

# 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 on **7th August 2016** at The Grange Banqueting Suites in Derby, UK (this is the Blood and Glory venue)

Alliance is a 1 day, 3 Game event.

## **Tickets**

Tickets are £20. The event is limited to 120 places and you can buy tickets in the [TGA.Community store](http://TGA.Community.store)

## **Venue**

The Grange Banqueting Site  
457 Burton Road  
Littleover  
Derby  
DE23 6XX  
[www.grangebanqueting.com](http://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 during or before registration.  
Spot Checks will be made on lists during the event. If a mistake is found we will decide what to do at 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 d this.

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