



Are Proud to Present

Realm Wars Wednesbury

The Hidden Gates



Rules Pack V.1

Introduction

Welcome to WS10 Gamings inaugural Age of Sigmar Event, Realm Wars
Wednesbury – The Hidden Gates.

Over the weekend of the 13th and 14th May 2017, you will play 5 games of Age of Sigmar over the 2 days.

This event is a doubles event. In the first round, you will be matched randomly against another team. In the subsequent rounds we will use the swiss pairing system to determine matchups.

Each table will be a predesigned battlefield with fixed scenery. Terrain will be set up on each table before the event begins. However, if you need to move terrain before set up then ensure your opponents are present and discuss with them before any scenery is moved.

Event location and Information

Event Date:- 13th and 14th May 2017

Venue :- Horse and Jockey Public House
Wednesbury, West Midlands
WS10 9AX



The event itself will be made up of 8 tables, 16 teams, 32 people.

Entry Details

To confirm your place at the event, a payment of **£35 per player** will need to be sent via **PayPal** by the 30th April 2017. If the monies are not payed by this date, your place will go to the top name on the reserve list. We can only accept PayPal payments and unfortunately refunds will **not** be given.

Payments shall be made to Nick@lighthouseplumbing.co.uk

If you purchase a ticket and are unable to attend the event, we will give you the details of people on the reserve list for you to sell your ticket on to them.

Weekend Timetable

Gaming tables will be set up on the Friday night (12th) enabling any games to be played on the eve of the event, Food and drink can also be purchased at the venue.

<u>Time</u>	<u>Saturday</u>
08.30 - 09.30	Arrive & Register
09.30 - 12.00	Game 1. Gates from the Heavens
12.00 - 13.00	Lunch
13.00 - 15.30	Game 2. Border Gates
15.30 - 16.00	Break
16.00 - 18.30	Game 3. Gates of the Storm
20.00 - Late	Curry at 'The Lamp'

<u>Time</u>	<u>Sunday</u>
08.30 - 09.30	Arrive
09.30 - 12.00	Game 4. Vengeful Gates
12.00 - 13.00	Lunch
13.00 - 13.30	Best Painted Army Voting
13.30 - 16.00	Game 5. Crumbling Gates
16.15 - 17.00	Awards

Event Rules

For this event, Games Workshop, Age of Sigmar, Generals Handbook pitched battles rules page 106 will be used, in conjunction with all current FAQ's

House Rules

- Measurements will be taken base to base
- Scenery Rolls –
 - Mystical terrain – In the hero phase, before any other rolls are undertaken, mystical terrain rolls shall be rolled for.
 - Damned terrain – in the hero phase, after all rolls have been undertaken, damned terrain rolls shall be rolled for.
- Natural rolls of 6 regardless of any modifiers will hit or wound.
- Persisting effects and spells with the same name **do not** stack. However, two different abilities given the same effect **do** stack.

Realm Gates

Realm gates will be used as the objectives for this event. The realm gates will be used exactly as their warscroll describes unless the battleplan 'Realm Gate rules' specifies otherwise. Where in the battleplan it says controlling the objectives, we will measure to any part of the Realm Gate.

Selecting your Army

This is a doubles event, you and your partner each choose a Vanguard army (1000pts).

If you choose to use a different Grand Alliance to your partner, then you will not be able to use allegiance abilities of your chosen Grand Alliance, however artefacts can be used.

For clarity –

All your allegiance abilities, command traits and artefacts must be stated on your army list.

All units must be written in the sizes they will be used in, (including fanatics).

All upgrades and options must be shown on your list.

Please submit your list by Friday 5th May 2017 to Chuikov@me.com and Stuarthodges@me.com

What you need need to Bring

Players should bring the following to the event

- A fully painted and based army (More on this later)
- At least 2 copies of your army list
- Dice and a tape measure (Combat gauge wankers are welcome)
- Wound markers and buff counters
- Generals Handbook
- A copy of all the warscrolls you will be using at the event.

How to Score

- Major Win = 20 event points
- Minor Win = 13 event points
- Draw = 10 event points
- Minor Loss = 7 event points
- Major Loss = 1 event point

Note = a minor loss is the result acquired when your opponent scores a minor win.

Scoring and Winning the Event

You will start the event with 20 event points, points will be deducted at the start of the event for a lack of effort in your painted army, for example: sprayed armies with painted bases and minimum effort.

This is not a judgement on peoples painting standards but more as a painting effort. We can't all paint like Duncan but effort we can all recognise.

So sprayed armies with painted bases, because it's the optimal build or you have just built 27 skyfires for our event and blasted them out in a weekend to rule the battlefields isn't the standard we want.

Points will be deducted for WAAC lists. We know this is very subjective, but we all know what we're doing when we write our lists.

Favourite Team Votes

At the end of the 5th game you will be asked to vote for your favourite team. You will all have an individual vote, to vote for the team you most enjoyed playing during the event.

7 event points will be rewarded for each favourite game vote a team receives.

Nominated Best Painted Army

If you are lucky enough to be nominated for best painted army your team will be rewarded with 7 event points

Winning Best painted Army

Winning best painted army will reward your team with 13 event points.

Realm Gate Warriors

10 event points shall be rewarded for the team that is awarded the realm gate warriors .

To be awarded 'realm gate warriors', keep a running total of the amount of **models** you send through the realm gates throughout the event. Whoever has the most, gets awarded the points.

Lost Souls of the Realm Gates

1 event point shall be rewarded for the team that is awarded 'lost souls of the realm gates'

To be awarded 'lost souls of the realm gates', keep a running total of the amount of **casualties** caused by the 'hazardous journeys roll'. Whoever has the most gets awarded the point and a prize!

Prizes

Trophies will be awarded for:

- 1st, 2nd and 3rd places
- Most sporting team
- Best painted army
- Wooden spoon

WYSIWYG

What you see is what you get, will be enforced during the event. If you want to use models that are not specific models on the warscrolls you must contact Nick at Chuikov@me.com or Stuart at stuarthodges@me.com

A Final Note

Here at WS10 Gaming we thrive on our hobby and put on this event to showcase that.

Most of all this weekend is set out to be an enjoyable weekend and fun event with likeminded people. Don't forget.....

D.B.A.D!!

Game 1 – Gates from the Heavens

Set-Up

Both teams roll a dice rerolling in a case of a tie, and the team that rolls the highest, decides which territory each side will use. The territories for the two armies are shown on the map below.

The teams then alternate setting up units one at a time, starting with the team that won the dice roll to determine territories. Models must be set up in their own territory, more than 12” from the enemy territory.

Continue to set up units until both teams have set up their armies. If one team finished first, the opposing team can set up the remaining units in their army, one after the other. The team that finished setting up their army first can choose who has the first turn in the first battle round.

Triumph

If one team had more points left over than their opposing team, then they can roll on the Pitched Battle Triumph table (see GH page 109) after both armies have set up.

The Gates Strike

Two gates strike the battlefield in the second battle round, one landing in each teams territory. Each team rolls a dice in their second hero phase, and a gate lands at the centre of the board section in the territory that has the corresponding number.

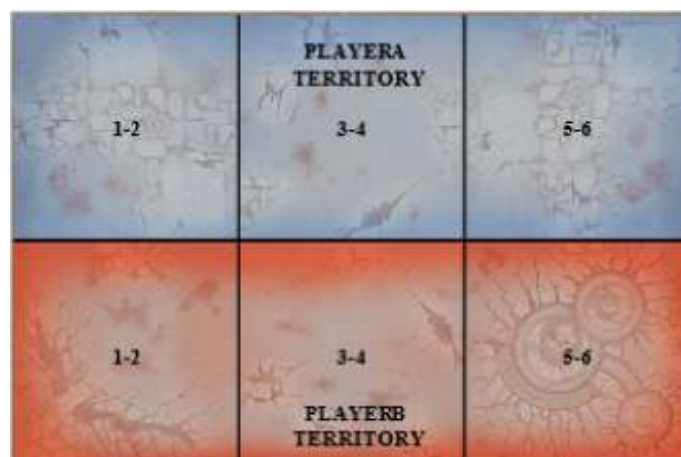
At the start of the 4th battle round, another gate lands on the board on the centre line that has the corresponding number. A team control a fallen gate if at the end of their turn they have any models from their army within 6” of the gate and there are no enemy models within 6” of it.

Victory

At the end of each of your turns, you score a number of victory points equal to the number of the current round for each gate you control. For example, if you control one gate at the end of your 3rd battle round you will score 3 VP.

A team with the most victory points at the end of the 5th battle round wins a major victory. If the teams are tied on victory points, then each team adds up the points value of any enemy units that have been destroyed during the battle (including summoned units). If one team has a higher total they win a minor victory. If these points are the equal, then it is a draw.

Realm Gate Rules - As per warscroll



Game 2 – Border Gates

Set-Up

Same as Game 1.

Triumphs

Same As Game 1

Victory

This battle is fought to control 4 gates. Two are located at the centre of each teams territory. The other two are located on the border between the teams territories, one at the centre of the left half of the battlefield, and one at the centre of the right half as shown as page 113 of the GH.

A team controls a gate if at the end of any turn, they have more models from their army within 6" of the gate than there are enemy models within 6" of it. The gate remains under the teams control until the enemy is able to gain control of it (by having more models within 6" of it at the end of a turn) even if the capturing models subsequently move away.

You score victory points for each gate you control at the end of each of your turns. The number of points you receive varies depending on the gates location.

Gate in your own territory = 1 VP

Gate is on the border between the territories = 2 VP

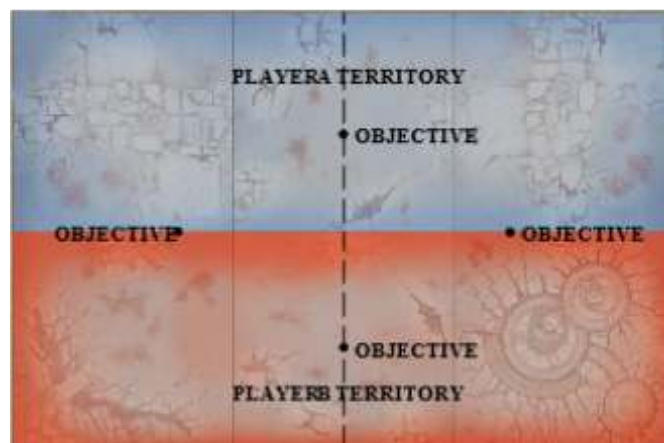
Gate in the enemy territory = 4 VP

A team with the most victory points at the end of the 5th battle round wins a major victory. If the teams are tied on victory points, then each team adds up the points value of any enemy units that have been destroyed during the battle (including summoned units). If one team has a higher total they win a minor victory. If these points are the equal, then it is a draw.

Realm Gate Rules - The gates may not be used transport to table edges but can be used to transport to other gates as normal

Unpredictable gates

At the start of your hero phase (after mystical rolls), roll a D6 for each **UNIT** within 6" of the gate. On the roll of a 1, they are pulled into the gate and transported randomly through another gate, roll a D3 to determine the gate it gets transported too. Place the unit as close to the gate as possible but not within 3" of an enemy. This counts as their move for this turn.



Game 3 – Gates of the Storm

Set-Up

Same as Game 1

Triumphs

Same as Game 1

Victory

The battle is fought to control four gates as shown below. Place four gates on the table as per the diagram below. Finally mark a line by selecting the centre of the board to represent the storm front.

A team controls a gate at the end of any turn they have a leader and/or behemoth with 3" of an objective and there are no enemy leaders/behemoths within 3" of it. A gate remains under the teams control until an enemy is able to take control of it.

At the end of the each battle round, count the number of gates each team controls, the team that controls the most, pushes the storm front 6" towards their opponents table edge.

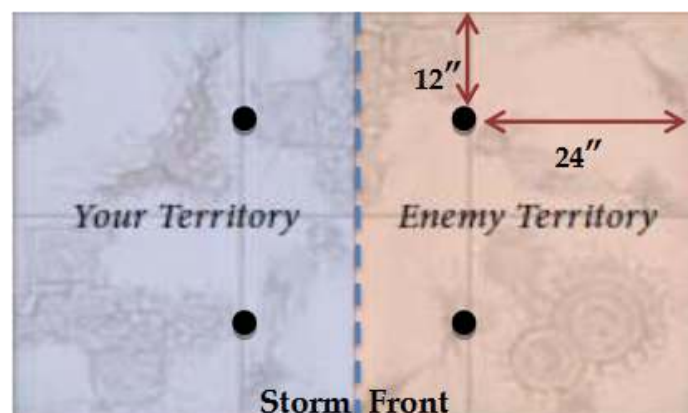
A team will score a major victory if they at any point from the 3rd battle round, control all 4 gates, or if the storm front is 18" or more from the central line into their enemies territory. Failing that, then at the end of the 5th battle round the team that controls the most objectives wins a minor victory. If both teams are tied on gates then the team with the most kill points wins a minor victory. If these are equal it is a draw

The Storm Rages

Roll a dice for each unit passed over or touched by the storm front when it moves, on a 4+ they take D3 mortal wounds

Realm Gate Rules

Only **battleline** units can use the realm gates in this battle plan. On a roll of a 1 or 2 the model becomes lost due to a hazardous journey.



Game 4 – Vengeful Gates

Set-Up

Same as Game 1

Triumphs

Same as Game 1

Victory

The battle is fought to control four gates. The gates are located at the centre of each quarter of the field of battle, as shown on the map below.

A team controls a gate if, at the end of any turn, they have more models from their army within 6" of the gate than there are enemy models within 6" of it. The gate remains under the teams control until the enemy is able to gain control of it (by having more models within 6" of it, at the end of a turn), even if the capturing models later move away.

Starting from the 3rd battle round, one team, immediately wins a major victory if they have control of all 4 gates.

If neither team have won by the end of the 5th battle round, then the team that controls the majority of gates wins a minor victory. If both teams are tied on gates then the team with the most kill points wins a minor victory. If these are equal it is a draw

Vengeful Realm Gate: Hazardous Journey rules

Turn 1 = 1

Turn 2 = 1, 2

Turn 3 = 1, 2, 3

Turn 4 = 1, 2, 3, 4

Turn 5 = 1, 2, 3, 4, 5



Game 5 – Crumbling Gates

Set-Up

Same as Game 1

Triumph

Same as Game 1

Victory

The gates are located in the centre of the board as show below. At the start of the 4th battle round (after mystical rolls) one of the gates will crumble and disappear, roll a D3 to randomise the crumbling gate. Any unit within 6" of the crumbling gate is pulled into the gate and transported to a table edge (teams choice). There is no roll for a hazardous journey when this occurs and this counts as the unit(s) move for their subsequent movement phase.

A team controls a gate if at the end of the 5th battle round they have more models from their army within 6" of a gate than there are enemy models within 6" of the gate. If you control more gates at the end of the 5th battle round than your enemy, then you win a mJOR victory. If the teams are tied on gates then the team who scored more kill points wins a minor victory. If these are tied then it is a draw.

Realm Gate rules

As described on the warscroll

