



ANGEL WARGAMERS AND COREHAMMER PRESENT

AngelCore 2017

25th-26th November

Pack version: November 24, 2017

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1 TL;DR

AngelCore is a 2000 point General's Handbook 2017 tournament. Primary objectives will be pre-determined and announced on the day, and each player will have 5 secondary objectives to complete in the order of their choosing. The event is taking place at EXP Leisure, please see google maps here for directions.

Tickets cost 25 (up to 45 with food options) and can be paid to **angelwargamers2017@gmail.com** via Paypal (please mark as friends and family). This will include full access to EXP's gaming centre on Friday, Saturday and Sunday nights, which hosts a great bar with food.

Players are required to bring 3 pieces of terrain which they will carry between tables. Further terrain will be provided, but is **not to be carried between tables**.

2 Location

EXP Leisure (further details at <http://www.expleisure.com/>) is a brand new gaming venue for central London. Positioned right next to the Olympic Park, the venue is easy to get to from any London location, and is close to many of London's transport hubs.

Please note that the venue unfortunately has no disabled access, since the gaming hall is located on the 2nd floor. Follow the signs from the bar area.

2.1 Hotels

As the venue is next to the Olympic park there are lots of hotel options nearby, which should make prices cheaper as they are more competitive. Currently you can get the Travelodge, first on the list below, for two nights for £70.

Hotel

Travelodge Stratford
Holiday Inn Express
The Westbridge Hotel
Holiday Inn Stratford
Staybridge suites
Premier Inn

Airbnb also still has some great deals if you're travelling in a bigger group then you can be even closer to the venue for around 20/person for the 2 nights!

2.2 Getting here

EXP has been described as a *hidden gem*, and its certainly off the beaten track. Nearby rail lines are well connected to the whole of London, the South East of England and even further afield. The venue is a short walk (10 minutes) along the Lee river-side from two stations, Hackney Wick (London Overground) and Pudding Mill Lane (DLR). You might prefer to walk across the Queen Elizabeth Olympic Park, 20 minutes from the stations at Stratford International and Stratford Underground lines.

2.2.1 Walking

Walking from Stratford Station - Westfield
Walking from Pudding Mill Lane DLR
Walking from Hackney Wick Overground

2.2.2 Car Parking

Name / Link	Price	Walking route
Westfield parking	9.50 for 24 hours	route
Road Parking	10-20 for 2 days	Look around Fish Island, Roman Road or Hackney

2.2.3 Buses

Here is a link of bus routes going to / from Hackney Wick. The 339, 276 and 488 all serve a bus stop (Monier Road) with 5 min walk of the venue.

3 Itinerary

3.1 Timetable

	Time
Saturday	
Registration	9:00 → 9:30
Game 1	9:30 → 12:00
Lunch	12:00 → 13:15
Game 2	13:15 → 15:45
Game 3	16:00 → 18:30
Evening Gaming	18:30 → late!
Sunday	
Game 4	10:00 → 12:30
Lunch	12:30 → 13:45
Game 5	14:00 → 16:30
Prize Ceremony	16:45 → 17:00
Evening gaming	17:00 → 22:00

3.2 What to Bring

For AngelCore you will need to bring:

- Your army (painted 3 colours minimum)
- 3 pieces of large terrain, approximately citadel wood sized (2 smaller pieces = 1 large)
- Tape Measure
- Dice
- Tokens for objectives and reminders
- Something to mark terrain effects
- A copy of your army list (for your opponents)

- Any books / apps you will require
- Any relevant FAQs for your army (GHB + Alliance)

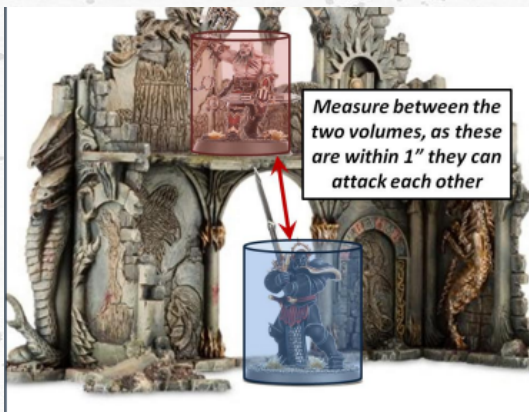
Anyone not bringing a 3 colour-minimum tournament army will be docked tournaments points as determined by the Organizers. The organizers also reserve the right to ask players to leave the tournament in extreme cases. If in any doubt, send pictures to *angelwargamers2017@gmail.com* or on twitter *@angelwargamers*.

4 Gaming

4.1 AOS Tournament

Players may select their 2000 point list from any of the 4 Grand Alliances, according to the rules outlines in the "Matched Play" section of General's Handbook 2017.

We will be using the standard method of determining distances between models, as shown in the figure below (thanks to SCGT pack).



5 of the General's Handbook's 6 scenarios will be played, and will be predetermined by the Organizers and announced before each round. Any questions regarding rules should be emailed to *angelwargamers2017@gmail.com* where possible, but TOs will be on hand to settle rules queries on the day.

4.1.1 Awards available

Prize	Award
1st Place	Trophy
2nd Place	Trophy
3rd Place	Trophy
Best Painted (Judge's choice)	Trophy
Coolest Army (Player Voted)	TBC
Best Sports	TBC
Best in Alliance (4 available)	Commemorative Beer Glass
Beating Jack Armstrong (5 available)	Signed certificate
Wooden Spoon	Actual wooden spoon from EXP

First tie-breaker will be number of Secondary Missions completed, following by VPs achieved for determining Gaming position.

Best in Alliance will be combined total gaming score + 7 points for a painting nomination + 7 points per sports vote + 7 extra points for winning a painting trophy.

4.1.2 Rules Queries

If there is a rules query between 2 players, follow this simple process

- Read the relevant rules in the book
- Check for FAQs
- Apply "The Most Important Rule" in an amicable way if possible (see below, or your 4 pages of rules...)
- Call a TO with materials (rules, FAQs) to hand

This makes sure that TOs are not busy settling minor disputes, and can get down to making sure that AngelCore runs smoothly for all it's attendees.

4.1.3 Secondary Missions & Scoring

There will be 5 Secondary Missions which can each be used for one game during the tournament. There will be a **zero tolerance** policy on player's offering / agreeing that both secondaries were obtained.

Players decide which secondary objective to use after explaining their lists to their opponent, before any dice are rolled. Both players choose an objective in secret and then announce them simultaneously.

If both players or neither player completes their secondary objective, then the result remains as per the Scenario. However, if one player manages to obtain their secondary objective, while the other does not, then the result will "shift" one step in that player's favour, as shown below:

MajorLoss → *MinorLoss* → *Draw* → *MinorWin* → *MajorWin*

In addition, the opposing player's result will drop one step

MajorLoss ← *MinorLoss* ← *Draw* ← *MinorWin* ← *MajorWin*

Each player will then refer to the score system below to determine their points.

Result	points
Major Loss	0
Minor Loss	5
Draw	10
Minor Win	15
Major Win	20

The available secondary objects are as follows:

- Treasure Hunter - During battle round 3, 4 or 5, destroy an enemy Hero with an artefact.

- **Strike at the Core** - Destroy 3 of your opponents Battleline units by the end of battle round 4.
- **Make or break** - One of your units which started the game on the battlefield must move to the board edge opposite your deployment zone during battle round 3, 4 or 5. If playing Duality of Death or Total Conquest, then this is reduced to 18" total in the corner opposite your deployment (9" along each table side)
- **Take and Hold** - During battle round 2, 3 or 4, have more of your scoring units in your opponents deployment zone than they do.
- **Split the party** - During battle round 2, 3 or 4, have a scoring unit in each table quater.

A scoring unit will be defined as a unit with 5 or more wounds remaining. In order to count as scoring a territory, a unit must have at least 5 wounds worth of models wholly within that territory. A unit cannot score more than one territory.

Note that all of these objectives are only available in Specific Battle Rounds. If the game should end at the end of one player's turn, and the battle round is not finished, then the Primary objective scoring will remain as if the game finished, but the second player has the opportunity to play their turn, to complete their Secondary objective. At the end of battle round, the game will then end.

4.1.4 Emergency Objectives

At any point during the game, a player may announce that he will abandon the primary and secondary objectives, instead going for a "Emergency Objective" This player then ignores the scoring system given above whatever the game result (note that their opponent does not), and instead will be awarded tournament points according to the following table

	Score
Emergency Objective Achieved	2
Emergency Objective Failed	0

In addition, if a player completes their Emergency objective, then their opponent **will score 1 point less at the end of the game.**

The player should roll a d6 to determine their Emergency Objective from the list below. Both players will then have knowledge of the emergency mission selected.

1. Kill the enemy general
2. Keep your general alive
3. Have 3 scoring units in your deployment zone at the end of the game
4. Have 1 scoring unit in your opponents deployment zone at the end of the game
5. Fully finish off (flee or kill) 3 enemy units, starting from this point
6. Complete your secondary objective, by the end of the game (ignore battle round constraints from this point on)

Reroll any results which are impossible at that time (for instance, if the enemy general is dead for 1.)

4.1.5 House Rules

- Distances will be measured from base to base.
- Only round or oval bases will be allowed. Players should use bases supplied, referring to TGA if not supplied.
- "Proxies" will not be allowed, by TO's discretion. Ask if unsure before the event.
- No painting requirements to gain advantages of warscroll battalions.
- No abilities from *Firestorm* will be allowed.
- All objectives will be measured from the centre, ignoring the size of the objective marker.

- All Primary missions will end in a Draw if no player has achieved a Major Win and the VP difference is 100 or less.

4.1.6 Player FAQs

- Q. For the Dracothian's Tail Battalion it says you can cast any number of summon spells, do you read that as coming out of your casting attempts?
A. No, these are in addition to casting attempts, but still apply rule of one, as per Battalion ruling.
- Q. For the Dracothian's Tail Battalion can you summon a unit of 15 knights, included in the Battalion, as the summoning spell for saurus knights is limited to a unit of 5?
A. Yes, you can summon 15 Cavalry. The summons override the unit size in the spell, instead summoning 'unit from the battalion'.
- When teleporting in paladins from the hammerstrike battalion, is it correct that these cannot deploy into combat, but rather must be 3" away?
A. No, you may 'set up' within 3" of enemy units, as per the rules. Same with Vanguard Wing.

4.2 Additional Gaming

EXP is now the largest gaming center in London, and has plenty of options for the Friday, Saturday & Sunday nights, included in the ticket price. Below is by no means a complete list, but gives a flavour of what will be on offer.

- Board games collection with over 100 titles
- Mario Kart (Double Dash) tournament on a 10ft projector screen, organised by TOs
- Tables will remain out for extra gaming (any system)
- An opportunity to try out VR systems (at additional cost)
- PC games: Kieron will be running some games over *Overwatch*.

- RPGs: Matt will be running a game of Timewatch RPG (Playing as time travel agents). No previous experience required!
- Console game stations
- And a fully stocked bar!

We really hope that most people are able to take advantage of this excellent offer and make this a really social tournament.

On the Friday night there is a football match at the nearby Olympic Stadium. This means there will be bouncers on the door. If you mention that you are here for gaming or "AngelCore" then they should let you straight in, no need to queue. Head upstairs to the gaming venue (2nd floor) for the gaming.