



Age of Sigmar 2018 Tournament Pack

Event Details and House Rules:

- Each Army will be created using the Generals Handbook 2018 consisting of up to 2000pts using Matched play rules. Your armies general, artefacts, Command Traits, Prayers, Spells ,etc. must be clearly stated on your printed army lists.
- Six (6) copies of your printed list need to be brought to the event. One for yourself, four for your opponents, and one for the event staff. (*All lists must be printed using the Azyr App or Warscroll builder.*)
- In all cases where players can 'pick or roll' an additional item/spell/command trait players must choose rather than rolling. This choice must be clearly marked on your list, and cannot change between games.
- Triumph bonuses will be used in the event as per Core Rules.
- Endless Spells will be allowed in the event as per Malign Sorcery Rules. (You must provide a copy of the Endless Spells Warscroll for your opponent).
- Realms of Battle Rules will NOT be used.
- Forgeworld Models will be allowed in the event. (You must provide a copy of the Warscroll for your opponent).
- The objectives used in missions do not have height, and units can move over/across/stand on them without penalty. Distance from an objective is measured from the center of the Objective Marker.
- Proxies, Conversions, and Third Party Miniatures will be allowed, but must clearly represent the warscroll. If you are unsure if your model(s) meet these requirements please email the event staff.
- Appropriately sized round/oval bases are required for the event.
- Firestorm allegiances may be used within their Grand alliance allegiance. (i.e. chaos, destruction, order, death.)
- Any new Warscrolls, Battletomes, or Publications released after July 8th will not be eligible for use.
- All scenery pieces except Hills and ArmySpecific Terrain will use the Mysterious Terrain rules from the Scenery Table from the Core rules. (Roll before you determine sides).
- Publications used for Rules and Scenario Reference: Generals Handbook 2018, Malign Sorcery, Core Book

Scoring:

<u>Category</u>	<u>Total Possible</u>
Battle Points:	60
Secondary Objectives:	30
Tertiary Objectives:	12

Battle Points: Major Win = 10, Minor Win = 8, Draw = 6, Minor Loss = 4, Major Loss = 0

Missions:

- All missions last for 5 battle rounds, or when dice-down is called. If you and your opponent do not believe you can finish a battle round in the time remaining, do not begin one!
- If there are no models left for one of the player before the Fifth Battle Round has ended the game still continues as normal until the Fifth Battle Round has been completed. *For Example: Player A has destroyed the last model of Player B at the top of Round 4. Player A may play through their remaining phases following their army's warscroll and rules to see if they can achieve any other Objectives, etc.*
- Before each battle round players will secretly select a secondary objective from the list of eight. The Secondary objective must be marked on the score sheet handed out prior to deployment, but you do not need to share which you chose with your opponent. Each Secondary objective can be selected only once during the event whether you were successful or not.

Secondary Objectives:

1 Only The Faithful

You score this objective if you successfully pass a Battleshock roll during the battle. Abilities/Items that allow units to automatically pass Battleshock do not count toward successfully completing this objective.

2 No Longer Denied

You score this objective if your General is still alive by the end of the game.

3 Best Defense is a Good Offense

Nominated Unit ()

Before the battle begins nominate a Unit. You score this objective if the Nominated Unit makes more total unsaved wounds to your opponent's models than successful amour saves from wounds received during the battle.

4 Best Offense is a Good Defense

Nominated Unit ()

Before the battle begins nominate a Unit. You score this objective is the Nominated Unit makes more total successful amour saves on wounds received than unsaved wound saves on your opponents models during the battle.

5 Man Hunt

You score this objective if your opponent's General is slain by the end of the game.

6 Killstreak

You score this objective if you have destroyed more than half of your opponent's models or caused them to flee through Battleshock.

7 Conquer the Realms

You score this objective if you have two units without the Behemoth or Artillery Battlefield Role in your opponent's territory by the end of the game.

8 Silence is Golden

You score this objective if you destroy or cause to flee through Battleshock any model or units with the keywords Wizard, Totem, or Priest by the end of the game. If your opponent has no models with these keywords Wizard, Totem, or Priest you automatically score this objective

Mission 1: Knife to the Heart (pg. 50 of GHB 2018)

Tertiary Objective: Score this Objective if you have one unit or hero within 6" of the enemy long table edge at the start of your turn. The unit must be removed from the battle for the rest of the game.

Mission 2: Places of Arcane Power (pg. 60 of GHB 2018)

Tertiary Objective: Score this Objective if every model of your army has been, at any time, wholly within your opponent's deployment zone.

Mission 3: Shifting Objectives (pg. 59 of GHB 2018)

Tertiary Objective: Score this Objective if you control two or more of the objectives using a unit with the Battleline Battlefield Role.

Mission 4: Duality of Death (pg. 52 of GHB 2018)

Tertiary Objective: Score this Objective if your General is holding one of the objective at the end of the game.

Mission 5: Starstrike (pg. 54 of GHB 2018)

Tertiary Objective: Score this Objective if, at any time, you control two or more objectives with only a unit with the keyword Hero.

Mission 6: Focal Points (pg. 57 of GHB 2018)

Tertiary Objective: Score this Objective if, by the end of the game you have a model or unit within 12" of the opponent's corner of their deployment zone.