

# NZAOS TEAM CHAMPIONSHIP 2017

September 2<sup>nd</sup> – 3<sup>rd</sup>, Hamilton



## Tournament Information

### Warhammer Age of Sigmar Teams Event

DATE: September 2<sup>nd</sup> – 3<sup>rd</sup>, 2017

VENUE: Hamilton Fraser High School Hall, 72 Ellicott Rd, Nawton, Hamilton

FEE: \$75 per team of 3 (\$25 per player)

ORGANISER: James Page – [jwp@decnz.co.nz](mailto:jwp@decnz.co.nz) – 0226894274

## Registration Details

Fill out the form below, one registration per team of three please

<https://goo.gl/forms/rKZPH2wBmbQpoCYC2>

## Payment

\$75 payment to the follow bank account

Please include team name as a reference

03-1557-0174547-000

## Event Details

Rounds: 5 total – 3 on Saturday, 2 on Sunday

Points: 2000 points maximum

Table Size: 6ft x 4ft

Teams: Teams of three are required for entry into this event

Painting: Three colour minimum standard, no unpainted models

Team shirts: Showing up in team shirts is recommended! But not required

## Rules

As a base, Generals handbook first edition pitched battle rules apply with the following additions:

- Measure from base to base
- Square bases are allowed however, use round bases where possible.  
Square bases may be attached onto round bases if this solution works for the player.
- The latest version of warscrolls are to be used
- Full units only count for kill points at this tournament

## Lists

- **Due 26<sup>th</sup> August**
- All choices for army to be included on lists (artefacts, spells, allegiance abilities, unit options etc)
- No duplicate artefacts or command abilities across the team's three lists (this is to discourage a team showing up with a set of three identical lists and encourage some variability)

## Team vs Team rules

- First round will be drawn from a hat at 8am on the day
- Each round consists of a three man team facing another three man team.
- Each player will only face one player from the opposing team.
- Each team will be given three player cards which have their name on one side of the card.

## Match up selection

- Both teams put forward face down a player card
- The teams then flip up the card and select one of the remaining two players to face the player nominated by the card
- This makes up the first two match ups and the third is the remaining player from each team
- Scenarios are selected from the generals handbook after match ups and bonus objectives have been selected, roll for each match up.

## Bonus Objectives

- Each team will be supplied with a set of three bonus objective cards
- After match ups have been selected the teams decide which bonus objective each of their players will be using
- Once both teams have agreed that they have selected who is using which bonus objective (note this is done in secret from the other team) then the individual battles can commence
- Bonus objectives are shared with opponents before deployment commences
- See The bottom of this players pack for the three bonus objectives that will be in play

## Scoring

- Major Victory scores 4 points
- Minor Victory scores 3 points
- Draw scores 2 points
- Minor Loss scores 1 point
- Major Loss scores 0 points
- Achieving bonus objective scores 1 additional point on top of the above points (even if the match is lost)
- This means a team can score a maximum of 15 points per round (scoring the same amount of points as your opponent is fine)
- Kill points should be recorded for each game in case of a tiebreaker

## Winning the event

- The teams score out of 15 is accumulated each round to make up their total score
- Scoring the same amount of points as the opposing team is fine (for bragging rights you may add up kill points and decide a victor)
- Points will be clearly displayed on a board for all teams to see
- Match ups after round one will be decided in a top down manner (current team in lead vs team coming second skipping match ups that have already occurred. If a match up cannot be determined in this manner then a bottom up approach to re arranging match ups will be applied.
- The team with the most accumulated points at the end of 5 rounds will be declared the event winners
- If two teams have identical points then kill points will be used as a tiebreaker

## Terrain

Please feel free to bring your own terrain to supplement those on offer at AOSNZ TC 2017. Terrain will remain on the same table for the whole event. If your opponent agrees, you may reconfigure terrain setup in a mutually agreed manner at the start of the game, before deciding deployment zones. Roll on The Scenery Table for each piece as per the main rules.

### Bonus Objective One:

Regicide: Kill the opponents general

### Bonus Objective Two:

Bloodbath: Score over 1000 kill points

### Bonus Objective Three:

Escort: After deployment place an extra model in your deployment zone that has an ordinary cavalry sized base. This model does not block other models but cannot itself move through models. This model has movement 10 and cannot run. If your opponent moves across or finishes its move on the model it is removed from play. Flying models must be able to land on the model for this to count as moving across. Achieve this objective by moving this model off the board on the long edge of the opponent's territory. For escalation this model is deployed 18 inches away from opponents territory.