

The Pompey Pillage

Warriors from across the Realms are descending onto sites of vast riches. Magical places have been uncovered throughout the Realms where the possessor can discover whatever treasure their heart desires.

Duardin seek precious stones, Ur and Eather-Gold. Aelves and Bloodbound alike covet blood infused skulls for their sacrifices. The Stormcast Eternals hunt relics of power to aid them in their everlasting struggle against Chaos and Death. Nagash's minions discover souls to capture for their master, with the Deepkin desiring the same for different reasons. Skaven want cunning contraptions and mechanical monstrosities whilst the forces of Nurgle flourish amongst new and virulent poxes. Tzeenchians dance amongst glorious time-warping change orbs.

What of the forces of Destruction? They find a drug-like substance which infuses them the power of the Waaagh! Or if they are Beastclaw the blessed ability to stave of the Everwinter, for a while. Perhaps, for others of a different persuasion, some of the best mushrooms ever consumed.

All desire. All will fight to possess.

An Age of Sigmar, General's Handbook 2018, 2000 point event

Army Selection: You will need an Age of Sigmar army. Select your forces with a maximum value of 2000 Points using rules and restrictions provided in the Pitched Battle section from the General's Handbook 2018.

Only Warscrolls and Warscroll Battalions with Pitched Battle Profiles and points may be used at the event.

The Venue

Horndean Technology College,
Barton Cross,
Horndean,
PO8 9PQ

There is free parking on site, a fully licensed bar and a canteen to keep everyone fed and watered.

Saturday

- Registration: 08:15 – 08:45
- Announcements: 08:45 – 09:00
- Game 1: 09:00 – 11.45
- Lunch: 11:45 – 12:45 (provided)
- Game 2: 12:45 – 15:30
- Game 3: 15:45 – 18:30

Sunday

- Game 4: 09:00 – 11.45
- Lunch: 11:45 – 12:45 (provided)

- Game 5: 12:45 – 15:30
- Awards: 16:00

Army Lists

Bring a copy of your army list to show your opponent before each game. Ensure that all additional spells, battalions, command abilities and artefacts are clearly marked. You will also need a spare copy of your list to hand to the Pillage team.

Please identify on your army list which abilities you have selected for your characters for the event.

Terrain

Terrain will be provided and should not be moved unless both players agree. Terrain rules should be generated using a D6 and from the core rules (eg mystical, deadly etc). Terrain warscrolls will not be in play unless they are part of a player's army (eg Wildwoods, Feculent Gnarlmau, Gloomtide Shipwreck etc.).

Realm rules

Realm rules will be in play during the event. Each round will take place in a different Realm which will be announced just beforehand alongside the Battleplan. Extra command abilities and spells can be used with the specific Realmscape feature also announced before the game. ***Ghur, the Realm of Beasts will not be played.*** Rounds are 2 hours and 45 minutes long to give time at the beginning to absorb the rules in play.

Armies can hail from a Realm should a player so wish. This cannot change throughout the event and must be added to the Army Roster in order to take effect. In which case the extra artefacts and spells can be chosen instead of those specifically for the allegiance. A mix of allegiance artefacts/spells and those from the Realm can be taken.

Pillage House Rules

Rolling for the Turn: the dice rolls for deciding who will go first or second each turn cannot be modified in any way.

Other Principles

A Natural roll of a 6 to hit and to wound will always succeed. For clarity were a modifier makes it impossible to hit then a six will always count as a hit, but any special ability e.g. a Spirit Host's mortal wound on a six, would not work; it would simply count as a hit.

Models which cannot be attacked or targeted are unable to score or contest objectives (Changeling etc.)

Army Painting

All models used should be fully painted miniatures of the appropriate type for the troops they represent.

Models must be based on appropriate round/oval bases.

Models not painted or based will not be removed as casualties but will incur a **-30 plunder point penalty.**

All unit options and command models must be shown on the models, weapon options shown on a model must be used.

Registration

At the beginning of the weekend you will need to register. You will need to bring a copy of your army list and in return you will be given an events sheet to record your game scores, best painted army nomination and best opponent.

BattlePlans

Before each game, we will draw a battleplan to use for that game. The 2018 General's Handbook will be in play and 5 battleplans will be drawn at random from the 6 newest and played in the order drawn.

Secondary Objectives

It is not all about the main prize. There are other things than plunder that can make the heart race. For each secondary objective achieved you gain 1 plunder point.

1. Kill the enemy general.
2. Keep your general alive until the end of the event.
3. Destroy all of the enemy battleline units.
4. Keep all of your battleline units from being completely destroyed.
5. Kill all enemy heroes that start the battle on the board. If no enemy heroes start on the board then you automatically score this point.
6. Keep all your heroes alive for the duration of the battle, even if they start off the board or are summoned.

Plunder points

The following scoring system will be used throughout the event.

Major win: 30

Minor win: 20

Draw: 15 (If the kill points between the players is within 100 points, then the game is drawn.)

Minor Loss: 10

Major Loss but within 100 kill pts of opponent or more kill pts than opponent: 5

Major Loss: 0

For each secondary objective achieved you gain 1 plunder point.

Scores

At the end of each of your games, you will complete your event sheet for that particular game and hand it in. Your scores will be recorded, and your event sheet will be handed back to you either before or during your next game.

Most Sporting Nomination

At the end of your fifth game you must decide which of your games was the best one. Fill in the section on the event sheet and hand this in with your fifth game results. This will go towards the Most Sporting Award only and has no effect on the outcome of the Pillage Plunderer Award.

Awards

The Pillage Plunderer: The player who scores the most plunder points will win the gaming event. In the event of a tie kill points will decide the victor.

2nd place finisher. In the event of a tie kill points will decide the victor.

3rd place finisher. In the event of a tie kill points will decide the victor.

Most Sporting Opponent: This will be awarded to the person who has the most sports votes. In the event of a tie there will be a roll off.

Best Painted Army: Armies will be nominated by the Pillage team. The selected armies will be set up at lunch time on Sunday for players to judge the overall winner.

The Donkey: For the last placed player, a coveted Pirates tradition!