



Age of Pigmar AoS One Nighter

The tournament will take place at the conservative club in bath on **Tuesday the 14th June.**

The tournament will start between 6:30 and 7 and consist of 3, 50 minute game rounds, using the scenarios attached below.

The tournament will use the South coast GT house rules, and pool document, that can be found on (<http://heelanhammer.com/scgt/>)

Due to the smaller game size army lists and warbands will consist of 40 pool choices. A summoning pool may also be taken sacrificing a maximum of 10 warband pool choices, for a maximum summoning pool of 20 pool choices.

Painting scores

1 to 5 points - points are available in total breakdown as follows

1. All models are painted and based
2. As previous but Painting and Basing is Consistent
3. As previous, with one of the following
 - a. Shading and highlighting
 - b. Free hand – please point out
 - c. Conversions – please point out
4. As previous, with two of the following
 - a. Shading and highlighting
 - b. Free hand – please point out
 - c. Conversions – please point out
5. As previous, with all of the following
 - a. Shading and highlighting
 - b. Free hand – please point out
 - c. Conversions – please point out

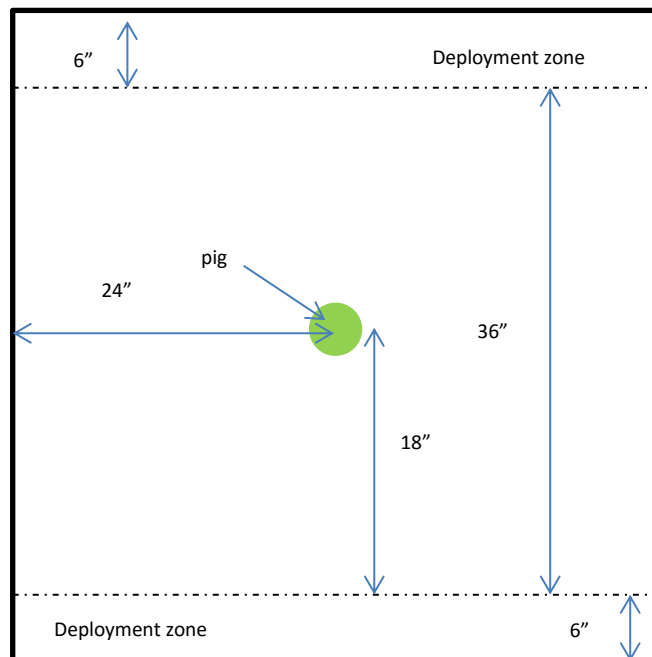
Sports scores

Players graded from 1 – 3, three points to the most sporting and one point for the least.

Scenario One - Rescue the PIG

The Pigmar Mascot has been captured on the plains of Aqshy and are about to be barbequed. You have been tasked to rescue the pig and return it to your own lines for safety.

The pig can only be collected at the start of the hero phase, and due to his importance and value, can only be collected by heroes. Once firmly under arm or tentacle the pig needs to be return to your own deployment line as shown by the map.



Game length and victory conditions

The game will last 5 turns or will end early when the pig is carried over a table edge in the deployment zone, this will result in a victory for the pig carrying army and a loss for the opponent, all other results end in a draw for both bot players.

The following points are available for this game round

- 5 point win
- 3 point draw
- 1 point loss

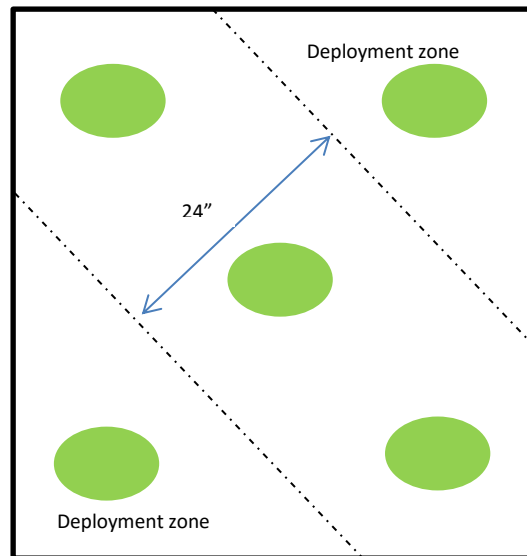
Please take note of the pool choices you have destroyed as these will determine a the tournament victor in the case of a tie

How to handle the Pig

To collect the pig you must be a model with the Hero key word, and it base to base. The pig can only be collected at the start of the hero phase. once the pig is captured, the hero carrying the pig is no longer affected by any spells or ability's that affect movement, this is because the pig is very very heavy.....

Scenario two – hide and seek

After the hard fought battle on the Aqshy our heroes have retreated to Ghyran, the realm of life to rest and recuperate. Unfortunately for you someone else had the same idea, so there is only one thing you can do..... Claim all the good hiding spots.



Game length and victory conditions

The game will last 5 turns and the victor is the person who has found the most hiding places, with the opponent taking the loss, all other results will end in a draw for both players

The following points are available for this game round

- 5 point win
- 3 point draw
- 1 point loss

Please take note of the pool choices you have destroyed as these will determine a the tournament victor in the case of a tie

Finding good hiding places

In order to find a good hiding place you need to have a scoring unit wholly within a terrain piece when at the end of a game turn after both players have taken their turns. Hiding places cannot be found if there is an opposing scoring unit contesting the same terrain piece.

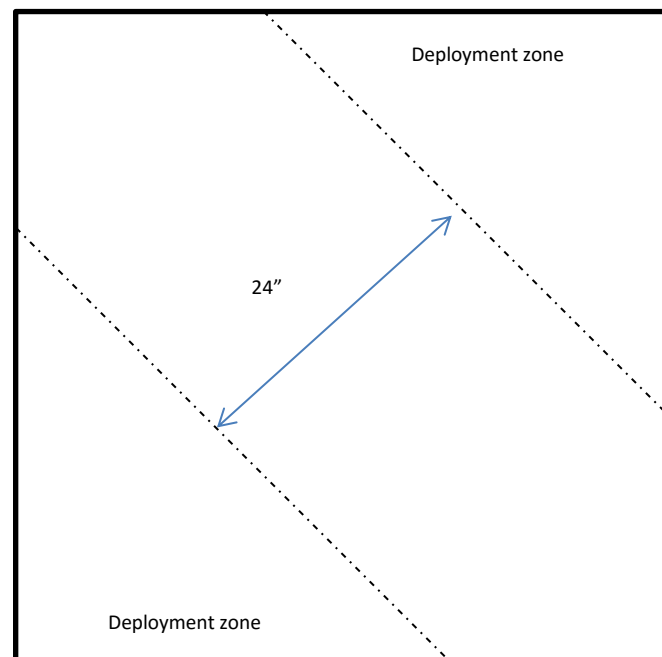
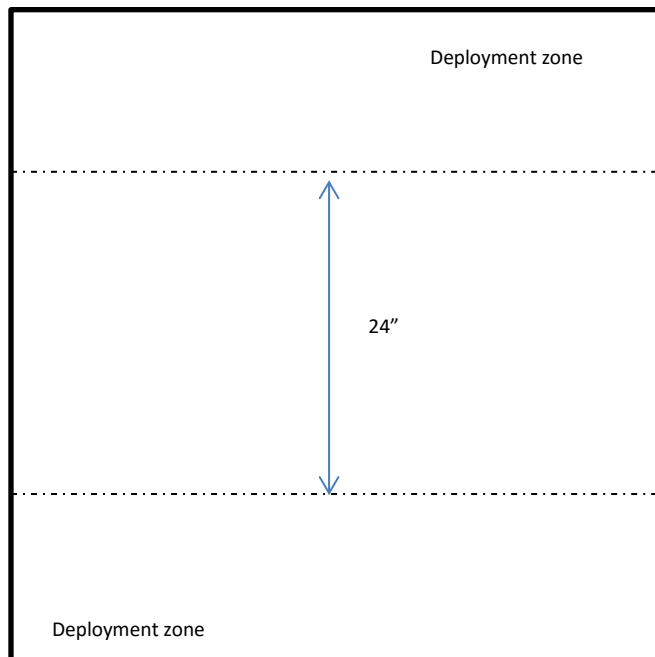
Hiding places are scored each game turn and more than one hiding place can be found in each terrain piece, but only one hiding place can be found per terrain piece per game turn.

Scoring units

Scoring units for the purpose of this scenario are considered to be units without the hero or monster keyword with at least 5 or more remaining wounds worth of models.

Scenario two – when hiding doesn't work

No matter how hard you have tried hiding really didn't help so there is only one thing left to do smash all who stand in your way but most importantly keep yourself alive....



Deployment

The winner of the roll off to decide table sides, will also determine which deployment method to use from those shown above

Game length and victory conditions

The game will last 5 turns and the victor is the person who has destroyed more pool choices than there opponent, additional points are scored, for assassinating the enemy general and keeping your general alive.

For this round the following points system will be used

- 5 points for destroying more pool choices than your opponent
- 2 points for killing the enemy general
- 2 points for keeping your general alive
- 1 point for losing more pool choices than your opponent
- 2 points each for a draw