

# NATCON

2018



March 31st to April 2nd - Hamilton



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**MIGHTY** **ape** **GAMING DNA**

BORN TO PLAY



# TOURNAMENT INFORMATION

**N**ATCON is the annual National Wargaming Convention, this year hosted by the Hamilton Immortals. *Warhammer: Age of Sigmar* will be held alongside a variety of other games and genres.

Date: March 31st to April 2nd (Easter Weekend)  
Venue: Hamilton Cosmopolitan Club, 32 Claudelands Rd, Hamilton East, Hamilton 3216  
Entry: Single Day = \$20. Two Days = \$40. Three Days = \$60.  
Organiser: Timothy Lind (Tournament Organiser) - [TronhammerNZ@gmail.com](mailto:TronhammerNZ@gmail.com) - 021952974  
Due Dates: Lists - 23rd March. Payment - 16th March.

## REGISTRATION DETAILS

To register, please download, complete and return this registration form:

[NATCON 2018 Registration Form](#)

*PLEASE NOTE THAT TICKETS ARE LIMITED. PLEASE REGISTER AS SOON AS POSSIBLE.*

## EVENT OUTLINE

### NATCON: BATTLEHOST OPEN WAR

Date: 9:00 am, Saturday March 31st  
Rounds: 5 total - 3 on Saturday, 2 on Sunday  
Game Size: Battlehost (2,000 points)  
Table Size: 6 ft x 4 ft  
Battlefield Roles: Leaders (1-6) - Battleline (3+) - Artillery (0-4) - Behemoths (0-4) - Other Units (Any)  
Rules: All Pitched Battle rules from the General's Handbook 2017 and current FAQs/Warscrolls  
House Rules:  
1. Measure from base-to-base.  
2. If there are multiple versions of a warscroll available, you must use the most recent.  
Battleplans: These will be generated using the Open War cards before each round. See below for details.  
Prizes: TBC

*Note: There will be no double-ups with trophies. If a player has already won a trophy, it will be awarded to the next eligible player.*

### NATCON: SHADESPIRE

Date: 9:30 am, Monday April 2nd  
Rounds: TBC based on numbers interested

*Shadespire will be released in November 2017. More details regarding competitive events will no doubt be available then!*

## SATURDAY SCHEDULE

Arrival/Setup	9:00 am	Round 2 Start	1:30 pm
Announcements	9:30 am	Round 2 End	3:45 pm
Round 1 Start	9:45 am	Round 3 Start	4:15 pm
Round 1 End	12:30 am	Round 3 End	6:45 pm
Lunch	12:30 - 1:30	Day 1 Finish	7:00 pm

## SUNDAY SCHEDULE

Arrival/Painting Votes	9:00 am	Round 5 Start	1:30 pm
Voting	9:15 am	Round 5 End	3:45 pm
Round 4 Start	9:45 am	Tidy Up	3:50 pm
Round 4 End	12:30 am	Prizegiving	4:15 pm
Lunch	12:30 - 1:30	Home time!	4:30 pm

## WHAT TO BRING

- Copy of this Player's Pack
- GHB2017 if you have it, and any relevant FAQ documents
- Warscrolls
- 5 copies of your list for your opponents
- Pen/Pencil
- Models, Dice, Rangefinder, Tokens
- Terrain if you have any
- Objective Markers (2-4)

## PAINTING STANDARD

It is expected that armies will be fielded fully-painted (three-colour minimum and based), with models that adequately reflect the unit they represent (What-You-See-Is-What-You-Get). While some flexibility is allowed, it is particularly important that when fielding named characters or powerful unit upgrades. Contact the organiser if this will be challenging to achieve.

There will be a 'Favourite Army' vote as part of the event. Between six and ten armies will be chosen by the TO for a shortlist, and you will vote based on that shortlist. It is open to your own interpretation of what constitutes your favourite army at the event, including but not limited to painting skill, theme, back story, creativity or originality.

There will be no 'soft-scores' for this event.

## SPORTSMANSHIP

It is expected that all players will come to the event with the intention to play in the 'spirit of the game'; that they will reflect on the experience they provide their opponents, and contributing to the friendly, supportive, and inclusive atmosphere that has epitomised AOS events in New Zealand over the last few years. There are no sports scores. Any issues need to be brought to the attention of the TO, and penalties will be applied if warranted. In extreme cases, the TO reserves the right to ask attendees to leave the event without reimbursement.

There will be a 'Favourite Game' vote as part of the event. This is open to your own interpretation of how to vote. The TO will decide any tie-breakers from an event-wide perspective of player decorum and displaying 'spirit-of-the-game'.

# TERRAIN

Please feel free to bring your own terrain to supplement those on offer at NATCON 2018.

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.

## TOURNAMENT SCORING

The tournament will be decided based on the following scoring:

- Major Victory = 4 points
- Minor Victory = 3 points
- Draw = 2 points
- Minor Loss = 1 point
- Major Loss = 0 points
- Hidden Agenda = 1 point
- 1st Tie-breaker = Most kill points (only score for killing entire units).
- 2nd Tie-breaker = Most 'Favourite Game' votes

## NATIONAL RANKINGS

Results for both events at Warbanner will contribute towards the national rankings scoring system for New Zealand. See more information at [Warhammer NZ](#).

## SPONSORSHIP AND DISCOUNTS

We have two awesome sponsors for NATCON! Please help us support them by checking out their listings. Gaming DNA will have a vendor stall at the event, and Mighty Ape will have discount vouchers for all attendees, in addition to gift vouchers and prizes from both.

- [Mighty Ape](#)
- [Gaming DNA](#)



**MIGHTY** ape



# OPEN WAR

Battleplans will be generated before each round for the whole field using the Open War cards:

- The TO will draw a *DEPLOYMENT*, *OBJECTIVE* and *TWIST* card from the deck at the start of each round.
- All games will use these cards, which will not be used again for the remainder of the event.
- Players will select one of their *SUDDEN DEATH* cards after set up is complete. This should be kept hidden from their opponent.
- Players may only select each *SUDDEN DEATH* card once.
- If achieved, the *SUDDEN DEATH* objective will count as an additional point for that game.

A full list of all possible cards is included at the end of this pack.

## VENUE

NATCON will be held at the Hamilton Cosmopolitan Club. There is heaps of accommodation nearby. Check the venue address and book accordingly.

The venue has an open bar and restaurant running all day. This will provide a relaxed, social atmosphere.

*Please note - drinking responsibly is up to the individual. However, the event organisers reserve the right to disqualify and eject any individuals abusing this right without refund.*

<http://www.cossie.org.nz/>

## FAQ

Please contact the TO (details on page 1) with any rules queries. If you have a sneaky combo and are not sure if it is 100% above board, please clear it with the TO before the event. Surprising us on the day with no forewarning or time for consideration will likely result in being ruled against out-of-hand. After all, the main factor to your success will be your generalship, not sneaking underhand tactics under the radar!

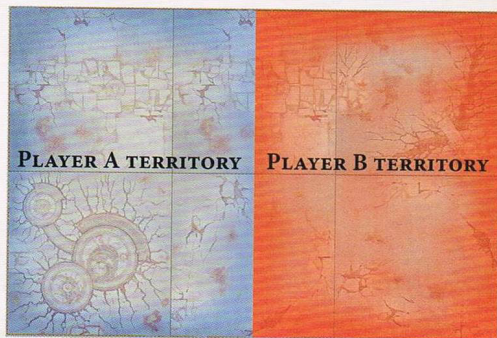
- [Official FAQ's and Compendium Scroll Updates](#)
- [Scroll Builder](#)
- [Age of Sigmar New Zealand community](#)

# WE LOOK FORWARD TO SEEING YOU THERE!

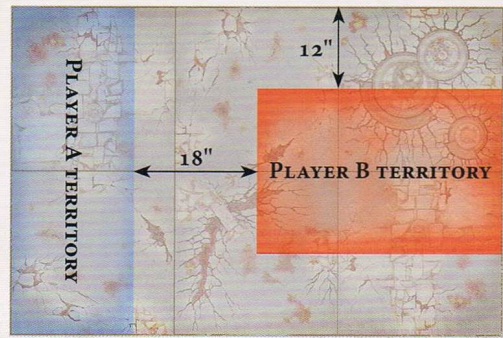


# APPENDIX

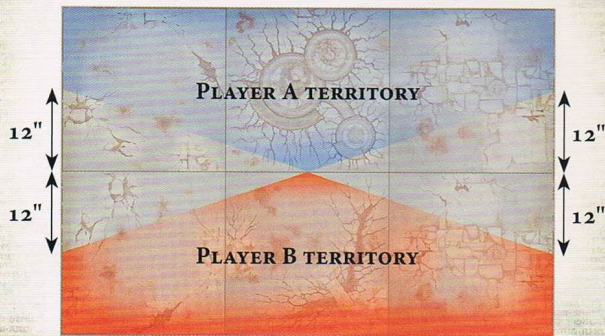
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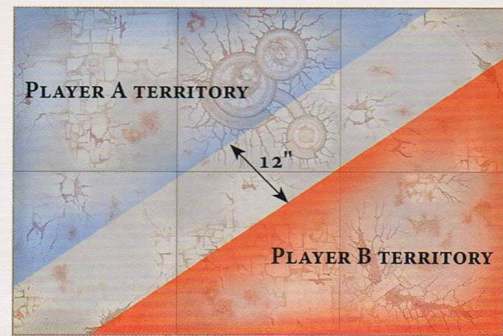
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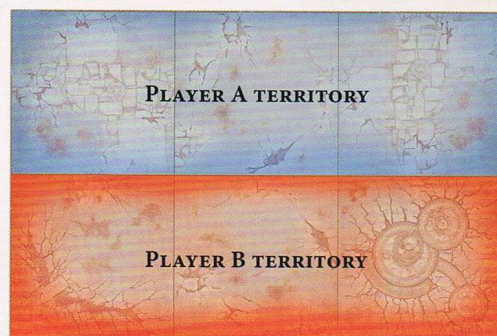
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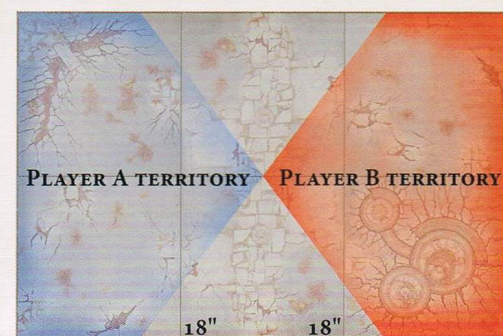
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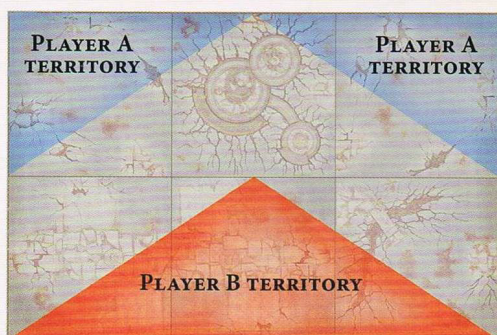
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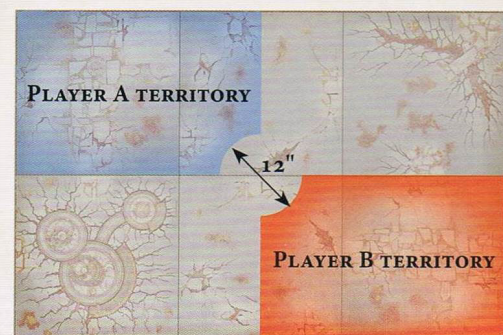
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DEPLOYMENT



DEPLOYMENT





## OBJECTIVE

### DRAWN & QUARTERED

*You face a battle on several fronts, for in this region there are several sacred sites that must all be seized so that you can, in turn, seize victory.*

Both players roll a dice; starting with the player who rolled highest, they then take it in turns to set up two objectives each, anywhere more than 12" from the centre of the battlefield, more than 6" from the edge of the battlefield, and more than 18" from any other objectives.

Each player scores 1 victory point at the end of their turn for every objective they control. The player with the most victory points at the end of the fifth battle round is the winner.

## OBJECTIVE

### TAKE AND HOLD

*Whether command posts or warning beacons, holy shrines or abandoned armouries, these assets must be seized at any cost, for with them comes victory.*

Place one objective at the centre of the battlefield. Then each player sets up one objective in their own territory, more than 10" from the edge of the battlefield.

At the end of a player's turn, they score 1 victory point for each objective they control. If the objective was also controlled by the player at the start of their last turn, they score 3 victory points instead. The player with the most victory points at the end of the fifth battle round is the winner.

## OBJECTIVE

### BURN & PILLAGE

*Tear it all down! Spread ruination through the enemy's heartlands and leave nought but heaped corpses and fallen rubble in your wake!*

The players roll-off; starting with the winner, they then take it in turns to set up three objectives each, anywhere in their own territory that is more than 6" from any other objective and the edge of the battlefield.

A player can burn and pillage any enemy objectives that they control at the end of their turn – remove them when they do so. The first player to burn and pillage all three enemy objectives wins the battle.

## OBJECTIVE

### THE PRIZE

*No matter how much blood is shed, how many lives lost and what hardships must be endured, nothing else matters but to seize the prize...*

Place an objective at the centre of the battlefield. A model can pick it up by ending a move on top of it. The objective moves with that model from then on. The model can drop the objective at any time, and must drop it if slain. If it is dropped by a player's model, their opponent places the objective within 1" of the model that dropped it. The player whose model is carrying the objective at the end of the fifth battle round wins the battle.

## OBJECTIVE

### TREASURE HUNTERS

*Somewhere upon the mist-shrouded battlefield lie precious treasures of incalculable value. Seize them before your foe can do so.*

The players take it in turns to place six objectives. Each objective must be placed more than 6" from any other objectives and the edge of the battlefield.

At the start of each player's turn, they must roll a dice for each objective they control, in any order they wish. If they roll a 6, they have found the hidden treasure – remove the other objectives. The player that controls the hidden treasure at the end of the fifth battle round wins the battle.

## OBJECTIVE

### FIELD OF GLORY

*You march to battle across hallowed ground, territory of such value that merely to hold it is to seize victory from the foe.*

Place one objective at the centre of the battlefield. Both players then roll a dice; starting with the player who rolled highest, they then take it in turns to set up one objective each, anywhere in their own territory that is more than 6" from the edge of the battlefield.

At the end of the fifth battle round, the player that controls the most objectives wins the battle. A player wins immediately if they control all three objectives at the end of their turn.

## OBJECTIVE

### INVASION

*You must advance into the enemy's territory and capture their heartlands to win victory. Beware, though, for they are trying to do the same to you!*

Both players roll a dice; starting with the player who rolled highest, they then take it in turns to set up one objective each, anywhere in their own territory that is more than 6" from the edge of the battlefield.

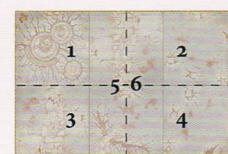
A player wins immediately if they control their own objective and the enemy objective at the end of their opponent's turn.

## OBJECTIVE

### THE COMET

*From on high comes a celestial body of great value. An Azyrite boon, perhaps, or a Warpstone meteor – whatever the case, it must be yours!*

Roll a dice at the start of the third battle round, after determining who has the first turn. Place an objective as close as possible to the centre of the corresponding location shown on the map below.



The player that controls the objective at the end of the fifth battle round wins the battle.



## TWIST

### GRUDGE MATCH

*Few forces in the Mortal Realms are as powerful as hate, and that emotion permeates this battlefield from end to end. Neither side will back down, for the final reckoning is nigh!*

Units do not have to take battleshock tests in this battle.

## TWIST

### LASHING RAIN

*Hissing curtains of heavy rain sweep the battlefield, turning firm ground to sucking quagmires and hindering even the finest marksman's aim.*

The lashing rain takes effect from the start of the first battle round. While it is raining, subtract 1 from hit rolls in the shooting phase, and subtract 1 from all run and charge rolls.

Roll a dice at the start of each battle round after the first. On a roll of 4 or more the rain stops (if it was raining in the last battle round), or starts again (if it was not raining in the last battle round).

## TWIST

### EAGER FOR THE FIGHT

*Driven by rage and hatred, the opposing armies hurtle across the battlefield, desperate to get to grips with their foes.*

Add 2" to the Move characteristic of all models, and add 1 to all run and charge rolls.

## TWIST

### BLESSED HEALING

*Born upon glittering winds of magic or welling up from below the battlefield in ensorcelled springs, restorative energies heal the wounds of the warring armies, knitting sundered flesh and reinvigorating tired limbs.*

Each player can pick a friendly unit at the start of their hero phase. That unit heals D3 wounds.

## TWIST

### MEETING BATTLE

*When two marching armies clash, victory will go to the commander who marshals their fragmented forces and seizes the initiative.*

Each player must split their army into three contingents. No contingent can consist of more than half the units in an army.

Each player sets up one contingent at the start of the battle using the normal rules for set-up. A second contingent arrives at the end of its controller's second movement phase, and the last at the end of its controller's third movement phase. Units in the second and third contingent must be set up more than 9" from the enemy, with all models wholly within 9" of any battlefield edge and outside of enemy territory.

## TWIST

### DEAD OF NIGHT

*The attack is launched in the very darkest hour of the night. Fire and sorcery blazes amidst the darkness, the only sources of light until dawn arrives again.*

The maximum range of all attacks and spells is limited to 12".

Roll a dice at the start of each battle round after the first. On a roll of 4 or more, 6" is added to the maximum range limit of all attacks and spell. The second time a roll of 4 or more is made, 12" is added; the third time, 18" is added, and so on.

## TWIST

### STORM OF MAGIC

*Tides of sorcery race across the land, the magics of the realms coalescing into a furious tempest that empowers and annihilates in equal measure.*

Add 1 to all casting and unbinding rolls.

However, if a casting or unbinding roll results in a double, then the caster suffers a mortal wound after the spell is attempted and its effects (if any) have been resolved. If the roll was a double 1, then the caster suffers D3 mortal wounds instead.

## TWIST

### WRATH OF THE GODS

*As your armies battle across the churning landscapes of the Mortal Realms, the gods watch from on high and hurl their wrath down upon the warring combatants.*

Each player can roll 3 dice at the start of their hero phase. For each dice roll of 6, they can pick a separate enemy unit and inflict D3 mortal wounds upon it.

## TWIST

### SET PIECE BATTLE

*At times the gods reach down into the Mortal Realms and make playing pieces of their servants. Caught up in such divine contests, even the most faithful warrior can feel like little more than a pawn in some cruel celestial game.*

Instead of setting up units one at a time, the player that won the roll to see who sets up first must set up all of the units in their army. Their opponent then sets up all of the units in their army. Then roll a dice; on a roll of 1 the player that set up second has the first turn, and on a roll of 2 or more the player that set up first has the first turn.



## SUDDEN DEATH

### ASSASSINATE

*The enemy took your bait. They attacked you where you seemed weakest, and played into your trap. Now, their greatest warrior lies slain and victory is yours!*

Play this card if you slay the enemy **HERO** or **MONSTER** that has the highest Wounds characteristic of any enemy model that is currently on the battlefield (if several have the same Wounds characteristic, play this card if any of them are slain).

You score 1 tournament point!

## SUDDEN DEATH

### BLUNT

*Victory in this battle was never a question of defeating the enemy. You had only to wear them down, stalling their advance and bleeding them white.*

Play this card if you have slain at least half (rounding up) of the models that your opponent had in their army at the start of the battle.

You score 1 tournament point!

## SUDDEN DEATH

### ENDURE

*So long as a single warrior remains standing to defy the foe, so long as one brave hero survives to raise the standard and spit upon death, then victory is yours.*

Play this card if you have at least one model still on the battlefield at the end of the fifth battle round.

You score 1 tournament point!

## SUDDEN DEATH

### VITAL GROUND

*No matter what it costs, you must seize a certain location held by the enemy. Only by capturing this crucial ground can you prevail.*

Play this card before the first battle round, after both armies have set up. Pick one terrain feature in enemy territory.

If you have at least one friendly model within 3" of that terrain feature at the end of the fourth battle round you score 1 tournament point!

## SUDDEN DEATH

### VENDETTA

*Sometimes honour, vengeance or cunning is more important than simple force of arms. In such circumstances, a single blow can win the entire war.*

Play this card if if an attack made by your general slays the enemy general.

You score 1 tournament point!

## SUDDEN DEATH

### DRIVE THEM OUT

*Perhaps you defend a crucial trade route, a way between the realms or the gates of a mighty fortress. Whatever the case, the enemy need not be destroyed but merely held back in order to secure victory.*

Starting from the third battle round, play this card at the end of your turn if there are no enemy models in your territory.

You score 1 tournament point!