 3 CPs per win in round two
- 1 CP per draw in round two
- 5 CPs per win in round three
- 2 CPs per draw in round three
- 1 CP per boon saved by each alliance at the start of round 3

The alliance with the most CPs wins the campaign. There are no tie-breaker provisions, so if each alliance has the same number of CPs the outcome is a draw. If you think this will lead to a frustrating anticlimax, then well done – you can now empathise with your girlfriend. Or your girlfriend's girlfriend.

LET'S TALK ABOUT BOONS, BABY

By now you should have made a remark referring to Australian former test cricket legend and current elite ICC official David Boon AKA Boonie. If not, reflect on your failure.

Hopefully when reading these rules, you will have come to appreciate the tension inherent in the boon system, i.e.:

- Spending boons provides powerful advantages in the form of bonus Saga dice, and scenario-specific advantages, tempting warlords to spend and win!
- However, saving boons for the final round when wins are worth more campaign points could deliver a greater edge to the alliance...
- And saving boons to the very end of the campaign could be the difference between winning a losing a campaign. Or not, if your enemies spend their boons more effectively during the games!

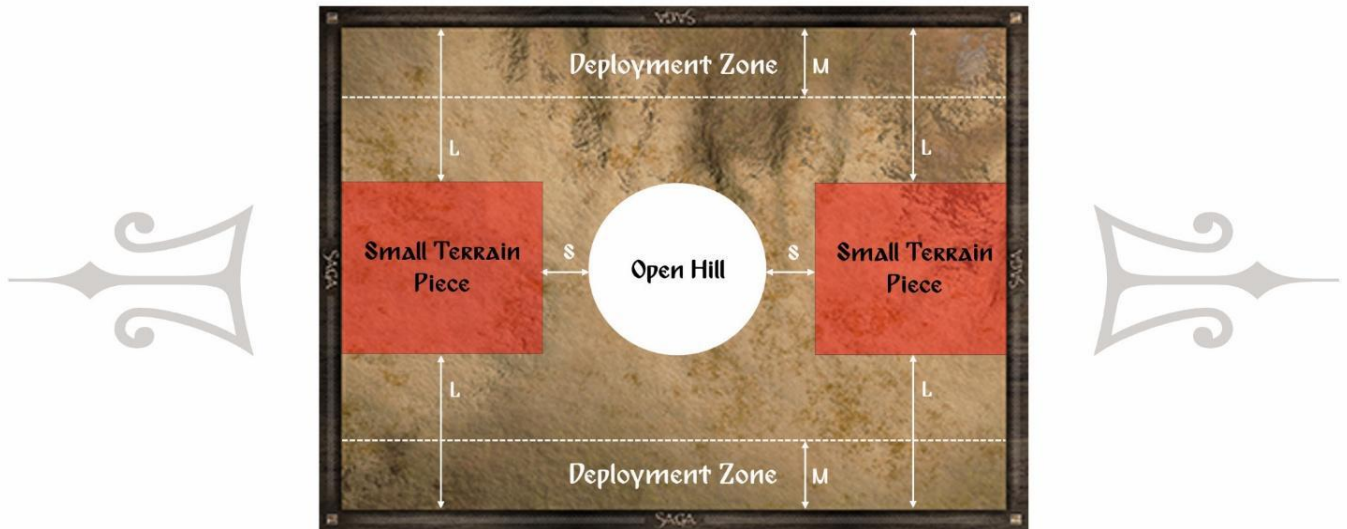
Overlords must thus navigate a strategic quandary during the campaign – can their alliance use their boons well in the short term to build momentum and hopefully deliver more campaign points through wins, or would it be wiser to save the boons to help win the campaign overall? Can the players prevent their opponents from making the most of their boons in the meantime? No flocking idea. We should probably playtest it. If you do, let me know how it goes: gc.butler@yahoo.com. Enjoy.

(Scenarios for round 2 follow...)

SACRED GROUND V2

The warlords have gathered their armies upon sacred ground.

Every strike, every sacrifice, every drop of blood spilled here will carry weight. Whatever the cost - this day shall be an unforgettable spectacle of strength, courage, and resolve. When the dust settles and the cries of battle fade, only one will emerge victorious—and their will shall reign over land and people.



PREPARATION

Place one open hill in the center of the table.

Starting with the first player, each player selects one small terrain piece from the general terrain table that does not provide hard cover and places it fully between **L** and $2xL$ from their table edge and further than **K** from all other terrain pieces.

Ruins and rocky ground cannot be used.

No additional terrain pieces are placed in this scenario (even by special rules, e.g., from mercenaries), and no terrain piece may be moved or removed.

SETUP & GAME START

The first player places one of their units within **M** of their table edge. The other player does the same from their table edge. Players then take turns placing their remaining units until both armies are fully deployed.

The first player begins the game and has 3 SAGA dice in their first turn. Remove the remaining dice for this turn.

The second player generates SAGA dice normally.

END OF THE GAME

A total of 6 turns are played.

From the second turn onward, players calculate their victory points as follows:

After a player completes their turn, their opponent calculates the Conquering Points they earn for their units in that turn. The player earns Conquering Points (Book of Battles, p. 6) for all their units with models on or in any of the three initially placed terrain pieces (even if only part of the base is on the terrain).

For example, if at the end of your opponent's turn, you have: 4 models of an 8-model Warrior unit on the first terrain piece, 2 models of a Veteran unit on the second terrain piece, 1 Warlord on the third terrain piece, you earn 4 Conquering Points ($2 + 1 + 1 = 4$).

The maximum Conquering Points per terrain piece equals the current turn number. For example, in round 4, a maximum of 4 Conquering Points can be earned per terrain piece.

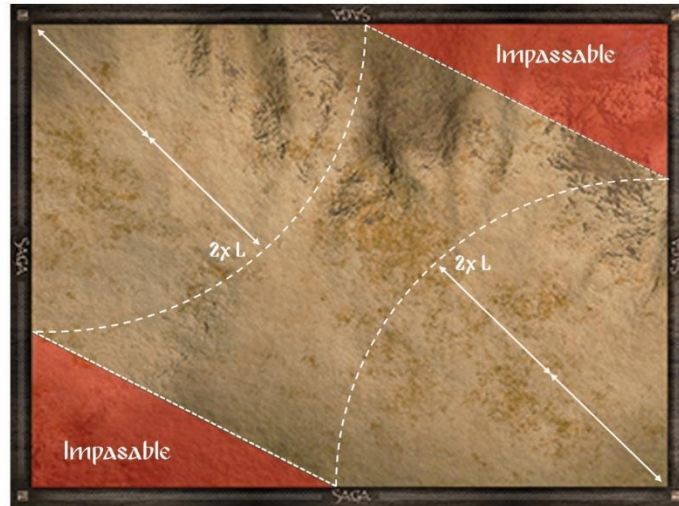
Players calculate their victory points at the end of each opponent's turn, and all points are cumulatively added (record them at the end of each turn).

At the end of the 6th turn, a player wins the game if they have at least 3 more Conquering Points than their opponent.

Otherwise, the game ends in a draw.

Wolf Pass V2

Between towering cliffs and shadowed forests, the sole path twists through the dreaded Wolf Pass. Whoever controls this pass commands the gateway to the land's very heart. Your forces stand ready—but the enemy has fortified the narrows. Only with courage, resolve, and iron discipline can you shatter their lines and force the breakthrough. Today, the winds will carry one banner over the mountains at dawn. Whose will it be?"



PREPARATION

Each player sets up their troops in the corner located to the right of their long table edge. The deployment zone is a quarter-circle with a radius of $2xL$ from that corner.

The other two corners represent rocky mountain slopes and are impassable to units. Draw a line between the points where the players' deployment zones meet the table edge. The two resulting triangles form the mountain slopes and count as high, impassable terrain (see diagram).

Determine the first player.

Place terrain according to the Universal Method. Only small terrain pieces may be used, and none may be placed within **S** of the impassable zones.

SETUP & GAME START

- The first player deploys their Levies.
- The other player deploys their Levies
- The first player deploys their Warriors.
- The other player deploys their Warriors.
- The first player deploys their remaining units.
- The other player deploys their remaining units.

The first player begins the game with 3 SAGA dice (the rest are removed for the first round).

The other player plays their first turn with 5 SAGA dice (the rest are also removed).

END OF THE GAME

After both players have completed five rounds, the first player rolls a die. On a 4 or higher, a sixth turn is played. Otherwise, the game ends.

At the end of the game, players count the Conquering Points of their remaining units with the following modifications:

- Any unit that is at least partially in the opponent's deployment zone at game end counts as having 3 additional models for Conquering Point calculations.
- Any unit that is at least partially in the own deployment zone at game end counts as having 3 models less for Conquering Point calculations.

If a player has at least 3 more Conquering Points than their opponent, they win the game.

Otherwise, the game ends in a draw.

SCENARIO 3: A TRICKY CROSSING

SET-UP

Place a river no more than M wide across the middle of the table i.e. so it flows from one short table edge to the opposite short table edge.

The centres of the river ends must touch the centre points of the short table edges i.e. the point exactly M+L away from the corners with the long table edges. The river may meander a bit but be mostly straight between the short table edges.

The river must have a ford or bridge halfway along its length i.e. pretty much smack bang in the centre of the table. The bridge or ford must be S wide – a little wider is OK but any narrower and things will get congested.

Set up terrain as per the universal terrain method, with the following alterations:

- Each player may place at most one piece of small terrain within M of the river
 - These pieces may not be closer than VS to the river
 - They may be placed on the same side of the river or on different sides
- Players may not place large pieces of terrain within M of the river
- No terrain whatsoever may be placed within M of the bridge or ford

DEPLOYMENT AND STARTING THE GAME

Starting with the second player, each player deploys two units at a time in turn until their warband is fully deployed. All units must be deployed within L of their table edge.

If a player is left with three units, they deploy all three to finish deployment.

If a player is fully deployed but their opponent still has units remaining, then their opponent deploys all remaining units at once.

The first player begins the game. Before the game, the second player may roll Saga dice equal to half of the points total of their warband (rounded up if needs be). They place these Saga dice on their battle board immediately.

SPECIAL RULES

THE TRICKY RIVER

The river is a bit tricky to cross. Just how tricky depends on where a unit crosses:

- The river counts as uneven terrain within S of either side of the bridge or ford
- Otherwise, the river counts as dangerous terrain

THE BRIDGE/FORD

The bridge or ford is the only place where models may move normally and safely over the river. It does not block line of sight, provide cover, and counts as open terrain (it's a nice, new, shallow ford).

Infantry models may move and charge from the river onto the bridge, and vice-versa. If they do so, they count as moving through difficult terrain.

Cavalry models may not move or charge from the river onto the bridge, or vice-versa.

SCORING POINTS

Players score points by earning conquest points:

- Starting with their second turns, each player counts conquest points at the end of their activation phase.
- Units earn conquest points for being on the bridge or ford, or within S of the bridge or ford.
- Units with all models placed entirely on the bridge or ford at the end of their activation phase earn one bonus conquest point.
- Each time a unit wins a melee within VS of the bridge/ford, or on the bridge/ford, their warband earns 1 bonus conquest point.

END OF THE GAME

The game ends when both players have played six turns, or when a player's warband cannot generate any Saga dice at the start of their turn.

Each player calculates their warband's total conquest points earned during the game.

A player wins if they have earned at least 8 conquest points and have also earned at least 3 conquest points more than their opponent.

Otherwise, the game ends in a draw.