

OVER THE TOP

2017



WARHAMMER
AGE OF SIGMAR

TOURNAMENT INFORMATION

OVER THE TOP is the Hamilton Immortal's annual Games Workshop game system event, with Warhammer being played alongside 40k and The Hobbit SBG. As the name suggests, the event celebrates the bizarre insanity that epitomizes the Warhammer universe, as well as the spectacle of lovingly-painted armies doing battle.

Please do not hesitate to contact us with any queries - we welcome constructive feedback on any aspects of the event.

Date: 8:00 am, February 11-12th, 2017

Venue: Hamilton's Fraser High School, Assembly Hall
72 Ellicott Rd, Nawton, Hamilton 3200

Entry: \$40 - Both Days
\$25 - Single Day

Organiser: Timothy Lind - TronhammerNZ@gmail.com - 021952974

Payment Due: February 5th 2017

To register, email Tim (details above) with:

- Your Name
- Whether you can supply terrain
- Army list (by January 28th) - use www.ScrollBuilder.com

Please send payment to:

Account Name: Hamilton Immortals

Account Number: 03 1561 002895 02

Reference: [Name] / AOS

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GAME INFO

- Rounds:** Five games - three on Saturday, two on Sunday
- Duration:** 2 hours 45 minutes allocated per game
- Game type:** Battlehost (2,000 points)
- Table Size:** 6 ft x 4 ft
- Rules:** Pitched Battle rules from the *General's Handbook*
- House Rules:**
1. Measure from model-to-model unless agreed.
 2. If there are multiple versions of a warscroll, use the most recent.
 3. You are not restricted to one Grand Alliance.
 4. Ignore all battlefield roles restrictions.
 5. At least one model must be a HERO, and only a HERO can be your General.

There is a massive scope in the options you have available to you, with virtually no restrictions other than a point limit. You should bear in mind that your opponents have the same options available to them. The intention is that this event provides a strong narrative element and a completely new set of challenges to other Warhammer events in the gaming calendar. It is recommended that you read this pack carefully so you know what to expect.

It is a *requirement* that you approach the event with a positive mindset, a willingness to have a great time, and be welcoming to new and experienced hobbyists alike.

Let's tell a good story!

AWARDS

- **Realm-God**
Most Victory Points scored by the end of the final round, plus prizes for Second and Third places
- **Grand Panoplist**
Voted Best Painted/Presented army by the player
- **Greatest CHAMPION OF THE GODS**
Voted Best Painted/Presented or most creative model by the judges

DAY the FIRST		DAY the SECOND	
0830 - 1115	R1: The Duel	0830 - 1115	R4: Places of Power
1115 - 1200	Lunch	1115 - 1145	Lunch
1200 - 1445	R2: Call to Glory	1145 - 1415	R5: From the Gods
1505 - 1755	R3: Hostage	1415 - 1500	Packup and Prizegiving

WHAT TO BRING

- Copies of your army list (with space to write notes)
- Rules / FAQs / Handbook
- Pen/Pencil
- Models, Dice, Rangefinder, Objective and Rules Tokens
- Your CHAMPION OF THE GODS

CHAMPIONS OF THE GODS

The Age of Chaos closes to the sound of distant thunder,

The promise of retribution long-awaited.

The Storm God's war reaches these Mortal Realms,

Champions of the Gods arise from the ashes of broken worlds.

Be it Vengeance, or be it Glory;

Both are found, both are taken.

The Realmgate Wars begin.

You must bring one extra model to represent you - the CHAMPION. The model you choose should be typical of an infantry-sized model from your army's theme - ideally on a base no larger than 50mm. The CHAMPION is not part of your army list in any way. This could be an extra model from your existing collection who never usually gets the opportunity to shine, or a figurine specially-modeled for the event. You have open license to be creative. There will also be a prize for the TO's favourite.

In each Battleplan, the CHAMPION will behave, affect nearby units, and interact with the victory conditions in specific ways.

PAINTING STANDARD

It is expected that armies will be fielded fully-painted, with models that adequately reflect the unit they represent. You can, after all, bring almost anything you want - please bring the painted ones!

That said, we recognise there may be extenuating circumstances. If there is absolutely no choice but to field unpainted models, the following rule applies:

Eternal Hatred of the Unworthy

*There are those so unsightly and blasphemous that they
will eternally be seen as unworthy to the righteous.
To such lowly creatures only hatred is deserved.*

This unit will cause in any opponent it fights to gain +1
to all rolls to Hit and Wound.

SPORTSMANSHIP

Players at this level are expected to conduct their games in a friendly and professional manner, with an efficient and unambiguous play style to avoid dispute.

As such, there is no Sportsmanship score. Instead, there will be a penalty awarded for repeating issues. If you have an issue with your opponent during your game, please see the organizers, who will listen to what has happened and if necessary award a penalty. This does not need to be during the game or at the end of the round, if you would prefer to raise the issue in private later on.

In awarding a lower points award, the player will be required to justify their choice to the organizers.

Be aware that a single notice will not affect another player's score, as shown below:

- First notice = 0 VP deducted
- Second notice = 2 VP deducted
- Third notice plus = 4 VP points deducted (per game thereafter)

SCORING

Players will be awarded Tournament Points (TP) based on their success in each round:

• Major Victory	=	4 TP
• Minor Victory	=	3 TP
• Draw	=	2 TP
• Minor Loss	=	1 TP
• Major Loss	=	0 TP

The player with the most TP after the final round will win the event.

The first tie-breaker is how many kill points have been scored by the end of the game. You score kill points for the value of each full warscroll you kill. A full warscroll is equal to the minimum number of models listed on it.

For example: a unit of 20 Grots that loses 12 models is worth 50 kill points, as each warscroll is made up of 10 grots, and you pay 100 points for 20.

ALLEGIANCE ABILITIES

You may select these before Set Up of each game. Bear in mind - you can only use these if every warscroll in your army shares the same Grand Alliance keyword: ORDER, CHAOS, DESTRUCTION or DEATH.

You may select the same artefact for different HEROES - it is assumed they have a different item that has similar properties.

FAQ

Not sure what requires Reinforcement Points? Or how many Citadel Woods make up a Citadel Wyldwood? Just flick your TO an email. You can also read the official GW FAQ documents, as well as the work-in-progress NZ Tournament FAQ:

- [Official FAQ Docs](#)
- [NZ Tournament FAQ](#)

– PART ONE: THE DUEL –

All tales have a beginning. As the first battles of the Age of Sigmar start to break out, heroes of myth and legend are once again seen on the battlefields of the Mortal Realms. But so too are new legends forged. Two such likely figures meet in mortal combat, while as their comrades battle around them and look on in wonder.

BATTLEPLAN

Play as per the Escalation scenario on GHB page 112.

CHAMPION SPECIAL RULES

- Set up one Baleful Realmgate scenery piece in the board center. The entire scenery piece counts as the center objective, and follows the scenery warscroll rules.
- Set up both CHAMPIONS on the Realmgate terrain, duelling each other. Neither can move during the game. They count towards the number of models in your respective armies within 6".
- If the opponent has made it impossible for you to bring on your reinforcements, the CHAMPION allows those units to move on as if they had just made the Hazardous Journey through the Realmgate (they can set up within 6" of the Realmgate or any table edge, but must roll to see if models are lost).
- CHAMPIONS add 1 Bravery to friendly units within 9" (in addition to any Inspiring terrain effects).
- Controlling the two side objectives increases their effect;
 - 1 SIDE OBJECTIVE
 - CHAMPION deals 1 mortal wound to each enemy unit within 3" at the end of your own player turn.
 - CHAMPION adds 2 Bravery to friendly units within 9" instead of 1.
 - 2 SIDE OBJECTIVES
 - CHAMPION deals D3 mortal wounds to each enemy unit within 6" at the end of your own player turn.
 - CHAMPION adds 3 Bravery to friendly units within 9" instead of 2.

– PART TWO: CALL TO GLORY –

Tales of The Duel have spread through the Realms, and armies flock to the banners of their overlords, inspired to glory by the deeds of a Champion on the rise. However, rumors are growing of similar such figures emerging through the ranks of the enemy. As two forces meet on the battlefield, a bitter struggle breaks out to crush the other's morale.

BATTLEPLAN

Play as per the Blood and Glory scenario on GHB page 111.

CHAMPION SPECIAL RULES

- Set up your CHAMPION on one of the two objectives in your territory. The model cannot move from this objective.
- Enemy models must remain within 6" of the objective in order to control it. They will lose control of it if they move away.
- The CHAMPION counts as one model for the purpose of controlling the objective.
- The CHAMPION will deal D3 mortal wounds at the end of your own player turn to each enemy unit within 6".
- Additionally, enemy units within 6" have -1 to Hit rolls and -1 to Bravery.

– PART THREE: HOSTAGE! –

Times are desperate and bloody. The enemy has taken your Champion hostage, and the augurs urge your general to return them at all costs, for destiny is swiftly becoming manifest. Raids deep into enemy territory has yielded some success, capturing their Champion for yourselves. Any thoughts of a peaceful exchange deteriorate, as hostilities immediately flare in a battle for crucial ground.

BATTLEPLAN

Play as per the Border War scenario on GHB page 113.

CHAMPION SPECIAL RULES

- You are in possession of your enemy's CHAMPION. Assign it to one of your units. The CHAMPION will move along as part of that unit.
- CHAMPIONS cannot be assigned to, or possessed by, units with the HERO or MONSTER keywords. If your army does not contain any such units, then you cannot possess the CHAMPION - instead place the model on your center objective for the enemy to reclaim.
- You can reclaim CHAMPIONS by bringing any of your own models within 1" of the CHAMPION model. The CHAMPION now moves as part of the reclaiming unit.
- If your enemy has reclaimed their CHAMPION, you can steal it back by wiping out the possessing unit.
- CHAMPIONS add 1 VP to the amount scored when they are within 3" of an objective. This extra VP goes to the side currently in possession of the CHAMPION. You cannot score twice if both CHAMPIONS are near the same objective.
- A unit can only be in possession of one CHAMPION at a time.

– PART FOUR: PLACES OF POWER –

Finally comprehending the potential in this new Chamption, your army begins a pilgrimage to a site of great power, in the hope of calling down the favour of the gods. Injured and exhausted from their imprisonment, it is up to the commanders to get them the rest of the way. However, it seems new enemies have similar plans.

BATTLEPLAN

Play as per the Three Places of Power scenario on GHB page 115.

CHAMPION SPECIAL RULES

- Your CHAMPION must be assigned to one of your units with the HERO keyword.
- The CHAMPION will move along within 1" of that unit until the unit is killed (leave the CHAMPION in place) or the unit passes the CHAMPION to another unit with the HERO keyword, by moving to within 1" of it.
- This can mean the CHAMPION could move with one unit, be handed off to a second unit, and then be moved again by that second unit. Only one such exchange can happen each turn.
- The CHAMPION reduces the Move stat as well as Run and Charge rolls of the unit they are assigned to by 1.
- The CHAMPION adds 1 extra VP to any objective controlled by the unit they are assigned to.

– PART FIVE: GIFTS FROM THE GODS –

Your Champion has again been taken, this time by one of the awakening Realm Gods. Before sense can be made from the fickle act, your nemesis arrives - the enemy that has been hounding you these past days and weeks, seeking to end your resistance. With no choice but to fight, the final struggle begins.

Fortune, they say, favours the bold. So too do the gods...

BATTLEPLAN

Deploy as per the Battleline scenario on BRB page 144. Additionally, there are three objective tokens set up along the center of the battlefield.

CHAMPION SPECIAL RULES

- Instead of placing the objective in your turn, place the *enemy's* CHAMPION model.
- All units within 6" of the CHAMPION when they arrive suffer D3 mortal wounds.
- Whenever a friendly model dies within 6" of *your* CHAMPION, on a 6 the model is brought back to life with 1 wound remaining.
- Enemy models are at -3 Bravery within 6" of *your* CHAMPION.

SCENERY AND TERRAIN

Scenery will be provided, but feel free to bring your own to supplement that on offer.

In particular, if you have any Baleful Realmgates, please bring those along!

Each table will represent a different Realm, and there will be special Time of War rules available.

Using these Time of War rules is optional, and both players must agree to use them. However, if you do, both players will be awarded a 500 kill point bonus at the end of the game, whatever the result.

Winning a major victory using one of the Times of War will let you roll on a unique Triumph table, granting you a special ability for your next game. If your army has any Allegiance Artefacts, you must leave one out of your next game if you choose to use the Triumph.

You can preview the Times of War here:

Time of War: Over the Top

FINAL NOTES

As mentioned, OTT is the no-holds-barred, narrative, mad-house event of the gaming calendar. The motto is "bring what you want". Your favourite models, rules, whatever.

Please also bring a positive, inclusive and fun-seeking attitude. That way you always win.

Please do not hesitate to contact me with any rules queries in the lead up to the event. It's always better to get an obscure grey area or cheesy combo cleared before the event, as it is likely to be ruled away out of hand on the day; decisions on the day will also take into account the narrative context.

We look forward to seeing you there!

