

Welcome to Alliance

What is Alliance?

Alliance is a 1 Day, 3 Game Age of Sigmar event held in Derby, UK.

The event will be held at The Grange Banqueting Suites in Derby, UK

Alliance is a 1 day, 3 Game event.

Tickets

Tickets are £20. [TGA.Community store](http://TGA.Community.store)

Venue

The Grange Banqueting Site
457 Burton Road
Littleover
Derby
DE23 6XX
www.grangebanqueting.com

Lunch is not included but there are over 20 pubs, cafés and shops in a 5 min walk of the venue.

Ample free parking is available at the venue

Make a weekend of it?

If you fancy coming to the event but think you might have a long way to travel how about driving up on the Saturday afternoon and take in the amazing exhibition hall at Warhammer World, have dinner in Bugman's and play a game or 2 of the fabled Warhammer World tables.

Warhammer World is just 16 miles from the tournament venue.

Schedule

Registration - 08:00am
Game 1 - 09:00 - 11:30
Lunch break 11:30 - 12:30
Game 2 12:30 - 15:00
Game 3 15:15 - 17:45
Results and Awards finished by 18:30

What should you bring?

Your army and at least 2 copies of your army list

All Warscrolls you will be using in your games.

5 or more pieces of terrain.

Tournament Format

Alliance will be using the Generals Handbook

Armies are selected from the Matched Play pitched battle profiles with a

Battlehost with a maximum of 2000 points.

Only Warscrolls and Warscroll Battalions with Pitched Battle profiles will be included in the event.

List Submission

Army Lists must be submitted to armylists@baddice.co.uk 1 week before the event.

Painting

All armies must be fully painted and based

All parts of all models are appropriately and neatly painted and shaded or highlighted. The bases are painted and textured.

Any models that are not finished to this basic standard will be removed from play and not be allowed in the event.

House Rules

All distances will be measured from the models bases.

Battle plans

We will be playing 3 of the battle plans from the Generals Handbook. 2, 4 and 6.

G1 - Blood and Glory

G2 - Border War

G3 - Gift from the Heavens

In each game players should place all their terrain on the table then take it in turns to set the terrain pieces in place. Not within 3" of each other or a table edge.

Tables should have at least 10 pieces of scenery but if both players agree, more may be used.

Scoring

Round 1 will be randomly drawn. After that a swiss system will be in use.

Tournament Points

3 Points for a Major Victory

1 Points for a Minor Victory

0 Points for a Draw or Loss

The Winner will be the player with the most Tournament points, in the event of a tie, the Favourite Opponent votes will be the decider. If still tied then most Victory Points scored will be the 2nd decider

Awards

- Supreme Overlord of The Alliance - 1st Place
- Officer of The Alliance - 2nd Place
- Herald of The Alliance - 3rd Place
- Favourite Opponent - players vote. Most Victory Points tie breaker
- Judges Choice Best Army - Voted by the Judges
- Players Choice Best Army - Voted by the Players
- Champions of the Alliance - Most Victory Points Scored in each Alliance.

Contact

If you need to get in touch for any reason there are a few ways to do this.

- The event thread on [TGA.Community](#) forum
- Via DM on [TGA.Community](#)
- Via Email - bencurry@baddice.co.uk