

## **The UK Masters 2016/17 Rules Pack.**

We will be playing 6 games of Age of Sigmar from the Generals Handbook.

Each of the Matched play batteplans will be played in a random order.

Major Victory = 30 points

Minor Victory = 10 point

Draw/Loss = 0 points

Warscroll points destroyed will be used as a tiebreaker.

### **Soft Scores.**

#### **Sports.**

Everyone gets 60 points. The Tournament organiser reserves the right not award these points for any reason at any time. PLAY NICE PEOPLE

#### **Painting.**

Armies must be appropriately fully painted, based on rounds or ovals and cohesive.  
up to 20 points will be awarded in each of these 3 sections at the tournament organisers discretion for a total of 60 points.

Models not painted or on incorrect bases will be removed from the game and counted as destroyed and no points will be awarded for painting

I fully expect everyone to get maximum scores in both these sections, I am not looking to reward excellence.

Any questions, send photos in advance to [bencurry@baddice.co.uk](mailto:bencurry@baddice.co.uk)

#### **Army List**

Army Lists that are sent in on time and in the correct format will get 30 points.

If your list is late or illegal you will get 0 points.

#### **Winning the event**

The overall winner and 2016/17 Master will be the player with the most points overall.

Overall > result VS the person(s) tied > Soft Scores > Total Units killed points.

## **House Rules**

The following house rules/FAQ questions will be in play at the Masters.

### **Q. Measure to bases or models?**

A. Bases

### **Q. Can I use a proxy or converted model as a special character.**

A. NO. Unless stated by Games Workshop in the compendium rules.

### **Q. Can I use a Non Games Workshop model**

A. No, this event is being held at Warhammer World and other manufacturers models will not be allowed.

### **Q. What is 'move as if it is the movement phase'?**

A. This means you move, using your moment characteristic, as you would in the movement phase. You CANNOT for example, in the hero phase use an ability that says 'do xxx in the movement phase'

### **Q. Does the Ring of Immortality cost reinforcement points to use**

A. Yes

### **Q. Some often compendium Warscroll Battalions have units that do not have points. Can these battalions be used with the 'New' units names? (e.g. Exiled Blood Cult, The Great Moonclan and similar)**

A. No

### **Q. How is Terrain being played.**

A. Terrain will be played using only the Scenery rules on the Age of Sigmar rules sheet other than Sylvaneth Wyldwoods, Balewind Vortex and any other terrain not supplied by the event.

The trees at Warhammer World are all glued in place and should played around, not moved.

Any building that have garrison rules on their war scrolls may use these rules.

Use the 'SCGT Method' to measure up and down terrain.

### **Q. How will you handle rules disputes about abilities and wounds**

A. Wounds taken or remaining must be clearly marked. If you want a buff or ability of any kind to be granted to another unit then a token/note must be used to show this is in play.

Played may agree at the start of the game to not use this rule, but if a ref is called to the table for a question about tokens being in play or not then it will be considered not in play and sports points will be deducted from both players.

I can lend you my Combat Dice to use on the day or you can download an excellent token set for free here - <https://www.thegamecrafter.com/games/mortal-realms-status-tokens/download/66EEDBBC-17A9-11E6-AA90-86B5AC6F766A>